**Collector Scene**

**CREATING NEW SCENES**: duplicate any scene in SCENES/Collector and modify that as needed

**SETTING THE BACKGROUND**:

* RECOMMENDED: It’s easiest to export your backgrounds as square images. Even if the desired image is not a square, putting black bars on the edges to make it a square will save some effort. Also, please avoid putting important things too close to the edges.
* Make a copy of any material in MATERIALS/Backgrounds.
* In your newly copied material, put your desired background image in the Albedo field.
* Then in your scene, drag that material onto the physical object of the background (in Scene view)
* Change the X and Z scale of the object named Background to your desired size. (this is why square images are easier: instead of having to calculate the aspect ratio, you can just make these two numbers the same.)

**SETTING THE CAMERA BOUNDARIES**:

* In the collector scene, there is an object called Walls. If you expand it, you’ll see the individual walls, which you can manipulate however you like. You can move around the 4 cardinal walls and stretch them however you like. They will all automatically be stretched upward to match the ceiling. You can move the ceiling up and down to your liking, and it will always be stretched laterally to match the walls. The red will disappear when you start the game. You can disable the Walls object in the editor if it’s getting in your way, but make sure to reenable it before you start playing.
* Unfortunately, I thought it was faster to just leave it to the trial and error of lining up the walls so that you can’t see into the abyss than to develop an algorithm that automatically finds the perfect position for them, so it’s going to take a little bit of guesswork lining up the walls to where people can’t see past the background perfectly.

**CREATING NEW SCENES**: