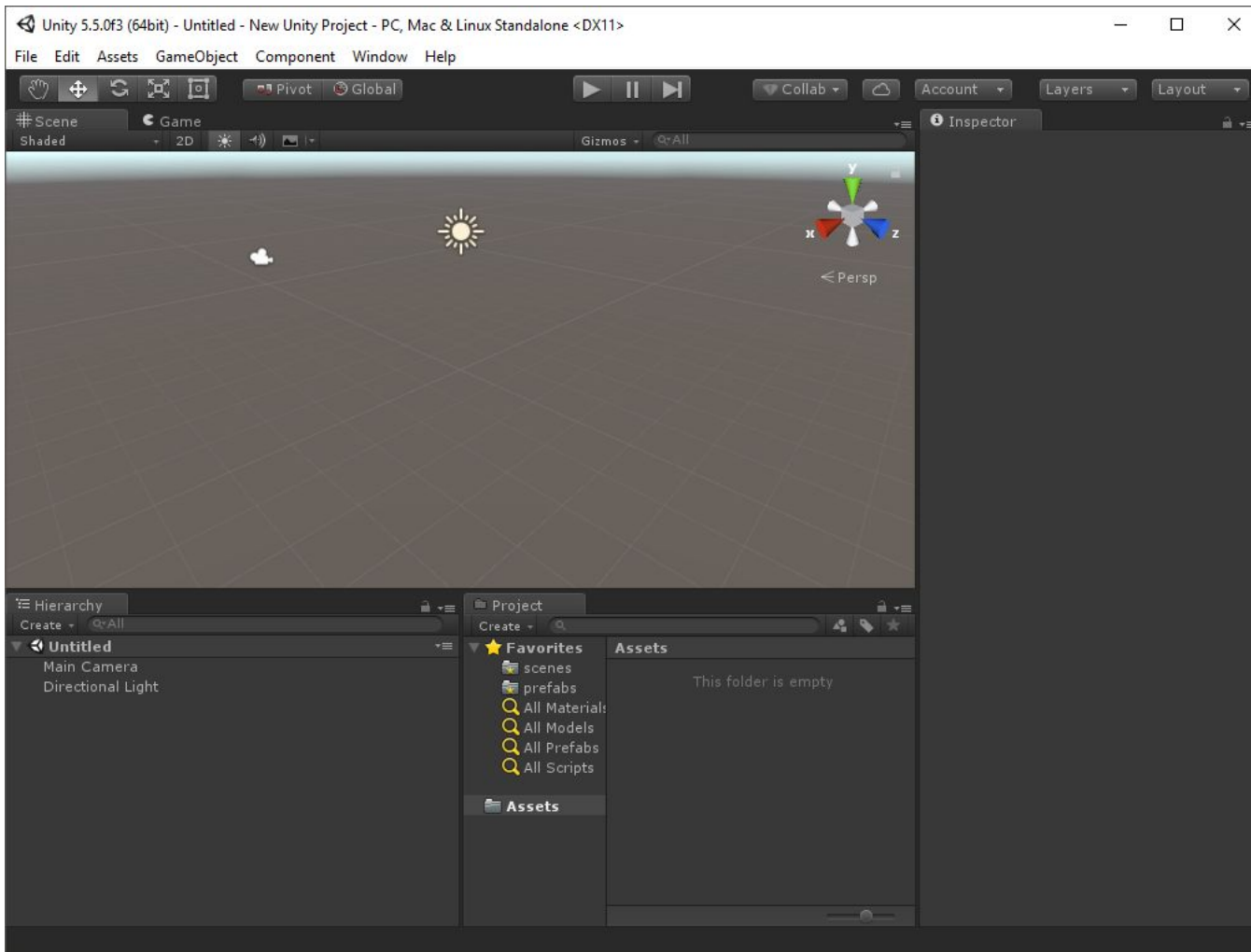


Unity Cheat Sheet

Dropping your model in Unity ... nicely

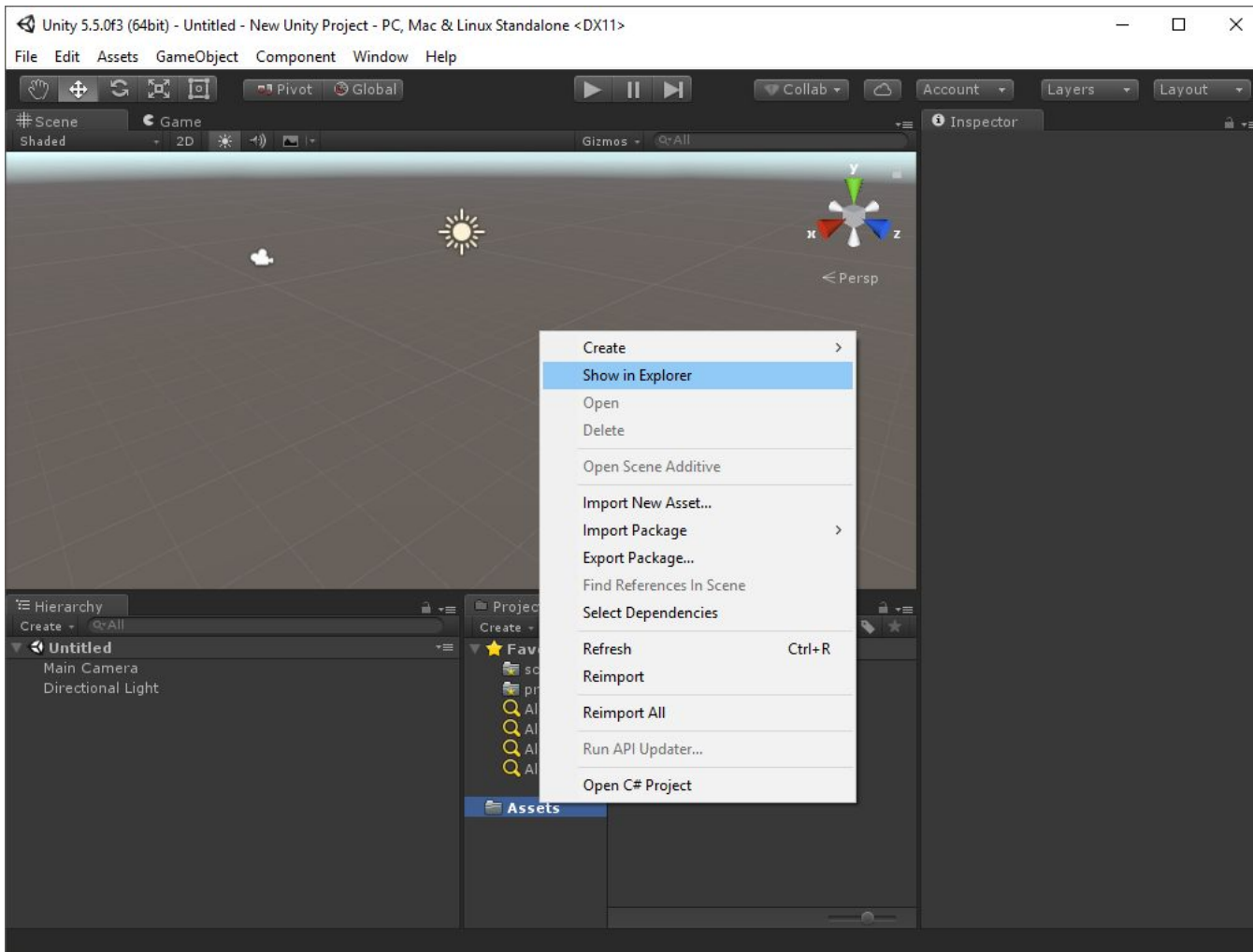


The Default Interface

Inspector shows details of selected object

Project shows all assets ready to use in the project

