

C#
(C Sharp)



Accessing Components

Via Inspector

```
public class LightColorSwitcher : MonoBehaviour {  
  
    public Light LightComponent;  
  
    // Use this for initialization  
    void Start () {  
  
    }  
  
    // Update is called once per frame  
    void Update () {  
  
    }  
}
```





Variables

areaSize	The size of the area light. Editor only.
bakedIndex	A unique index, used internally for identifying lights contributing to lightmaps and/or light probes.
bounceIntensity	The multiplier that defines the strength of the bounce lighting.
color	The color of the light.
commandBufferCount	Number of command buffers set up on this light (Read Only).
cookie	The cookie texture projected by the light.
cookieSize	The size of a directional light's cookie.
cullingMask	This is used to light certain objects in the scene selectively.
flare	The flare asset to use for this light.
intensity	The Intensity of a light is multiplied with the Light color.
isBaked	Is the light contribution already stored in lightmaps and/or lightprobes (Read Only).
range	The range of the light.
renderMode	How to render the light.
shadowBias	Shadow mapping constant bias.
shadowCustomResolution	The custom resolution of the shadow map.
shadowNearPlane	Near plane value to use for shadow frustums.
shadowNormalBias	Shadow mapping normal-based bias.
shadowResolution	Control the resolution of the ShadowMap.
shadows	How this light casts shadows
shadowStrength	Strength of light's shadows.
spotAngle	The angle of the light's spotlight cone in degrees.
type	The type of the light.

Via Scripting

```
public class LightColorSwitcher : MonoBehaviour {  
  
    private Light LightComponent;  
  
    // Use this for initialization  
    void Start () {  
        LightComponent = GetComponent<Light>();  
    }  
  
    // Update is called once per frame  
    void Update () {  
  
    }  
}
```

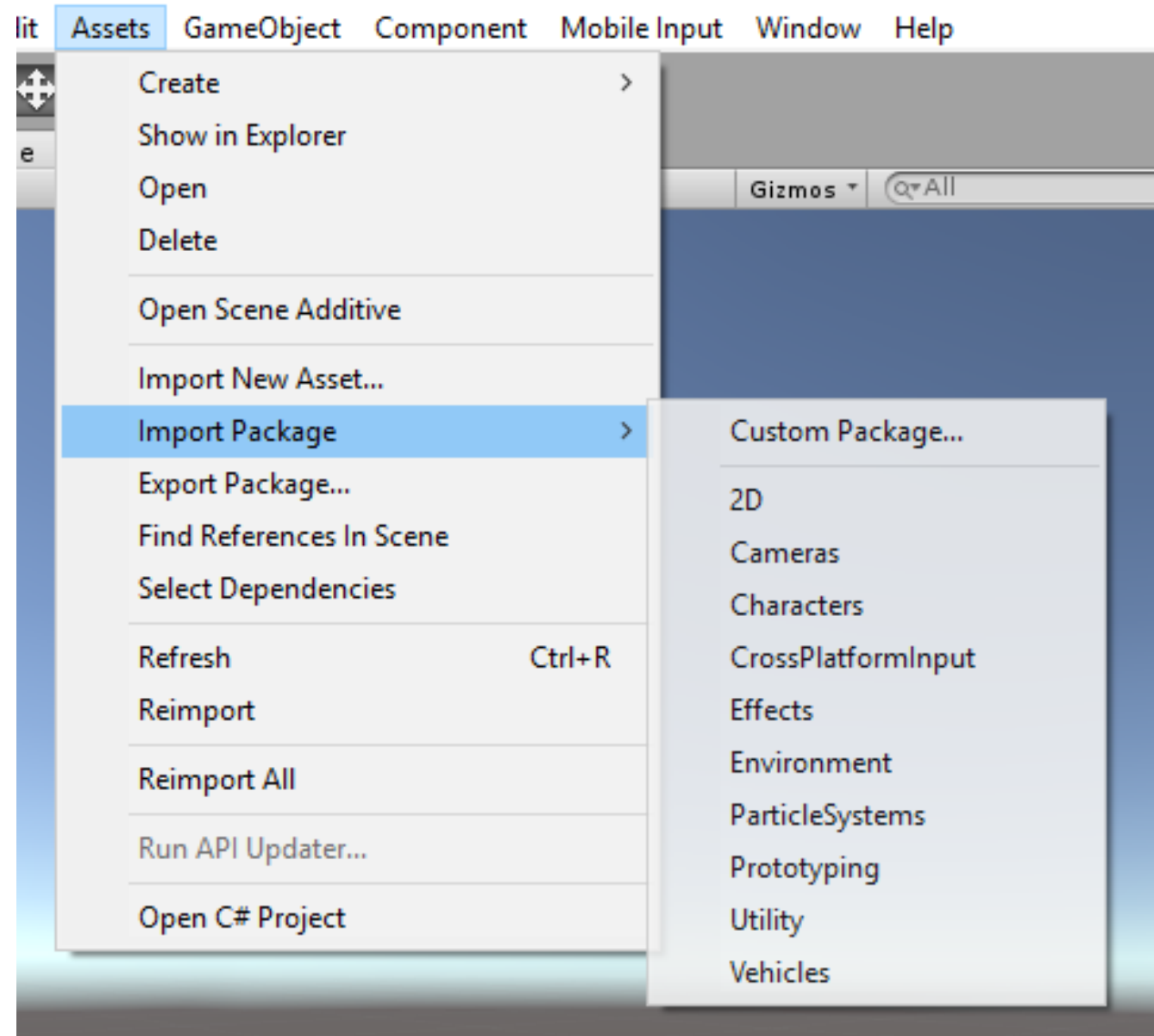
Generic Method

```
LightComponent = GetComponent<Light>();
```



