

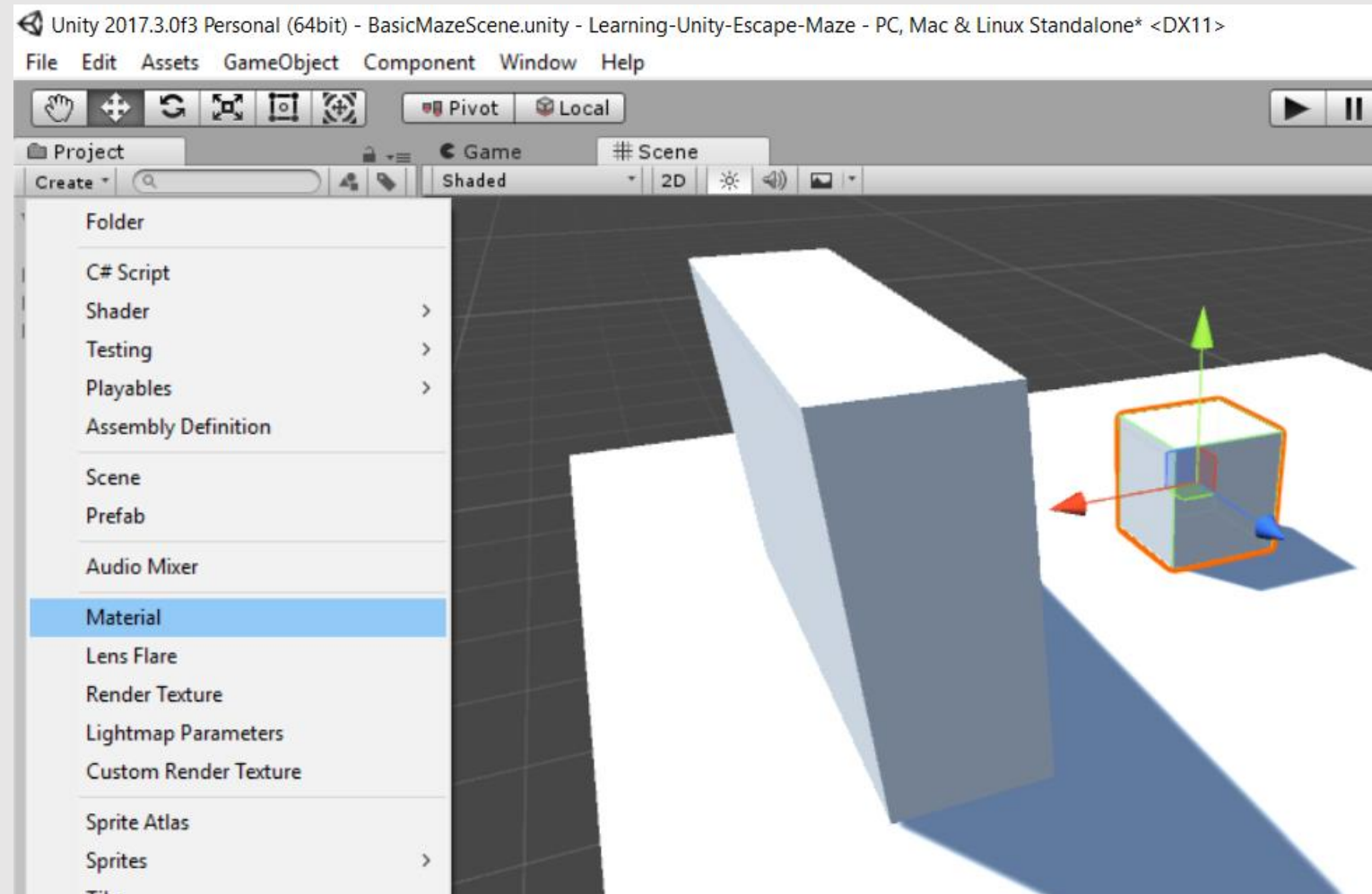
Game Dev with Unity3D

MATERIALS

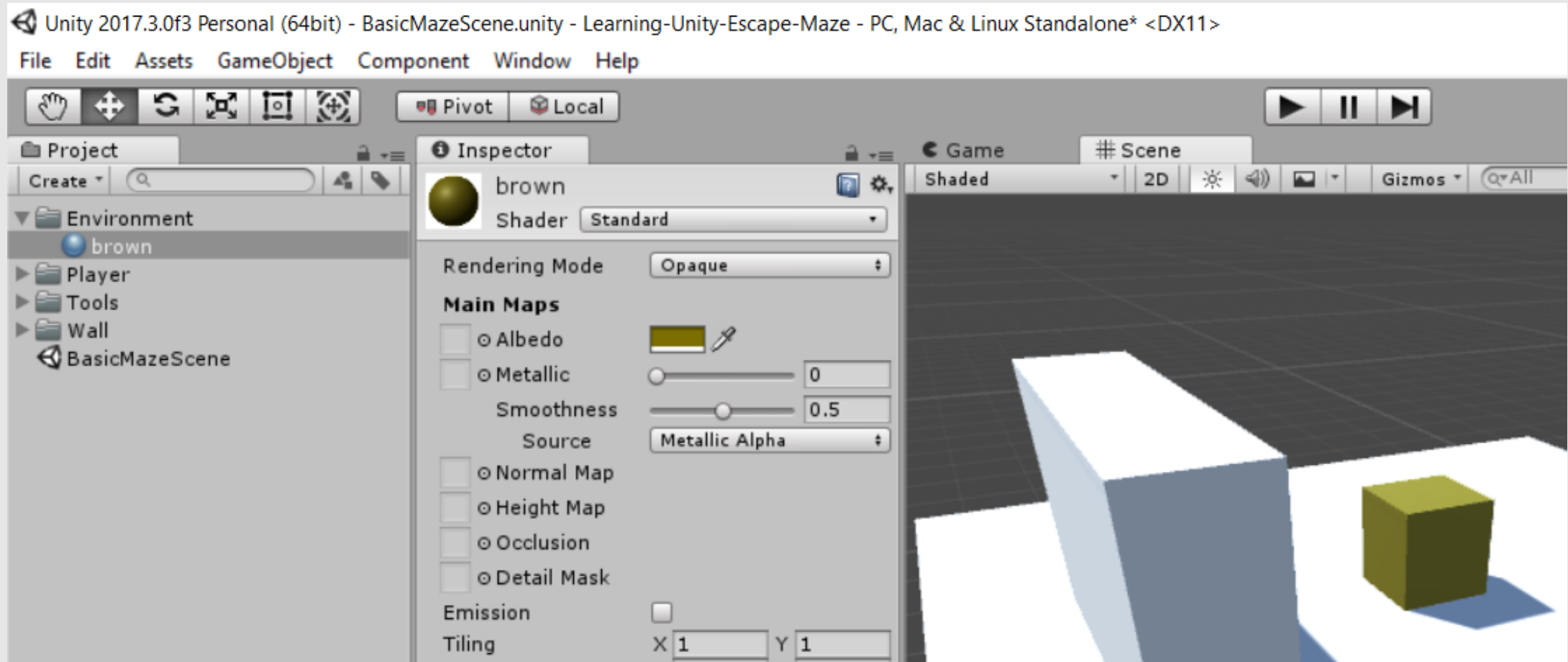


Coloring GameObjects

- In **Project** window -> Create a new **material**
- Set a color
- Drag it onto a game object in the Scene
- Or drag it to the material field in the **MeshRenderer** component

