KW 13 - Graphical Style

PHASE 3: STYLE YOUR PROTOTYPE

Change size, color, proportions and lights in your scene. Add a simple UI.

Exercise

a. Menu GUI: Create a simple menu GUI with buttons „PLAY" and „QUIT".

  → You can follow this tutorial: https://www.youtube.com/watch?v=zc8ac_qUXQY

  → The mentioned Asset TextMesh Pro is very helpful for styling text in Unity. It's now included with the Unity Editor: https://docs.unity3d.com/Packages/com.unity.textmeshpro@3.0/manual/index.html)

b. Ingame: Design your game prototype and make it more readable and engaging. To do this, define some basic design constraints. Here some ideas:

  → Color: Set 1 color for interaction and choose a color scheme for the background. create different materials (maybe import some?) …

  → Figure & Floor: Do the avatar and all interactive elements stand out well from the background?

  → Proportions / Perspective: Try different scales for the avatar, interactive objects and the background. Adjust the camera perspective. Move around the light source and add new lights.

  → Scene, Environment, Light: Play around with the lights in the scene and lighting settings (Unity menu bar> Window> Render> Lighting settings).

Extra Challenge "Render Pipelines": There are different Render Pipelines for Unity. Each solution comes with different advantages and problems. Open the template for one of the Pipelines (High Definition RP **or** Universal Render Pipeline URP) to get a feeling for the possibilites. After that, you can add the render pipeline to your prototype.

Exercise submission (1 file):

1. creen capture the gameplay of your final game. Upload a small movie (mp4, mov) to moodle.
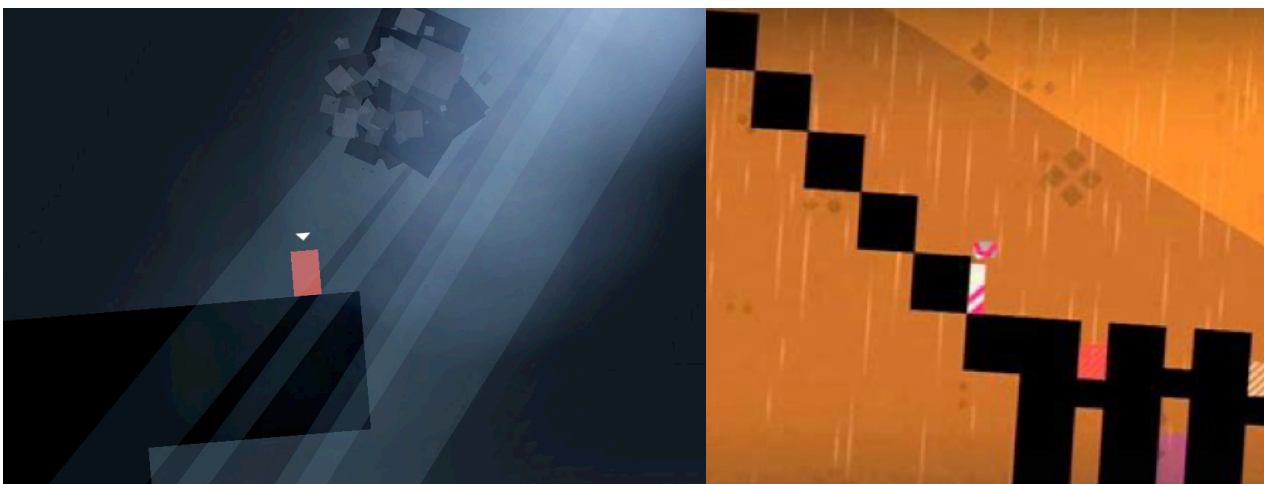
Inspiration for a beautiful ambience and lighting only with simple objects: Thomas was alone