

Changing the color:

```
game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny")
```

"Tawny" Here we specify the color name.



Changing the material:

```
game.Workspace.Panel2.Material = Enum.Material.Wood
```

Wood Here we specify the material name.

SmoothPlastic, Wood, Metal, Grass, Brick, Slate, Concrete, Corroded Metal, Diamond Plate, Foil, Cobblestone, Pebble, Sand, Fabric, Granite, Marble, Ice, Neon

Changing position in space:

Set a new position:

```
game.Workspace.Panel3.Position = Vector3.new(0, 0, 0)
```

X - coordinate

Y - coordinate

Z - coordinate

Shift:

```
game.Workspace.Panel5.Position =  
game.Workspace.Panel5.Position + Vector3.new(1, 0, 0)
```

The position of the object is shifted by the magnitude of the vector. In this case, by 1 along the X-axis.

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