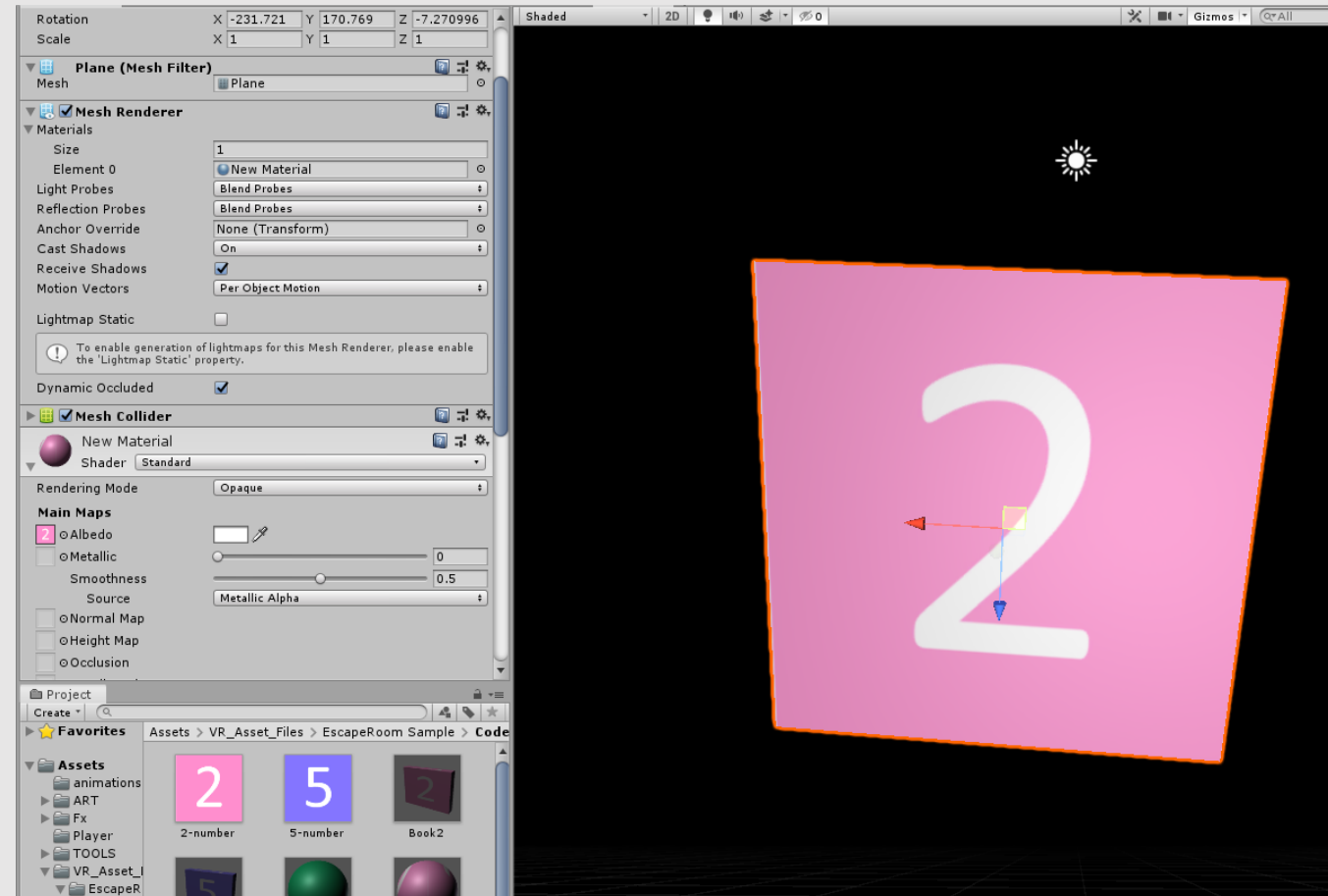


Coloring GameObjects



Adding a texture or text to a 3D object

- Add an image to the **Project** files
- Create a new material and drag it on the 3D object
- Drag the image on to the "**Albedo**" feature of the material
- Make sure the material color is white, to preserve the colors from the image.



More to Learn

— Graphics Overview

+ Lighting

+ Cameras

— Materials, Shaders & Textures

• Textures

Creating and Using Materials

+ Standard Shader

• Accessing and Modifying Material parameters via script

• Writing Shaders

+ Legacy Shaders

+ Video overview

+ Terrain Engine

+ Tree Editor

+ Particle Systems

+ Post-processing overview

+ Reflection probes

+ Advanced Rendering Features

+ Procedural Mesh Geometry

+ Optimizing graphics performance

+ Layers

Creating and Using Materials

To create a new Material, use **Assets->Create->Material** from the main menu or the **Project View** context menu.

By default, new materials are assigned the Standard Shader, with all map properties empty, like this:

