

# Changing Scenes



```
using UnityEngine.SceneManagement;
```

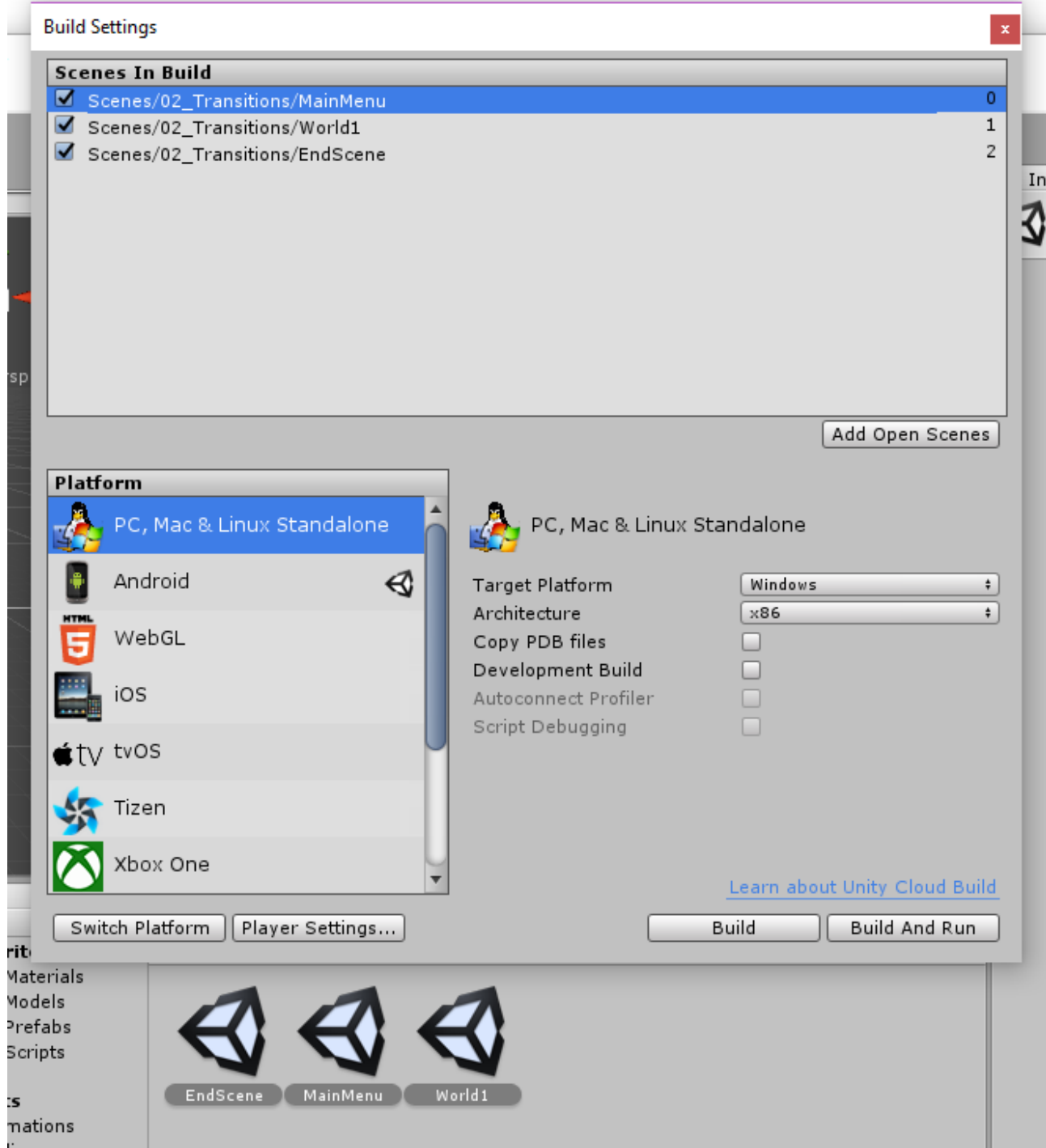
0 references

```
public class SceneChangeTrigger : MonoBehaviour {
```

0 references

```
    void OnTriggerEnter() {  
        SceneManager.LoadScene("NextSceneName");  
    }
```