TYPE OF
COMPONENT

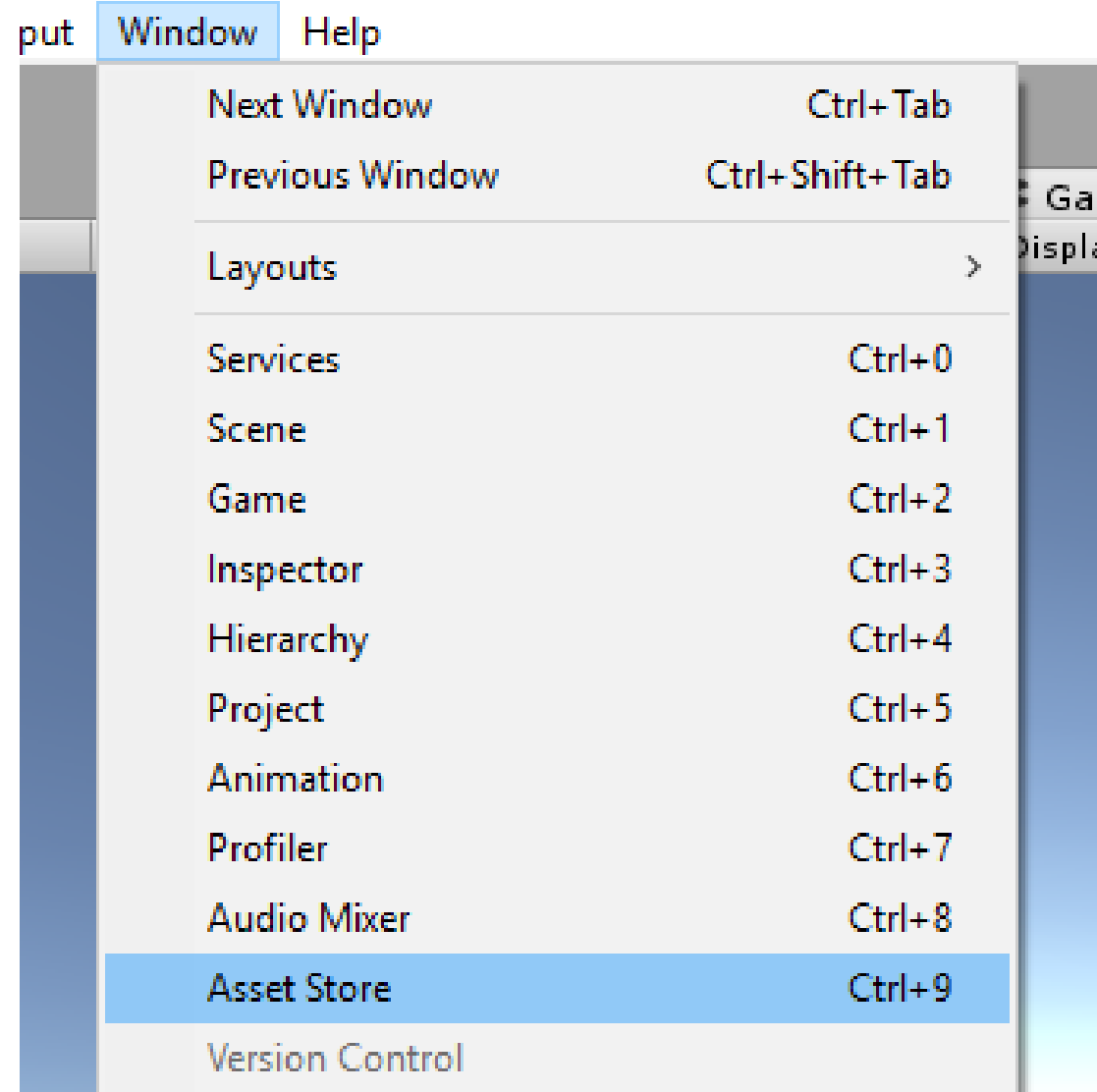
Unity Standard Assets



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

Unity Asset Store



low x poly x

x Filters

MAXIMUM PRICE \$



FREE ONLY PAID ONLY

MINIMUM RATING

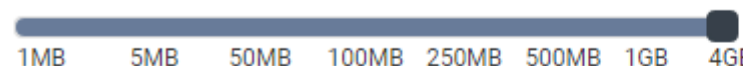


SUPPORTED UNITY VERSION

<- 5.5.0 e.g. 5.2.0

PACKAGES ONLY LISTS ONLY

MAXIMUM SIZE MB



RELEASED days ago



UPDATED days ago



SORT BY RELEVANCE / POPULARITY / NAME / PRICE / RATING / UPDATED

1 2 3 4 5 6 7 8 9 10 Next Last 1 - 36 of 6781



Low Poly Systems...
Editor Extensions/...
Chordata Games
★★★★★ (16)
\$15



Low Poly Fence P...
3D Models/Props/...
Broken Vector
★★★★★ (16)
\$3.90



Low Poly Rock Pack
3D Models/Enviro...
Broken Vector
★★★★★ (12)
\$4.80



Low Poly Chess P...
3D Models/Props
Broken Vector
★★★★★ (16)
\$3.90



Low Poly Cliff Pack
3D Models/Enviro...
Broken Vector
★★★★★ (13)
\$3



Low Poly Tree Pack
3D Models/Vegeta...
Broken Vector
★★★★★ (15)
\$14.90



Low Poly Winter P...
3D Models
Broken Vector
Not enough ratings
\$6.90



Low Poly Factory
3D Models/Enviro...
VenCreations
Not enough ratings
\$2



Low Poly Vegetati...
3D Models/Vegeta...
LMHPoly
Not enough ratings
\$10

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