# Workshop 14 Lab 1

In this activity, we are going to

* implement a simple Normal Map 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. Normal Mapped Shader

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

Replace the code with the following:

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text

Description automatically generated

New a Material, name it as NormalMappedMaterial.

Change NormalMappedMaterial shader to NormalMappedShader.

Add in a Sphere and Cube in the scene.

Change the Sphere and Cube material to NormalMappedMaterial.

Update NormalMappedMaterial Texture with the images and Normal map.

Graphical user interface

Description automatically generated

Shape, engineering drawing

Description automatically generated

Text it with different combination of texture and normal map.

A picture containing transport, balloon, aircraft

Description automatically generated

Chart, surface chart

Description automatically generated