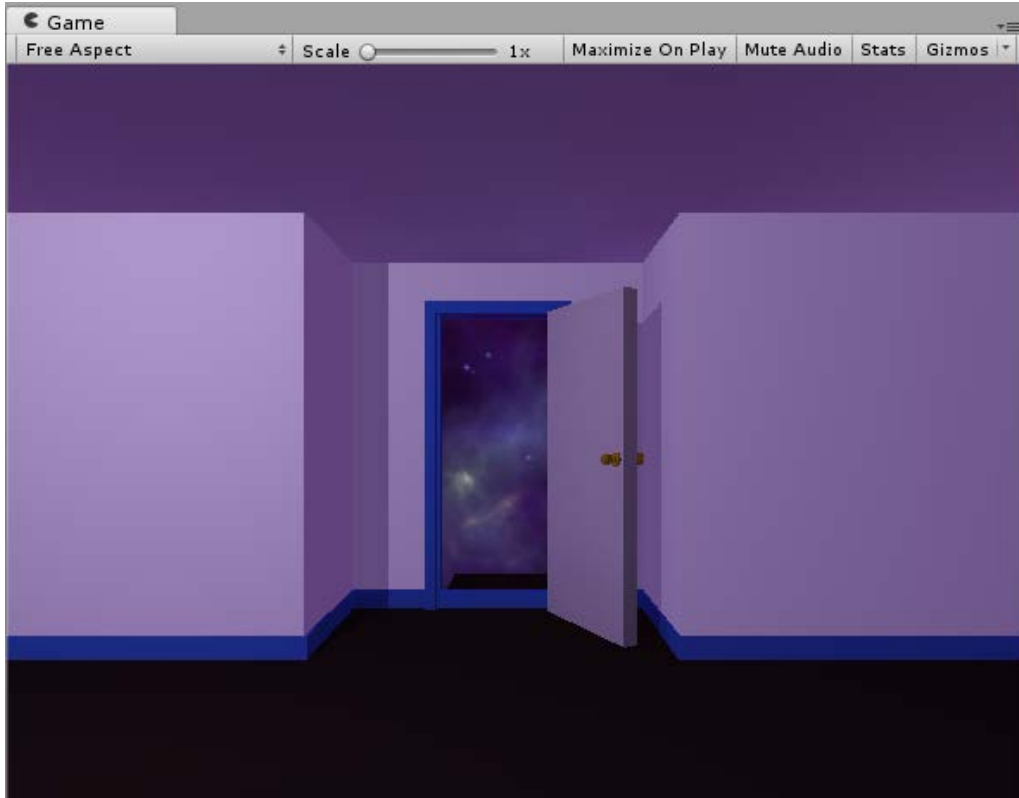
```
}
```



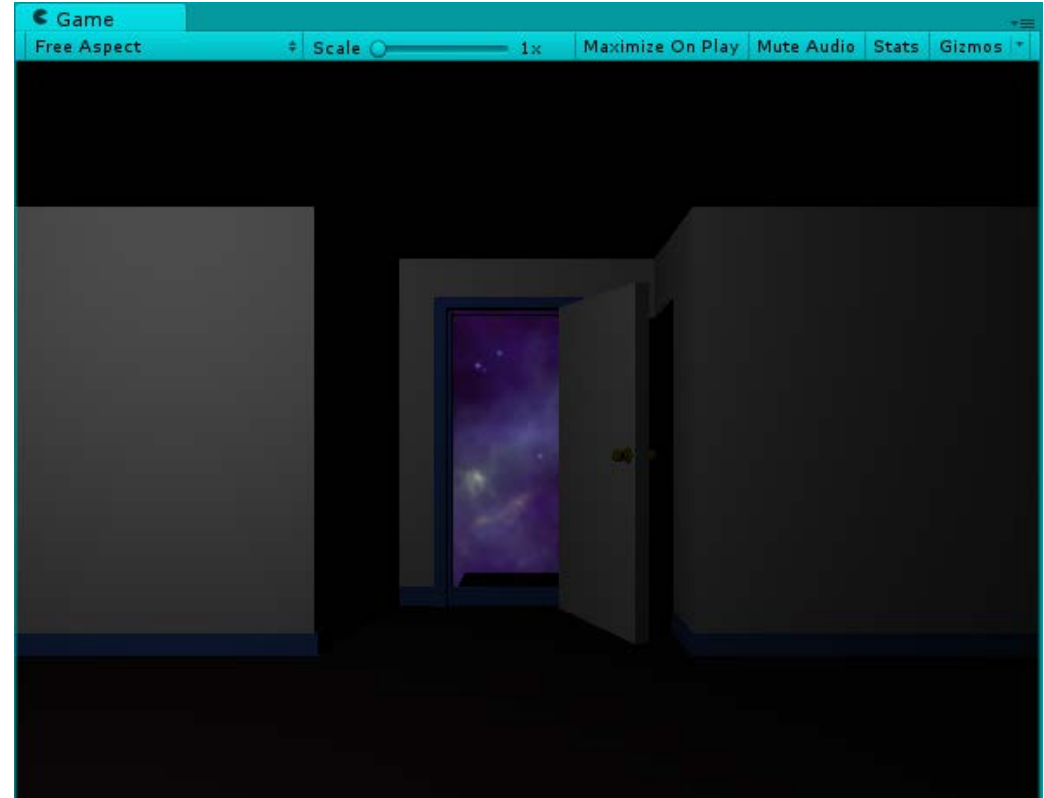
## Scene Switching

- In order to switch scenes, scenes must be in build settings
- Drag scenes into “Scenes in Build” to add them
- 1<sup>st</sup> scene in build settings will be the 1<sup>st</sup> scene that opens in a build

# Scene Switching Lighting Bug



Scene Loaded Directly  
By Opening



Scene Loaded Indirectly  
By Switching

# Solution: Lighting Bug

- Lighting is only borked in the editor! It will be fine in a build.
- Option 1: live with it
- Option 2: bake lights
  - Window -> Lighting
  - Uncheck auto
  - Hit "Build" every time you change your scene

