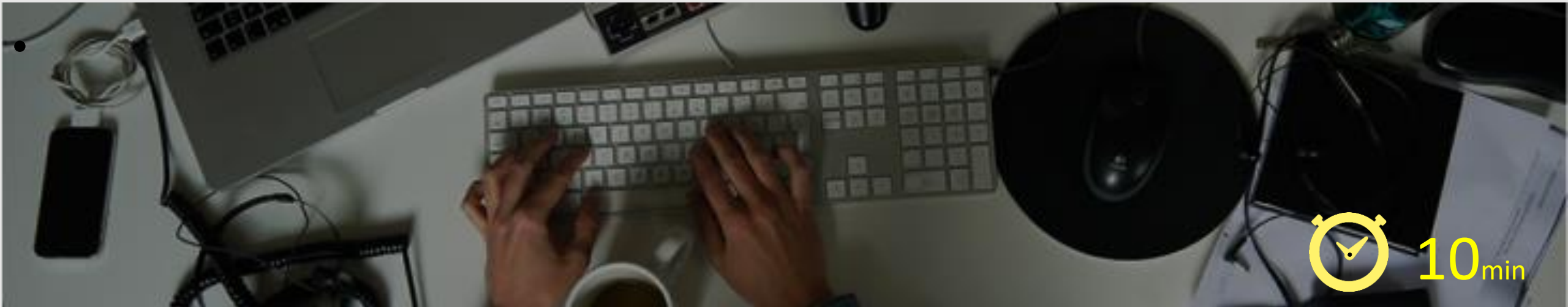


Game Dev with Unity3D

LIGHTS



Lighting Types

- Directional: the sun
- Round: a normal light source. I.e. torch, bulb...
- Spot: light source with a cone direction.

Adding a light

- Go to the gameObject you wish to light
- Add a new child object
- Add light component to it
- Set the light features you want

Light Features

- Color
- Intensity
- Direction / size of affect

Questions and Exercises

(if you can answer this without testing, **good job**. otherwise, test it)

- Which light type would you choose to imitate the sun, and which light would you choose to imitate a light bulb?