Hierarchy shows all objects in the scene



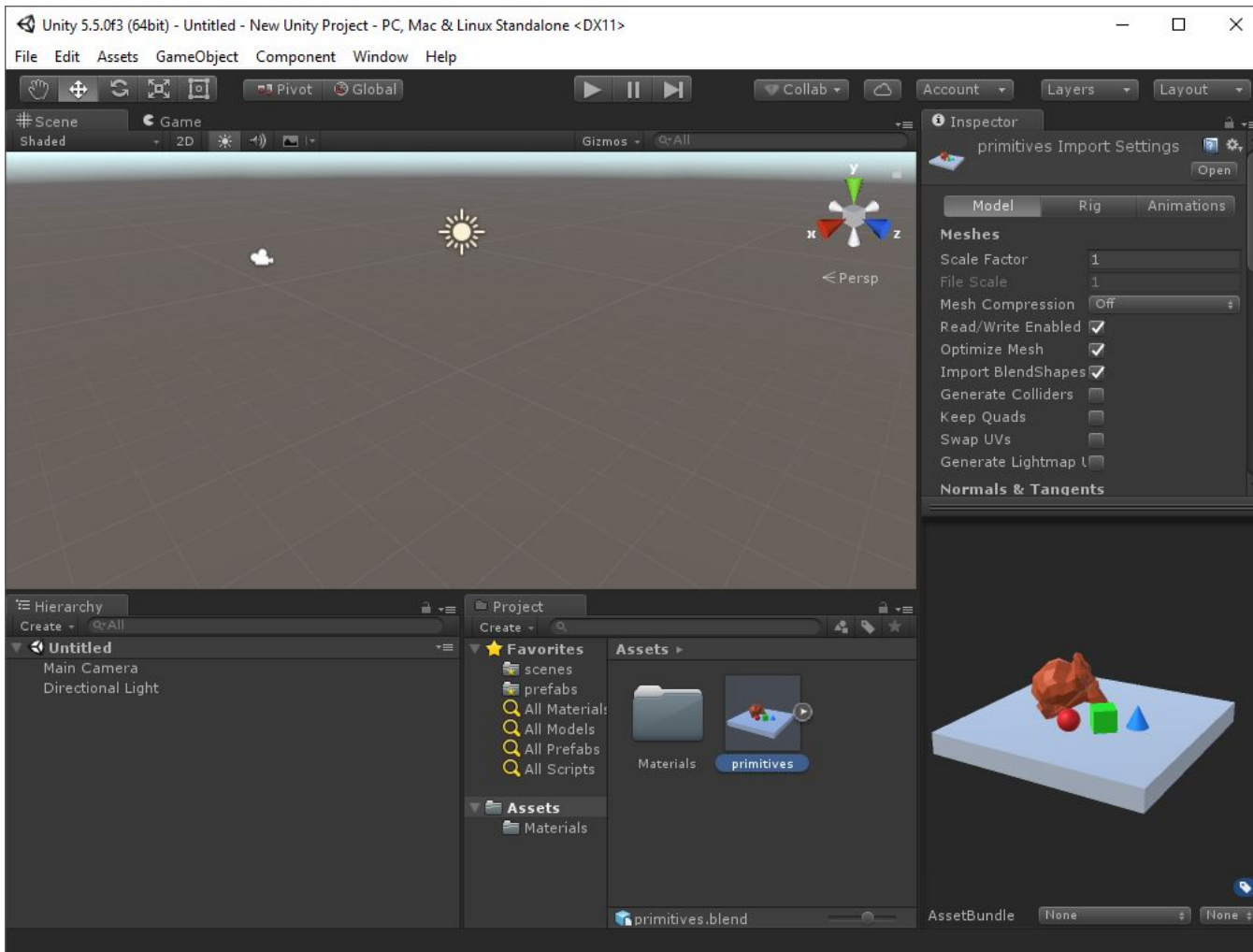
The assets folder

Right click on the assets folder to open it in the explorer

Every asset is represented in the file system as a file

New assets can be imported by dragging them into the asset folder

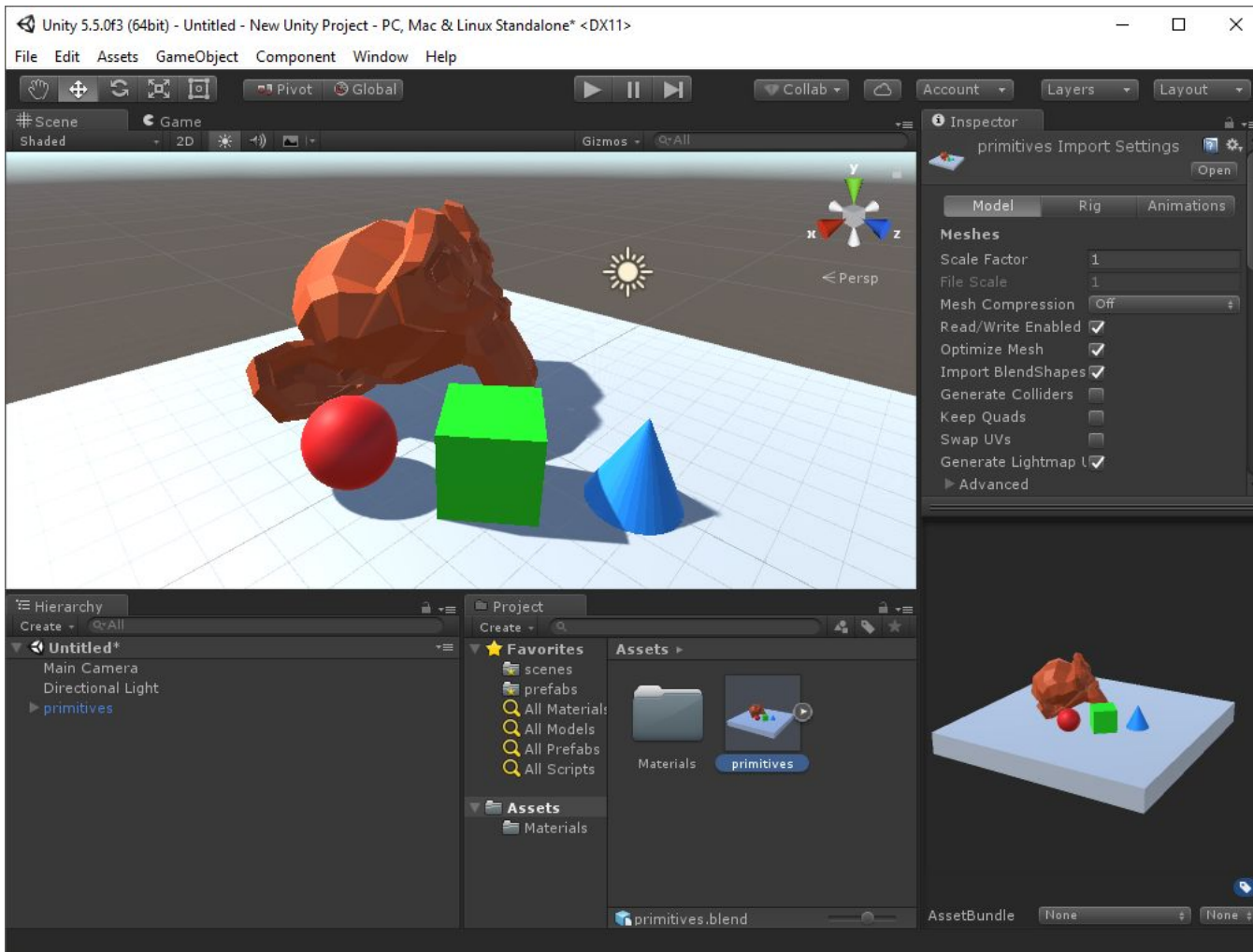
Assets can be organized in sub folders



Model Importer

Once your model is added to the assets folder, you can access settings in the inspector.

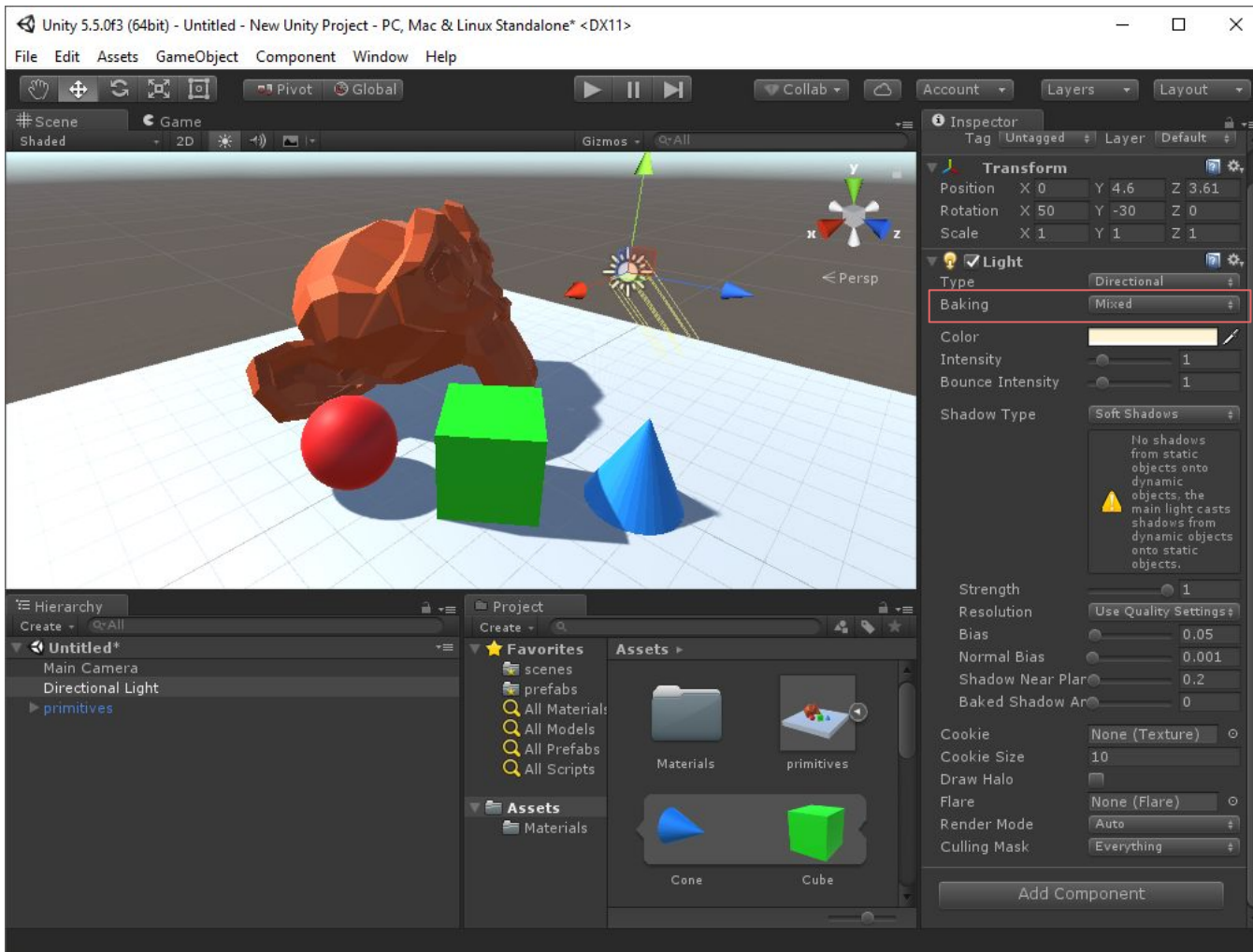
Materials referenced in your model will be recreated in Unity.



Position your Model

Drag your model
to the scene view or into the
hierarchy

It will be rendered in the
scene with lighting and
materials accordingly.

