

# Unit 03b: More Pretty

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## Introduction

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## Goal

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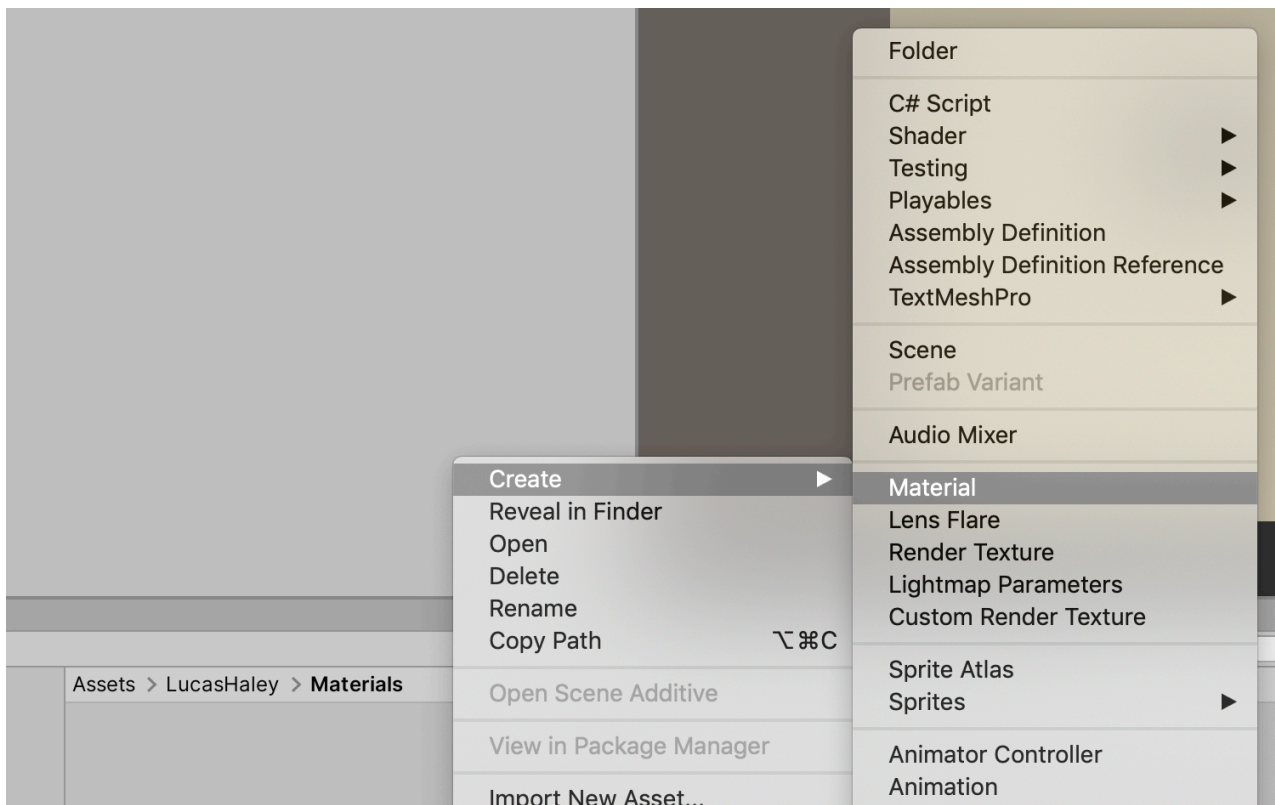
To create a material to colour the player.

## Process

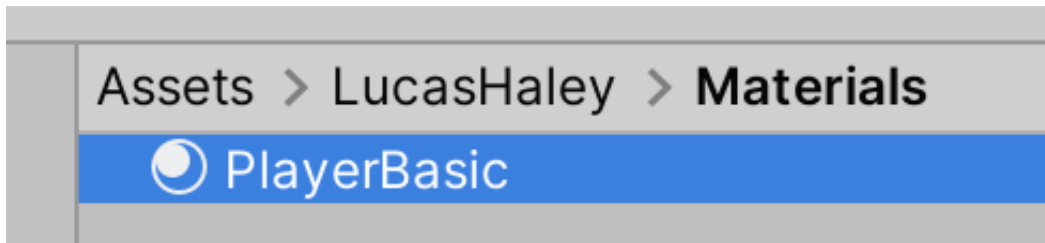
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### Create a material

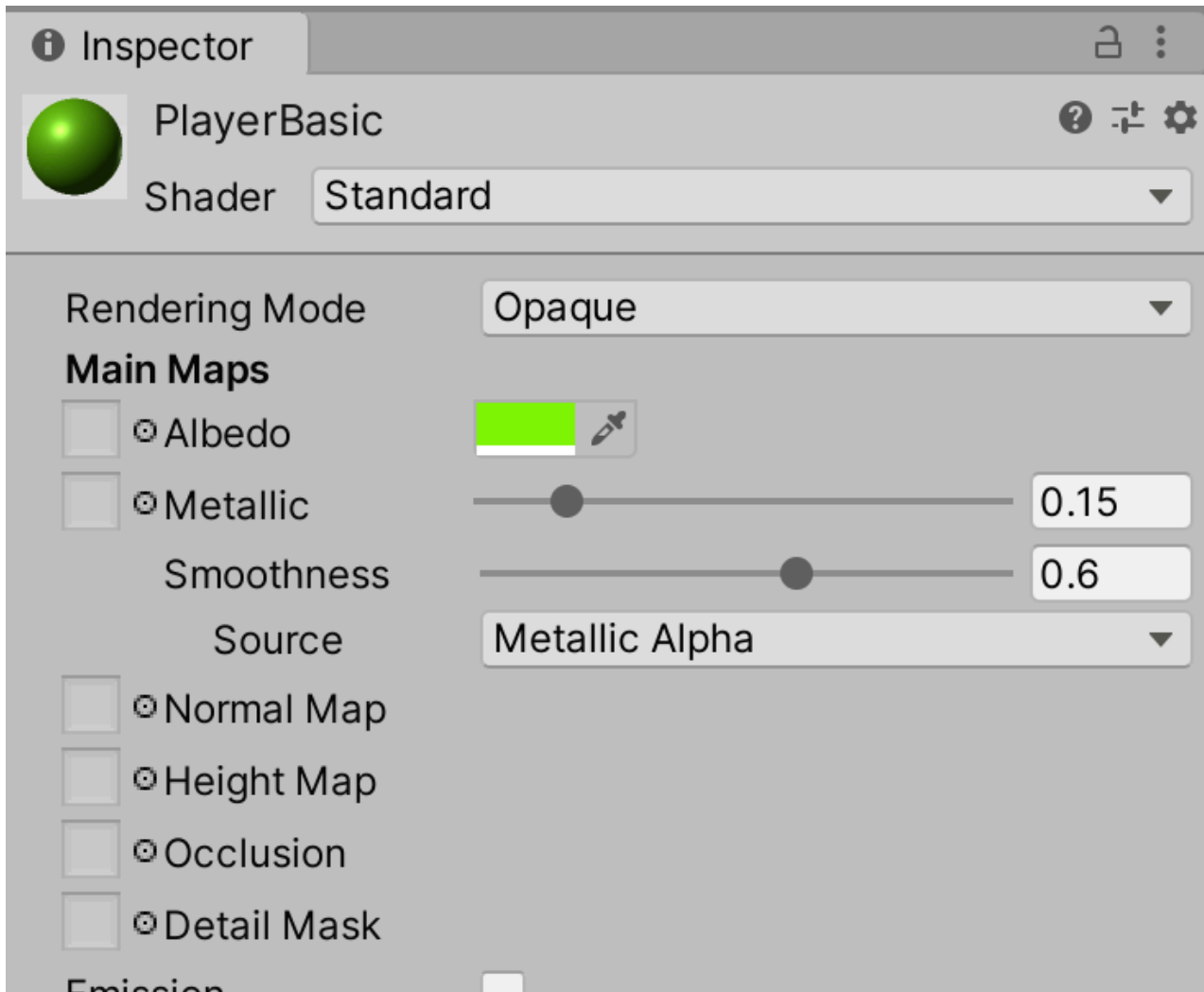
1. Navigate to the Materials folder in your named folder. Right-click in the Project panel, and select **Create > Material**.



Name the new material `PlayerBasic`.



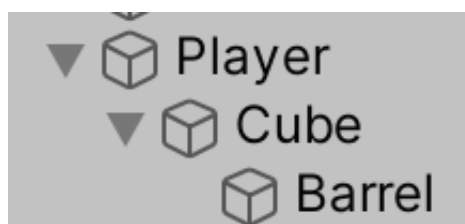
2. With the new material selected, check out the properties:



Click on the **Albedo** colour swatch, and change the colour as you like. You can also play with the **Metallic** and **Smoothness** sliders for different effects.

## Apply the material

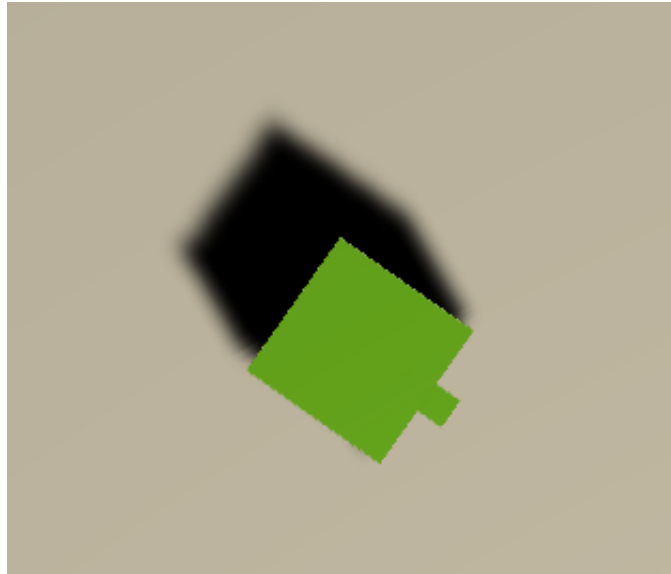
1. Select the `Player` object in the Hierarchy panel, and click the disclosure triangle to reveal the object children.



2. Select the material in the Project panel, and drag it onto the `Cube` object inside the `Player`

object.

3. Do the same for the `Barrel` object. All done!



## Wrap-Up

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Creating basic materials is super easy. Later, we'll be looking at applying textures to materials, and creating our own shaders.

## Further Material

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- [Unity Manual: Materials](#)