

Importing Models Review

Finding Free Models

- [TF3DM](#)
- [Google's 3D Warehouse](#)
- "3D Models" on Unity [Asset Store](#)
- [TurboSquid](#) free models
- [OpenGameArt](#) 3D section
- [Blend Swap](#)

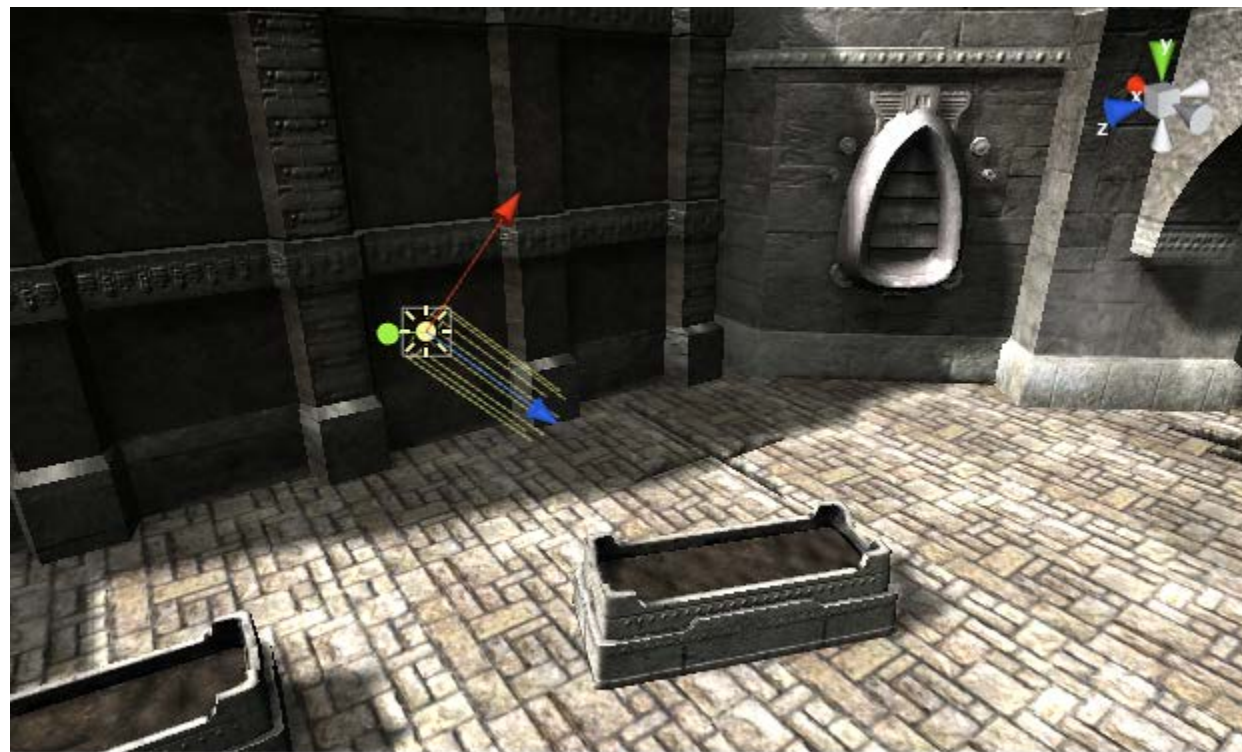
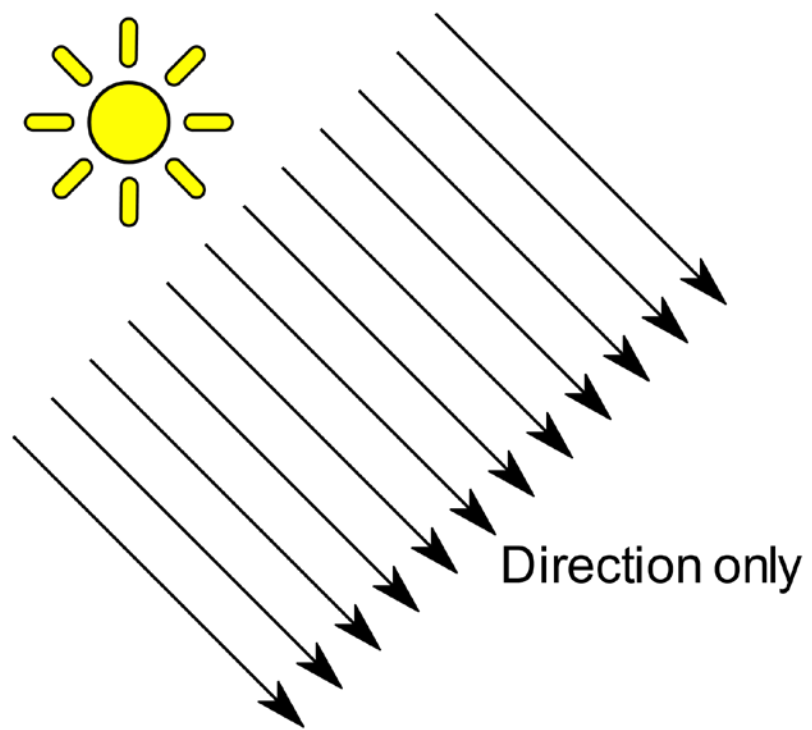