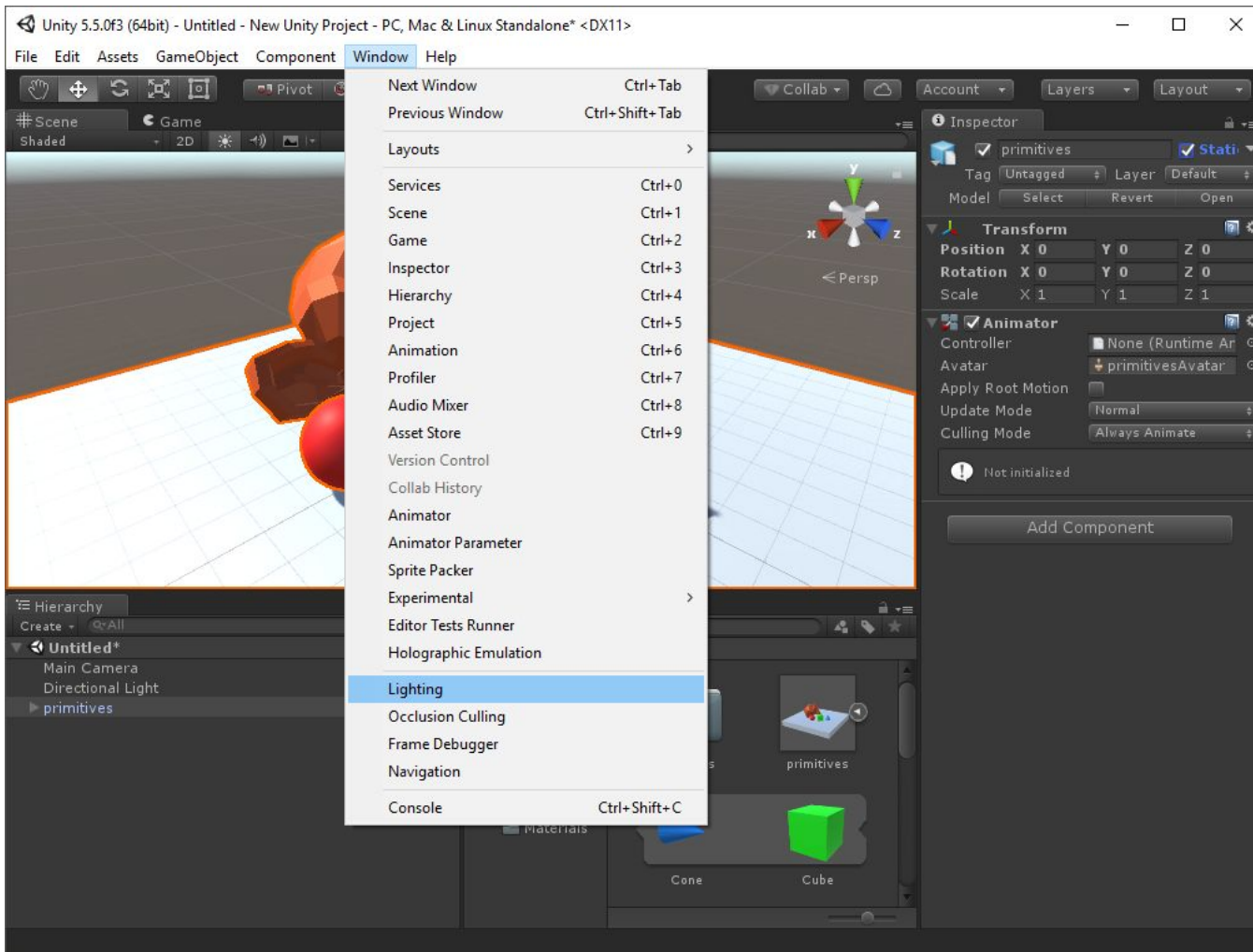


Light setup

To increase rendering quality use partially baked lighting.

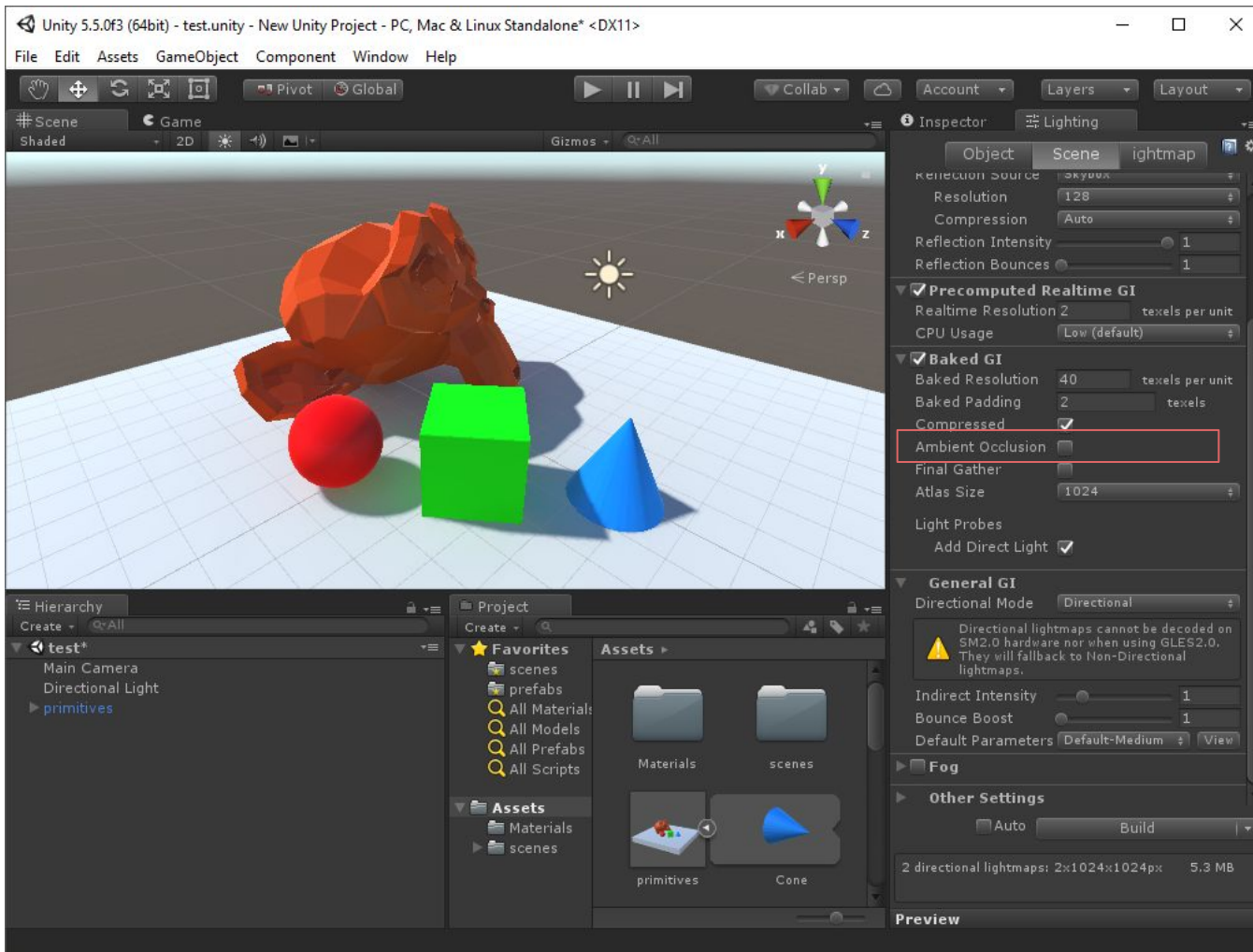
Allow your lights to be **baked** and working on realtime content at the same time.

Set your lights to baking mode **“mixed”**



The Lighting Panel

Open the panel through the menu



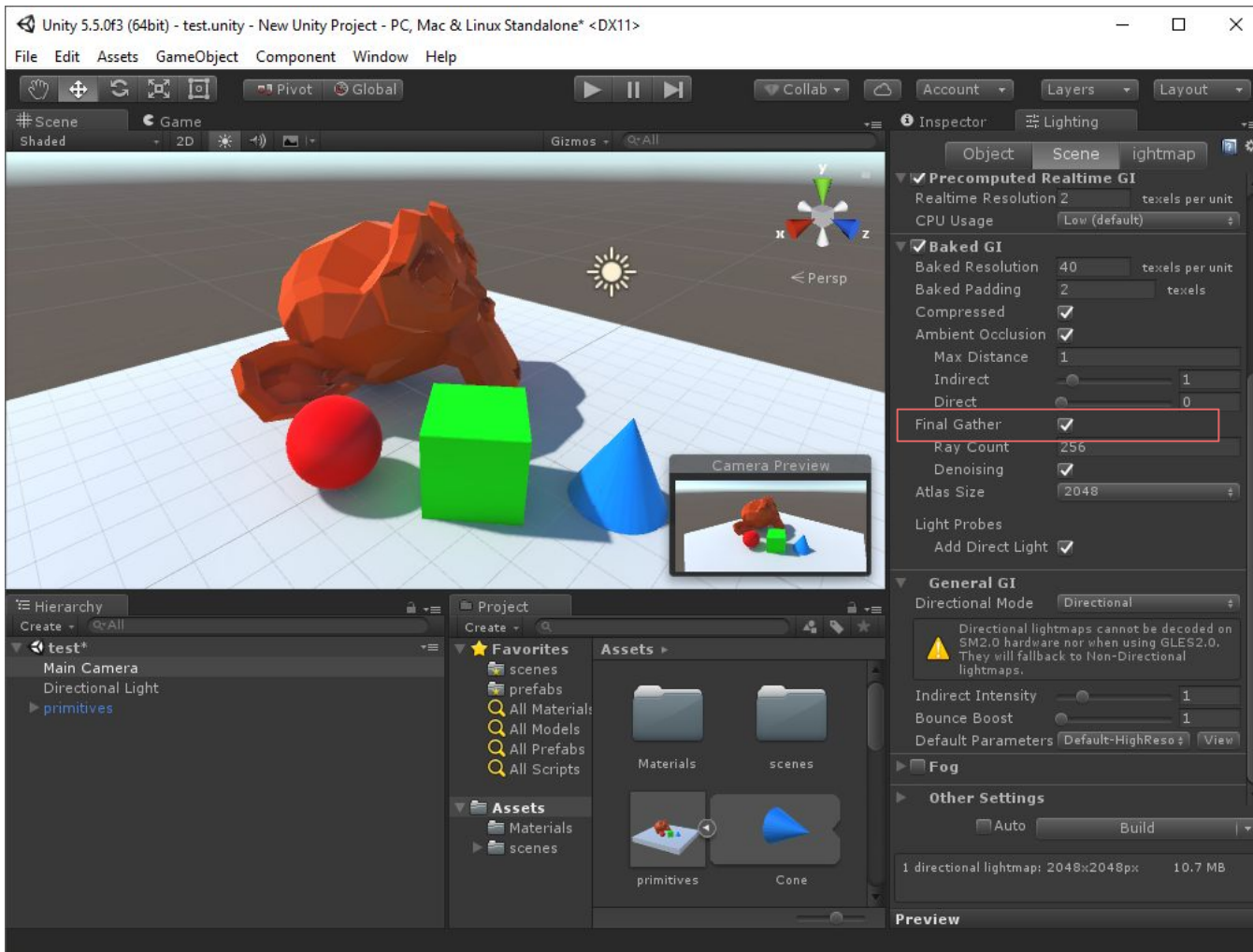
The Lighting Panel

Hit “Build”

Baking will create global illumination systems for realtime global illumination

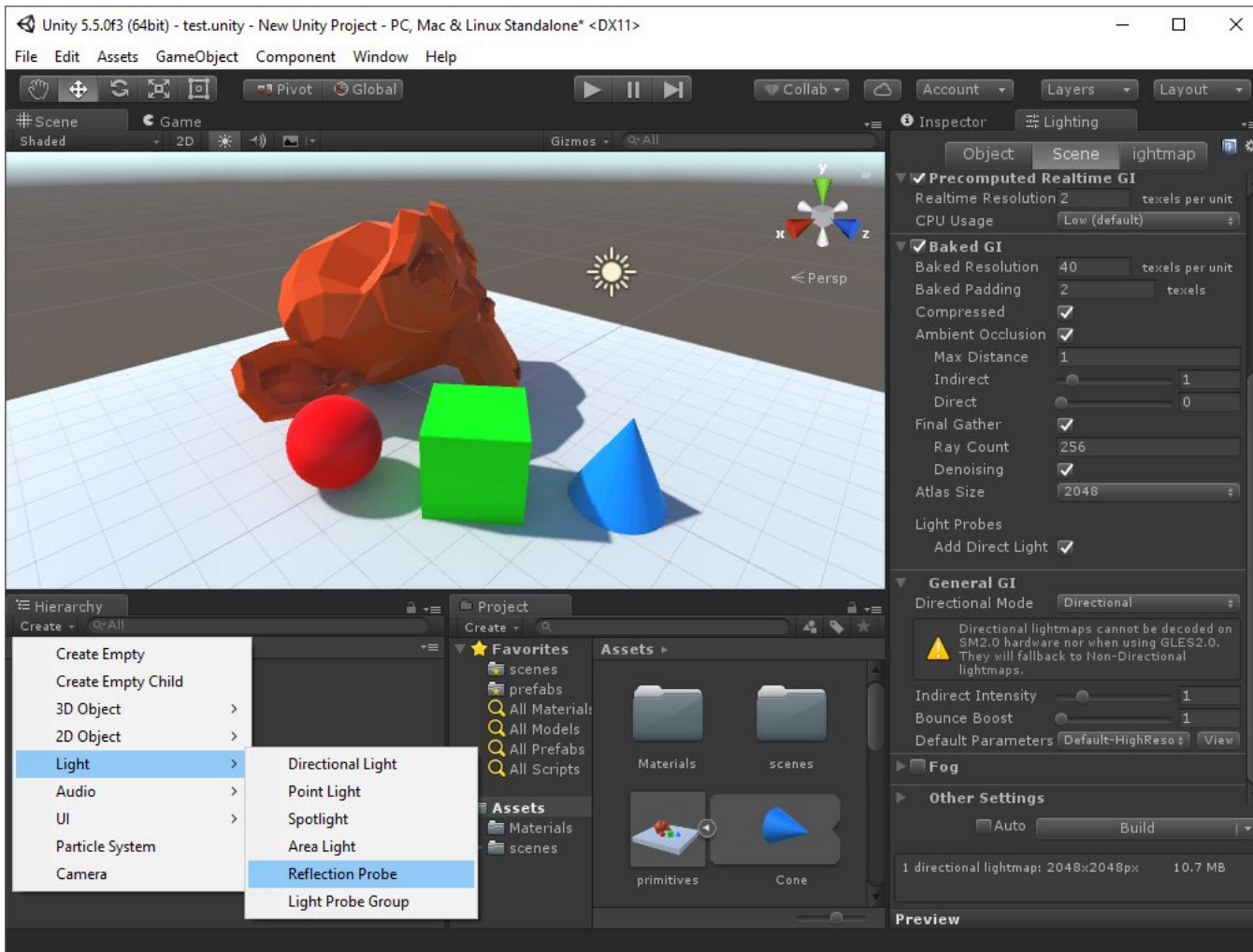
It will also create baked smooth shadows for static lights and geometry.

It will also create ambient quality occlusion.



The Lighting Panel

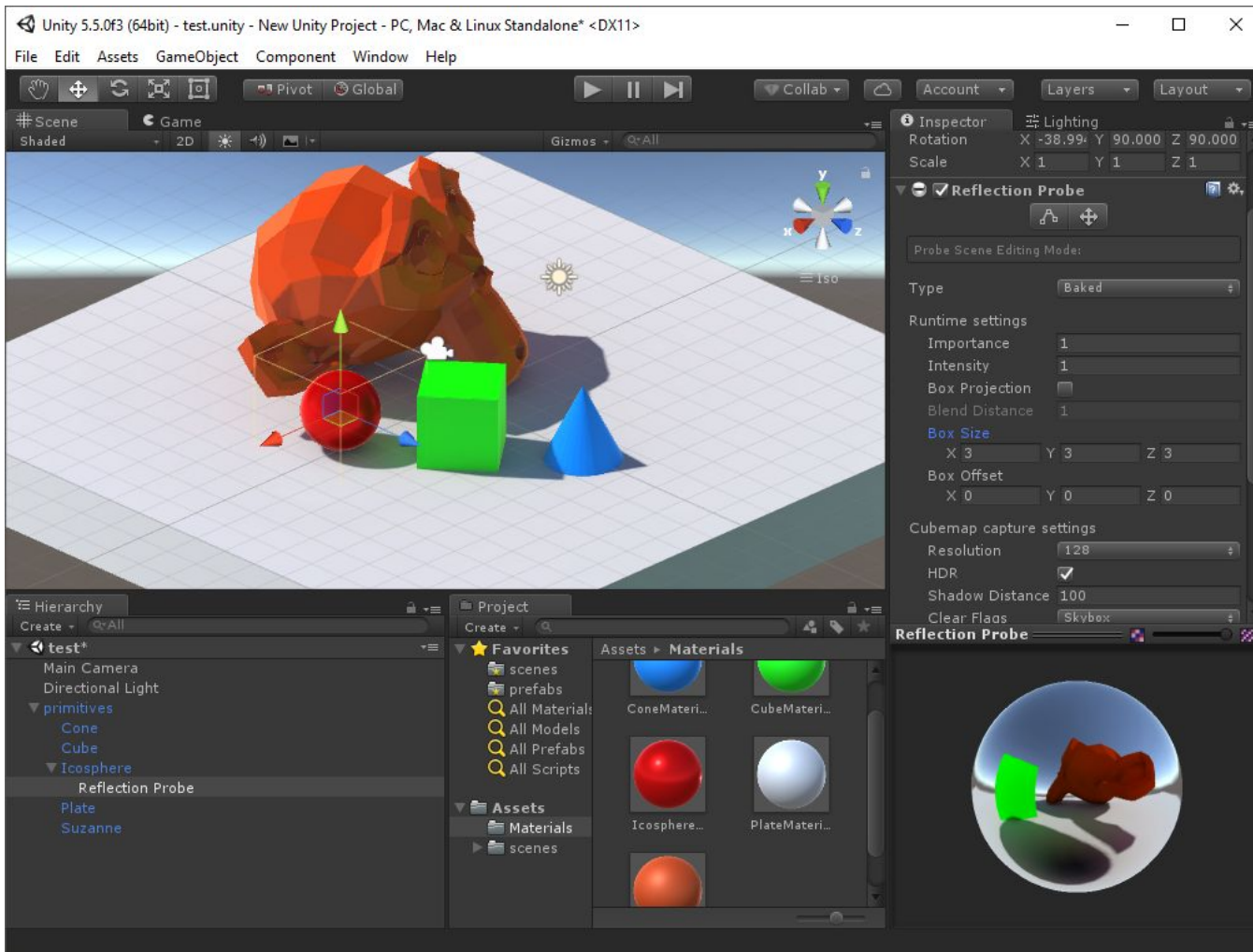
Increase quality by activating “Final Gather”



Reflection Probes

Add reflection probes to further increase quality of surface reflections on smooth objects

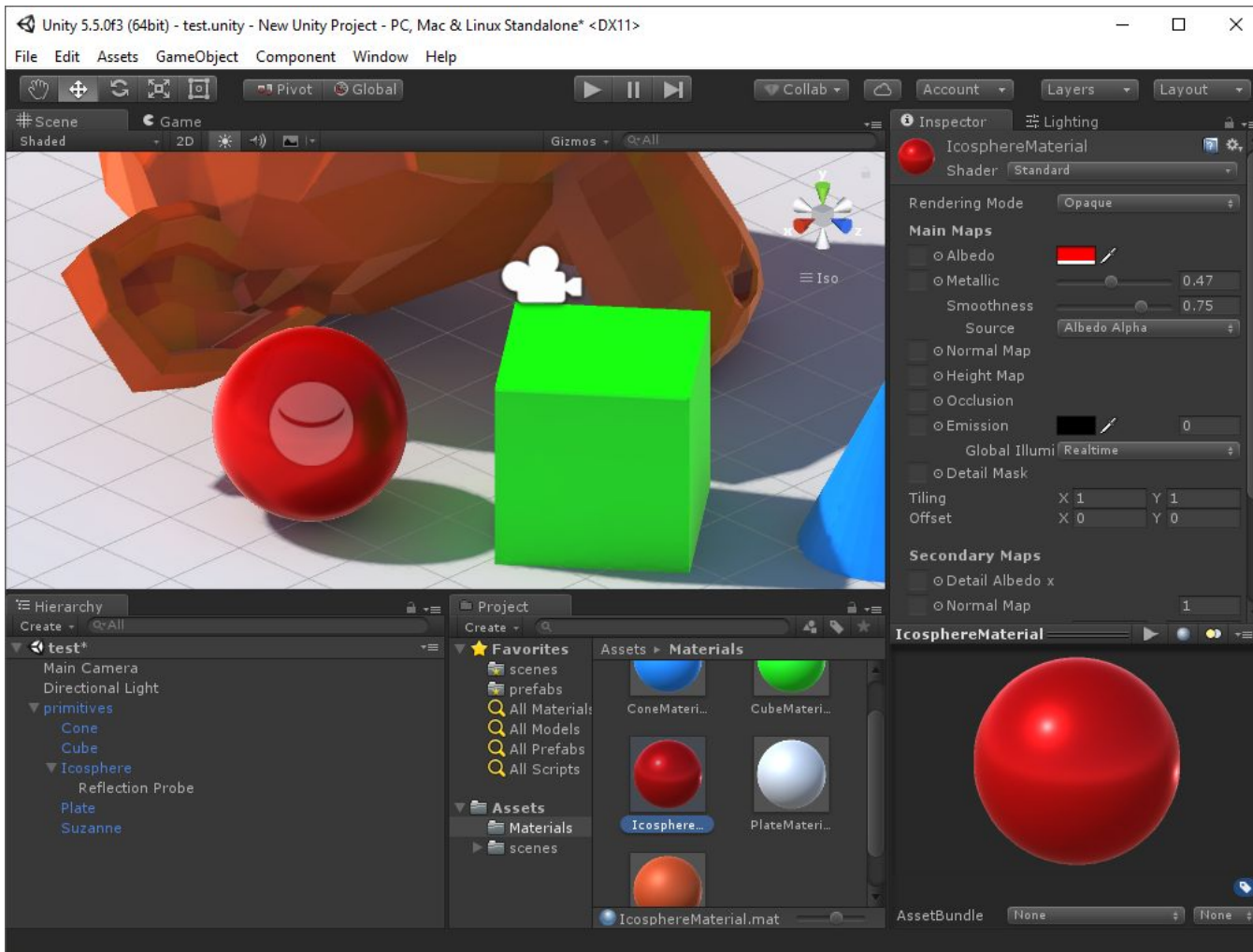
Place reflection probes within objects that should use them.



Reflection Probes

Reflection Probes can be realtime or baked as well

Tweak the Box Size value to change which objects will use the reflection probes.



PBR Materials

Tweak Metallic and Smoothness of materials.

They will now use reflection probes.

