**5.What are the core missions?**

Shaders and Materials

* Shaders and materials define how your objects look, turning 3D meshes into surfaces with color and texture. Shaders give your objects color, smoothness, shininess, and even physical texture.
* In this mission, you’ll learn how to simulate real-world surfaces and even other-worldly objects. Then you’ll learn how professionals make custom shaders to create special surface effects.

Lighting

* Lighting involves a combination of environmental light, artificial light, and shadows. This can determine the time of day, set the mood, or establish a style in your scene.
* In this mission, you’ll light an indoor space and an outdoor space, and learn about the fundamental principles of lighting in Unity along the way.

Animation

* Animation adds movement to the objects in your scene. This can refer to the movement of an entire object through space or the movement of a character’s body.
* In this mission, you’ll animate a bouncing ball, an interactive door, and a humanoid character, and learn some core animation principles like squash and stretch along the way.

Visual effects (VFX)

* VFX are simulated motion effects added to enhance a scene, ranging from a subtle splash of water to a massive fiery explosion.
* In this mission, you will learn to create your own visual effects, including fire, weather effects, and a puff of smoke.

Cameras

* Cameras are your eyes into an interactive experience. They can be fully dynamic, fixed, or tied to a character.
* In this mission, you’ll explore the different camera types common to interactive experiences. You’ll also learn some basic camera shot terminology and practice recreating iconic scenes from popular media.

Post-processing

* Post-processing is just like applying filters to a photo you take with your phone. This can make your scene look more beautiful and interesting.
* In this mission, you will use post-processing to achieve a particular look and feel in a scene.

Audio

* Audio is one of the most overlooked aspects of interactive development. It includes audio that originates in the environment, such as footsteps or rushing water, and audio that is added for effect, like a soundtrack.
* In this mission, you’ll bring a scene to life using audio effects. You’ll explore the different ways audio is perceived, and implement ambient and event based sound.

User interface (UI)

* A user interface is what allows a user to interact – or interface – with an application. A UI often includes images, text, buttons, toggles, sliders, or dropdowns.
* In this mission, you will design your own title screen and functional settings menu.