Unity 3D

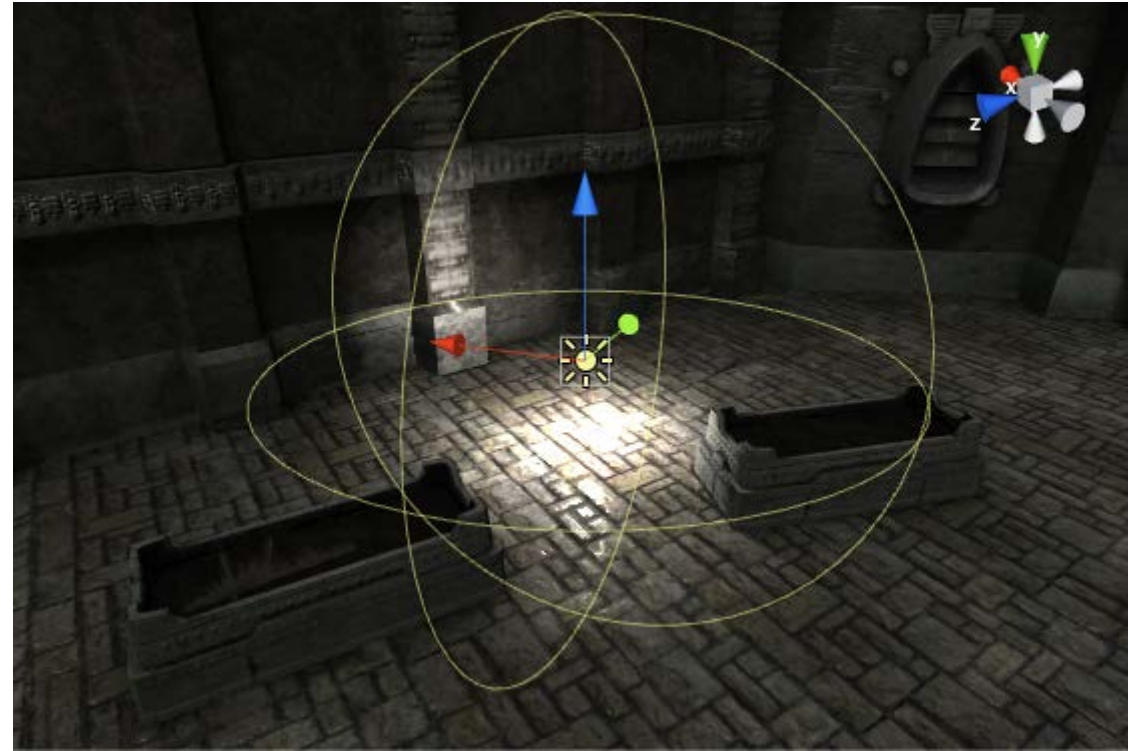
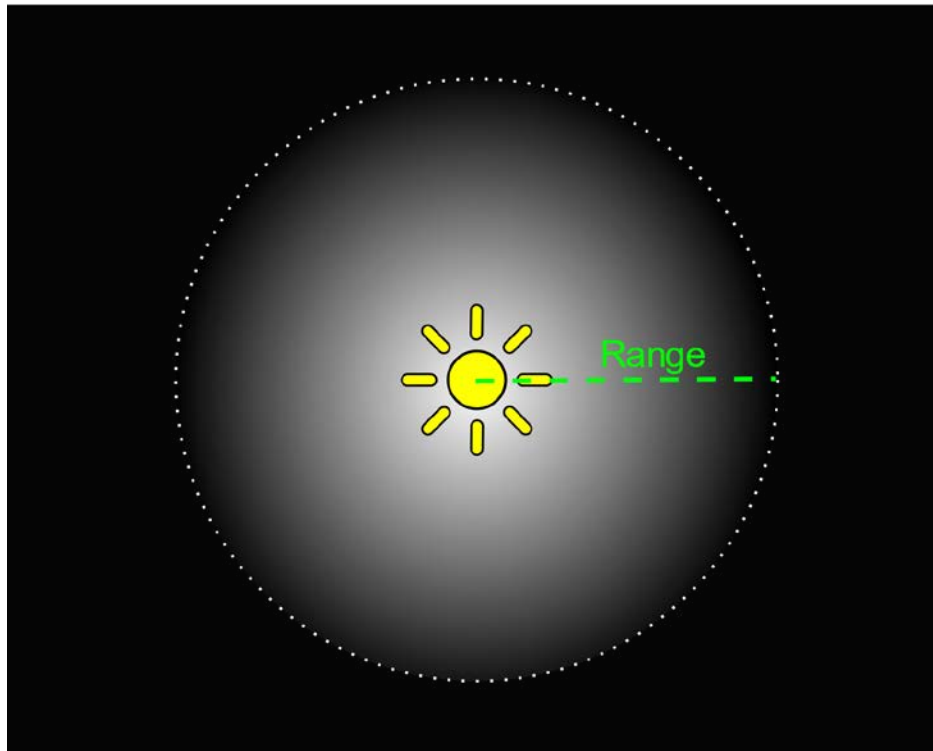
- Natively supports the following formats:
 - .fbx, .obj, .dae, .3ds, .dxf
- Proprietary formats:
 - Max, Maya, Blender, Cinema4D, Modo, Lightwave, Cheetah3D, Sketchup
 - Supported if you have the software installed
- [Importing guide](#)
 - Has tips for importing each format

Lights

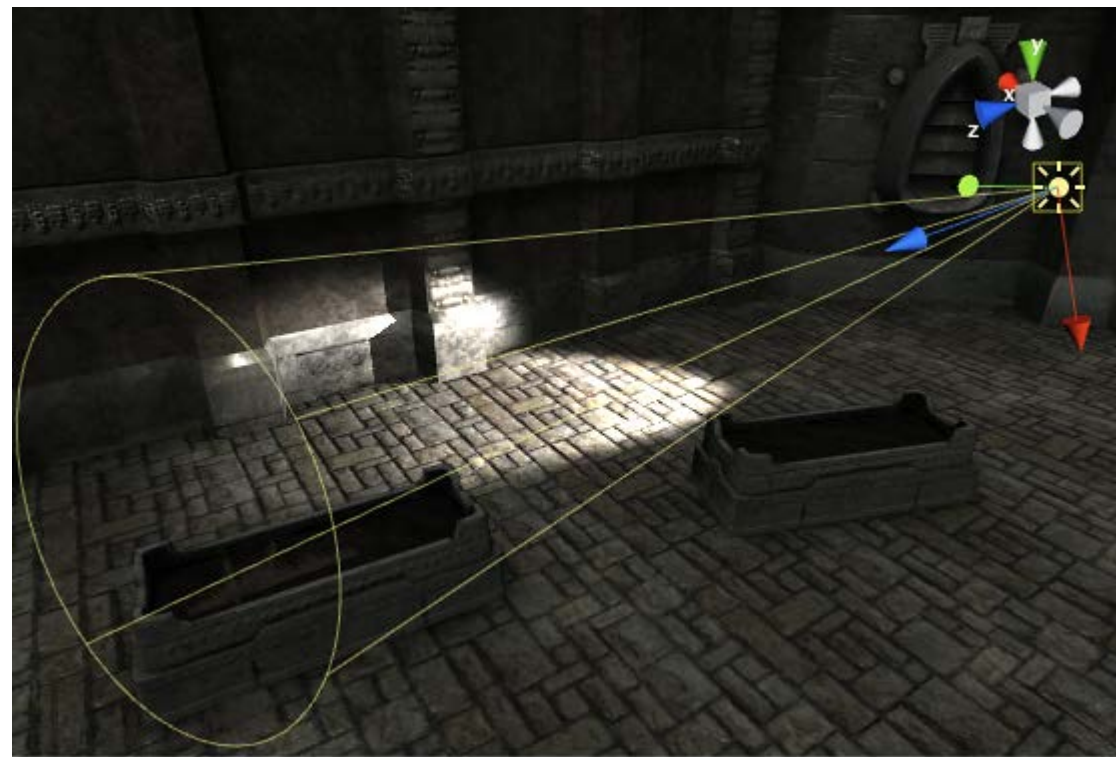
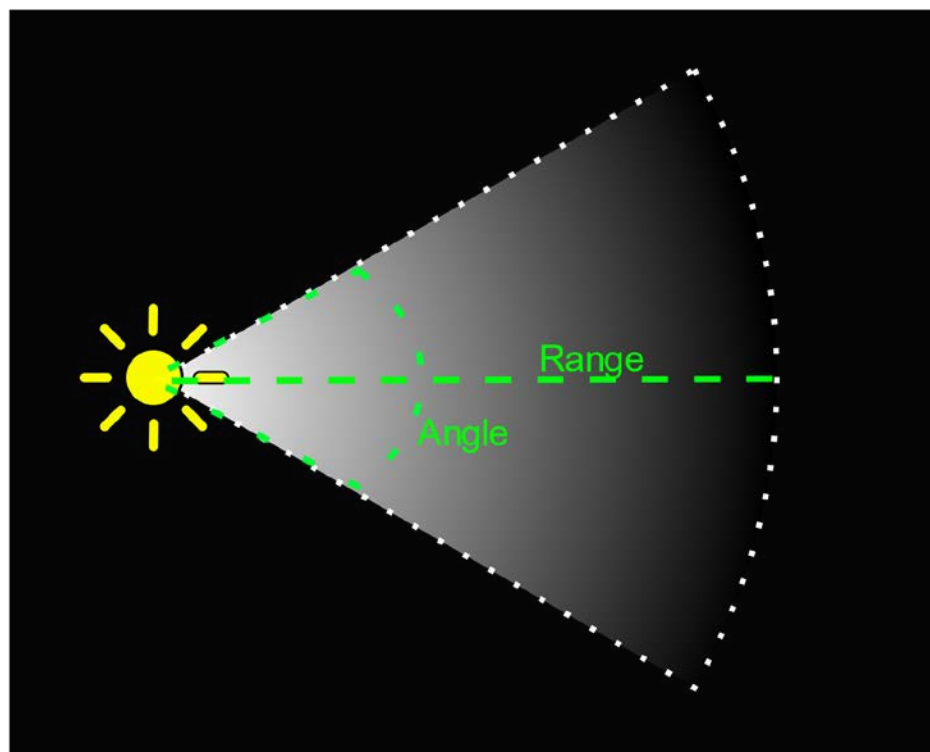
Directional Light



Point Light



Spot Light

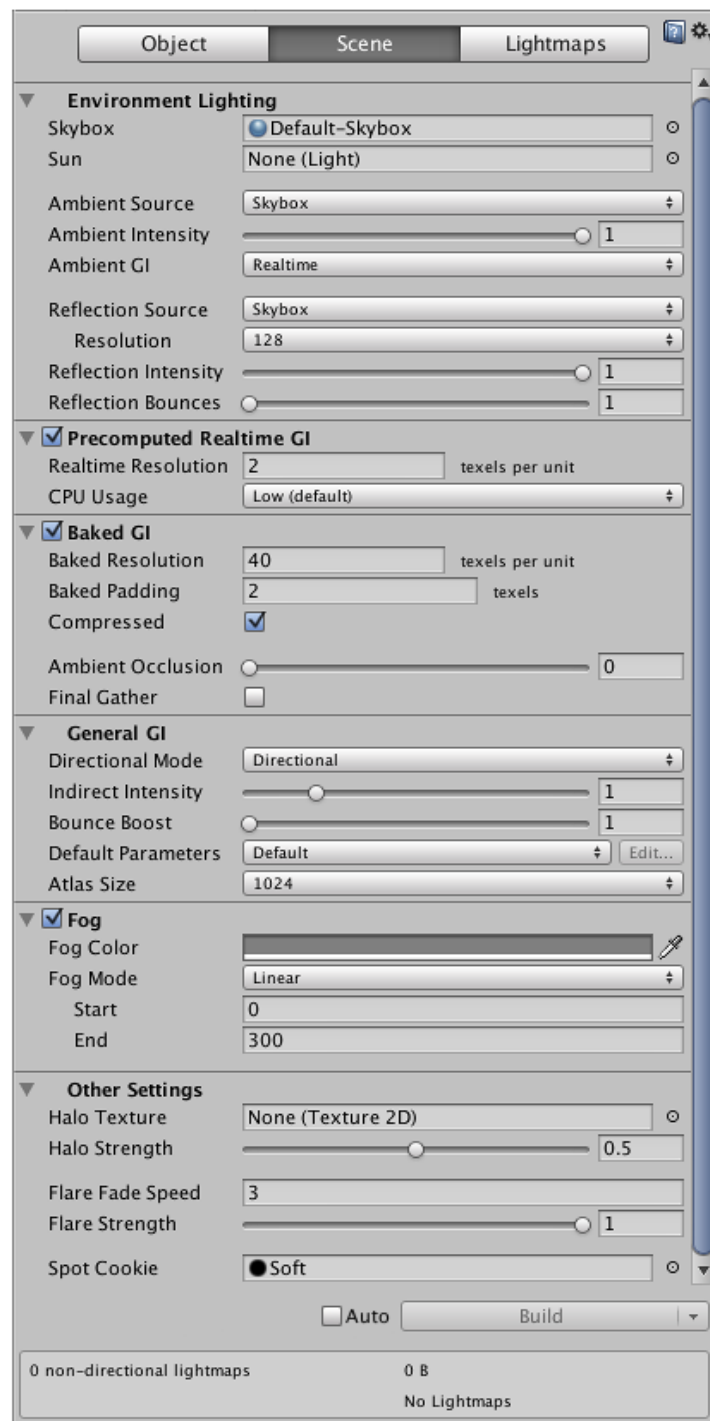


Ambient light

Ambient light is light that is present all around the scene and doesn't come from any specific source object. It can be an important contributor to the overall look and brightness of a scene.

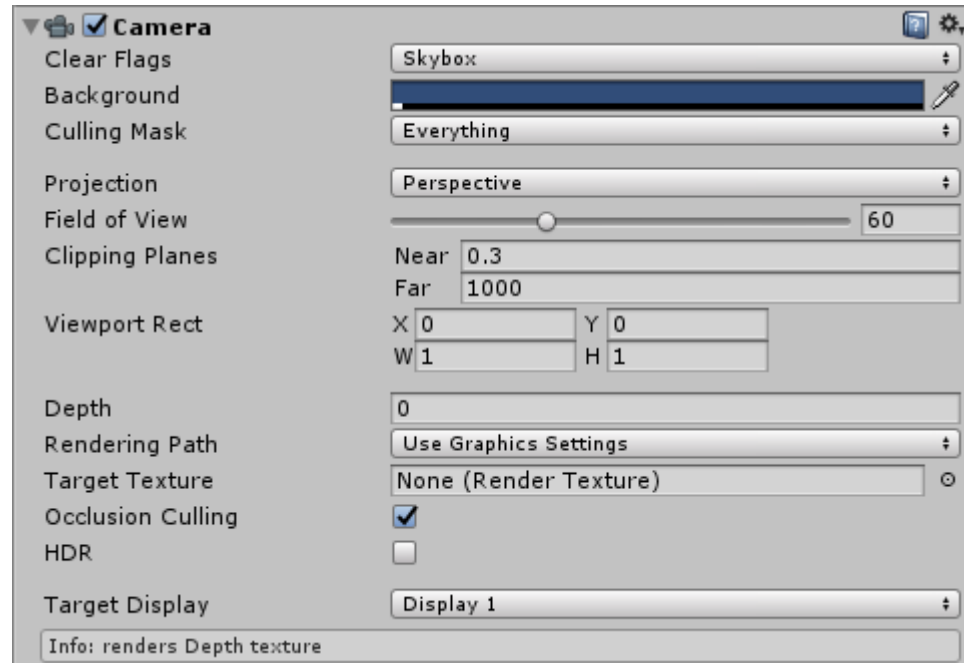
Ambient light can be useful in a number of cases, depending upon your chosen art style. An example would be bright, cartoon-style rendering where dark shadows may be undesirable or where lighting is perhaps hand-painted into textures. Ambient light can also be useful if you need to increase the overall brightness of a scene without adjusting individual lights.

Ambient light settings can be found in the [Lighting window](#).



Ambient Lighting

- Window -> Lighting
- Scene Tab
- Things to adjust:
 - Skybox
 - Ambient Source
 - Ambient Intensity
 - Fog



Background

- When you aren't using a skybox:
 - Select your camera
 - Adjust the background color

Hotkeys and Controls

Unity References

- [Scene View Navigation](#)
- [Positioning GameObjects](#)

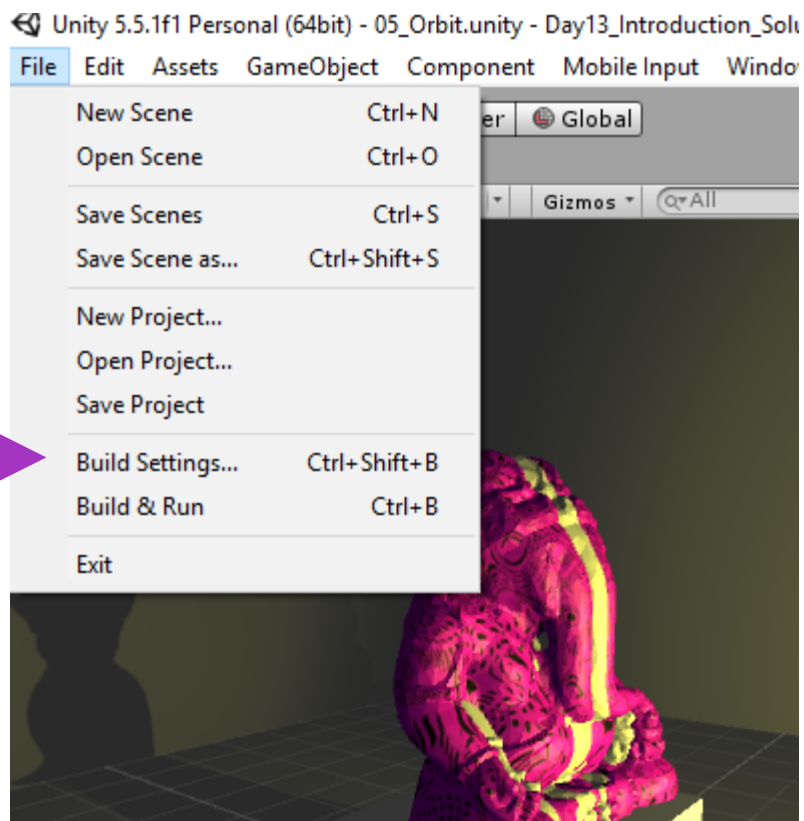
Publishing Builds

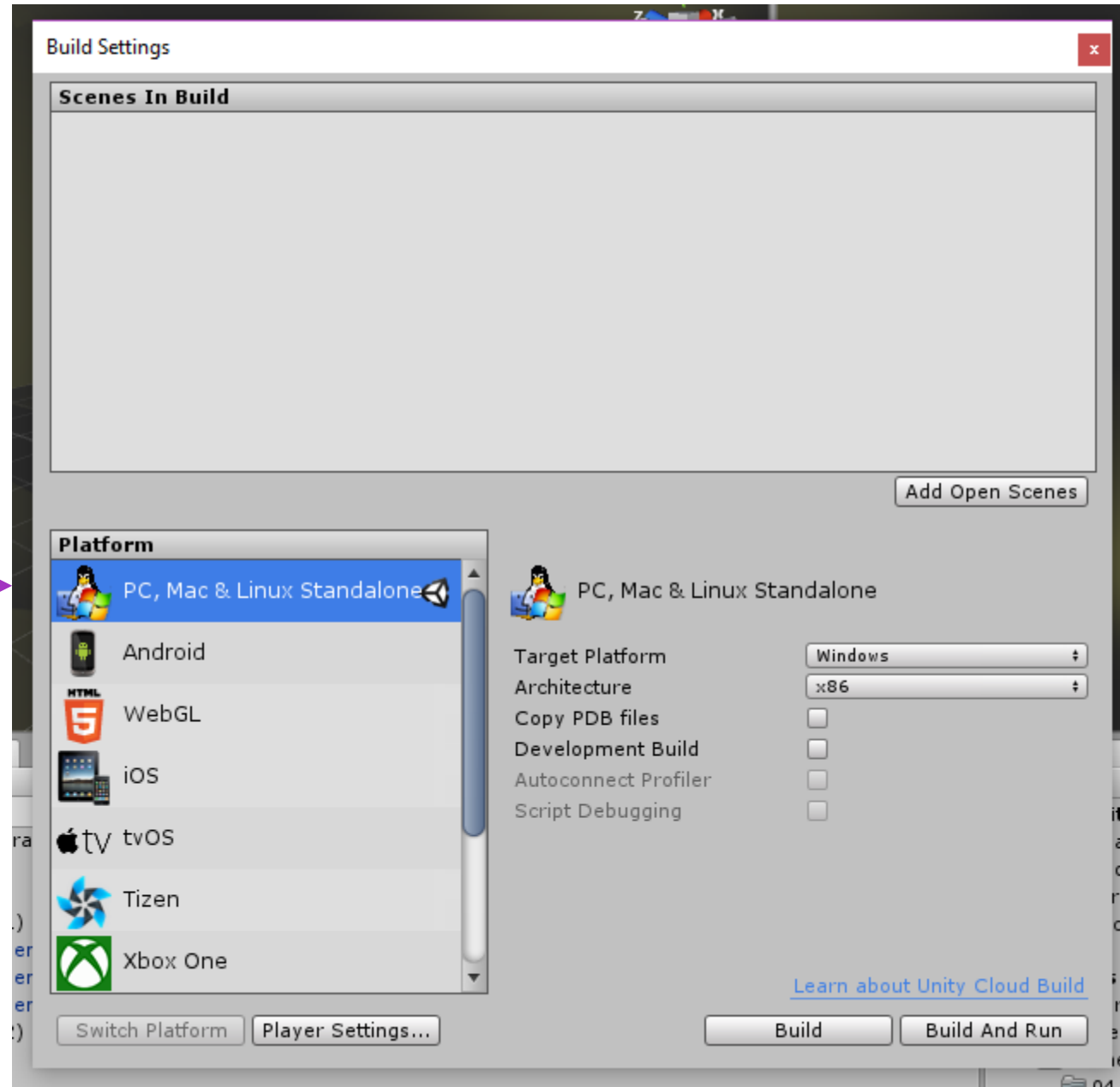


Build

- A build is a published version of your project that you can distribute and share
- Options:
 - PC/OSX/Linux desktop application (exe or .app)
 - WebGL (browser, .html)
 - iOS app
 - Android app
 - Xbox One
 - PS4
 - ...

Open up the
build settings







Select your
platform

Add your
scene

Build!

