# Workshop 14 Lab 1

In this activity, we are going to

* implement a simple Texture Shader and Texture Light Shader.

Before the activity make sure Core RP and Universal RP are installed

* From Window->Package Manager->Packages: Unity Registry-> Install Core RP and Universal RP
* Follow the instruction in the link to configure UPR into an existing Project
* https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@10.8/manual/InstallURPIntoAProject.html

1. Texture Shader

New a Shader->Standard Surface Shader name it as TextureShader

Replace the code with the following:

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

New a Material, name it as TextureMaterial.

Change TextureMaterial shader to TextureShader.

Add in a Sphere in the scene.

Change the Sphere material to TextureMaterial.

Import an image/texture into project.

Update TextureShader Texture with the image.

Graphical user interface

Description automatically generated

A picture containing floor, water

Description automatically generated

2. Texture Light Shader

New a Shader->Standard Surface Shader name it as TextureLightShader

Replace the code with the following:

Graphical user interface, text, application

Description automatically generated

Text

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

New a Material, name it as TextureLightMaterial.

Change TextureLightMaterial shader to TextureLightShader.

Change the Sphere material to TextureLightMaterial.

Import an image/texture into project.

Update TextureShader Texture with the image.

Change the Directional Light angle and observe that the texture brightness is affected by the Directional Light.

A picture containing radar chart

Description automatically generated