Sharing a Windows Build

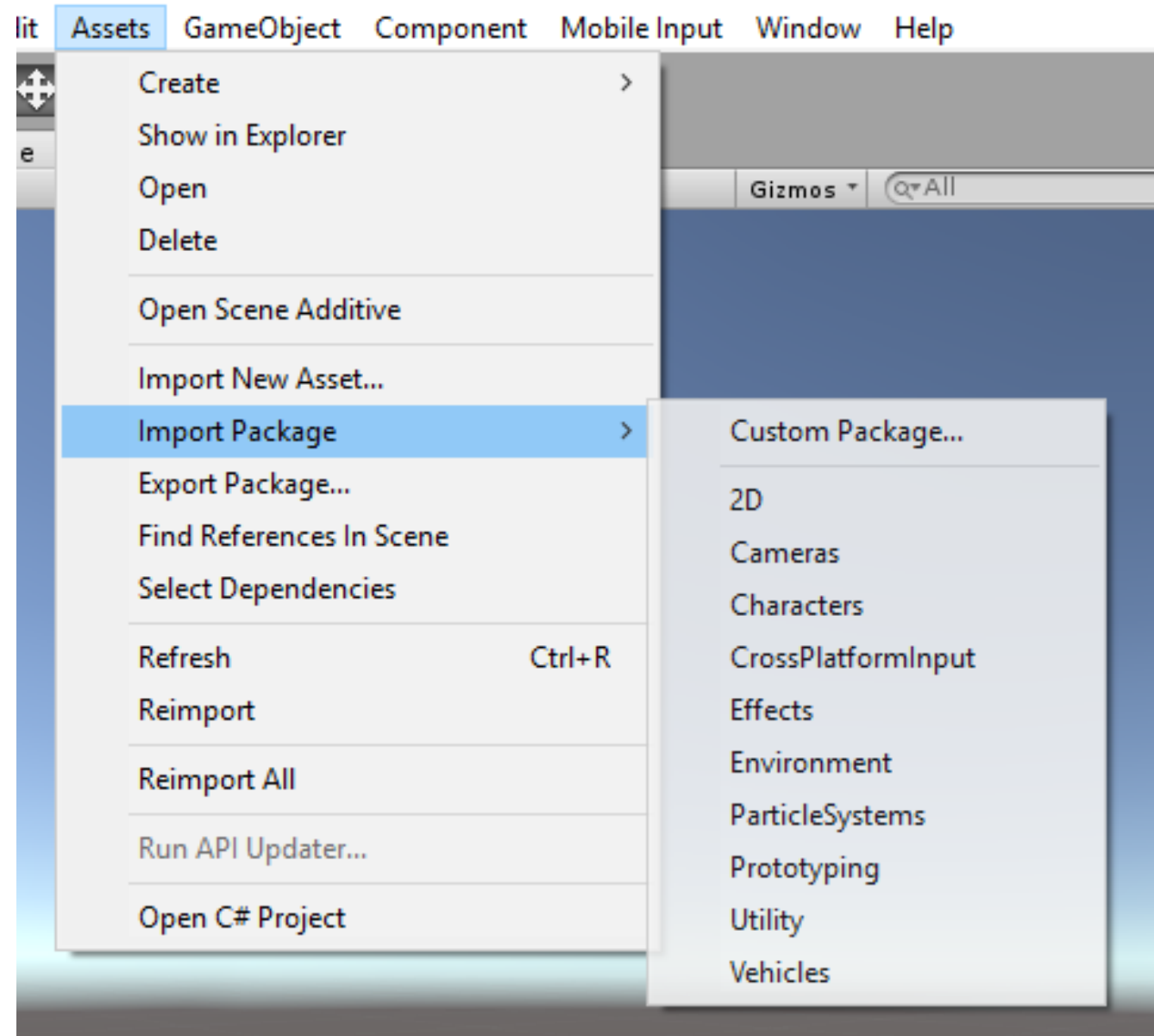
- When sharing a Windows build you need to send both:
 - The .exe
 - The _Data folder

GamePlayExercises > Day14_Introduction_Solution > Builds				Search Build
Name	Date modified	Type	Size	
 orbit-demo_Data	2/27/2017 7:15 AM	File folder		
 orbit-demo.exe	1/19/2017 6:11 AM	Application	17,786 KB	

Building References

- See [Unity tutorial video](#)
- See [Unity manual](#)

Unity Standard Assets



Standard Assets

- Provided by Unity
- Characters – first person and third person characters
- Cameras – camera rigs that follow a target
- Prototyping – simple shapes for level design