Game Dev with Unity3D
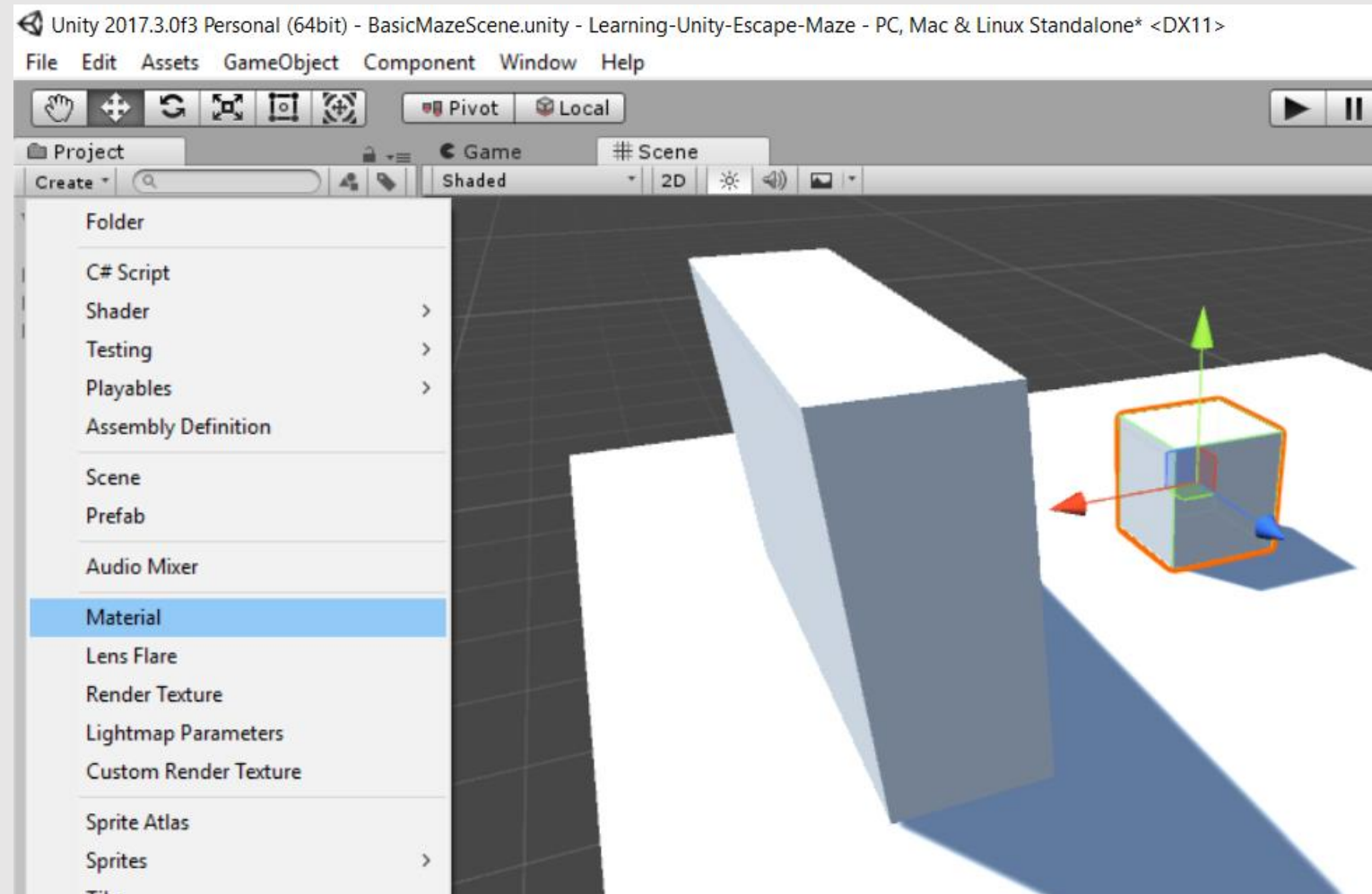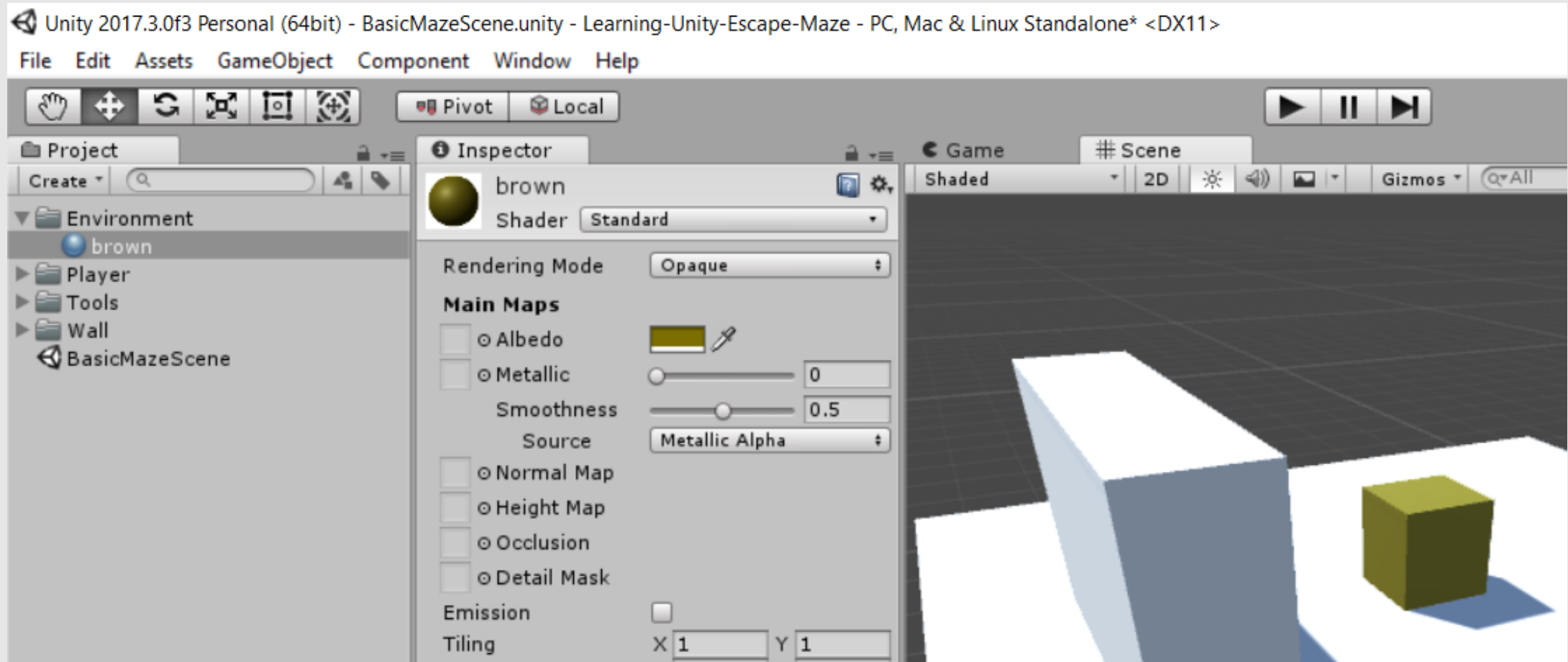
MATERIALS

Coloring GameObjects

- In Project window -> Create a new material

- Set a color

- Drag it onto a game object in the Scene

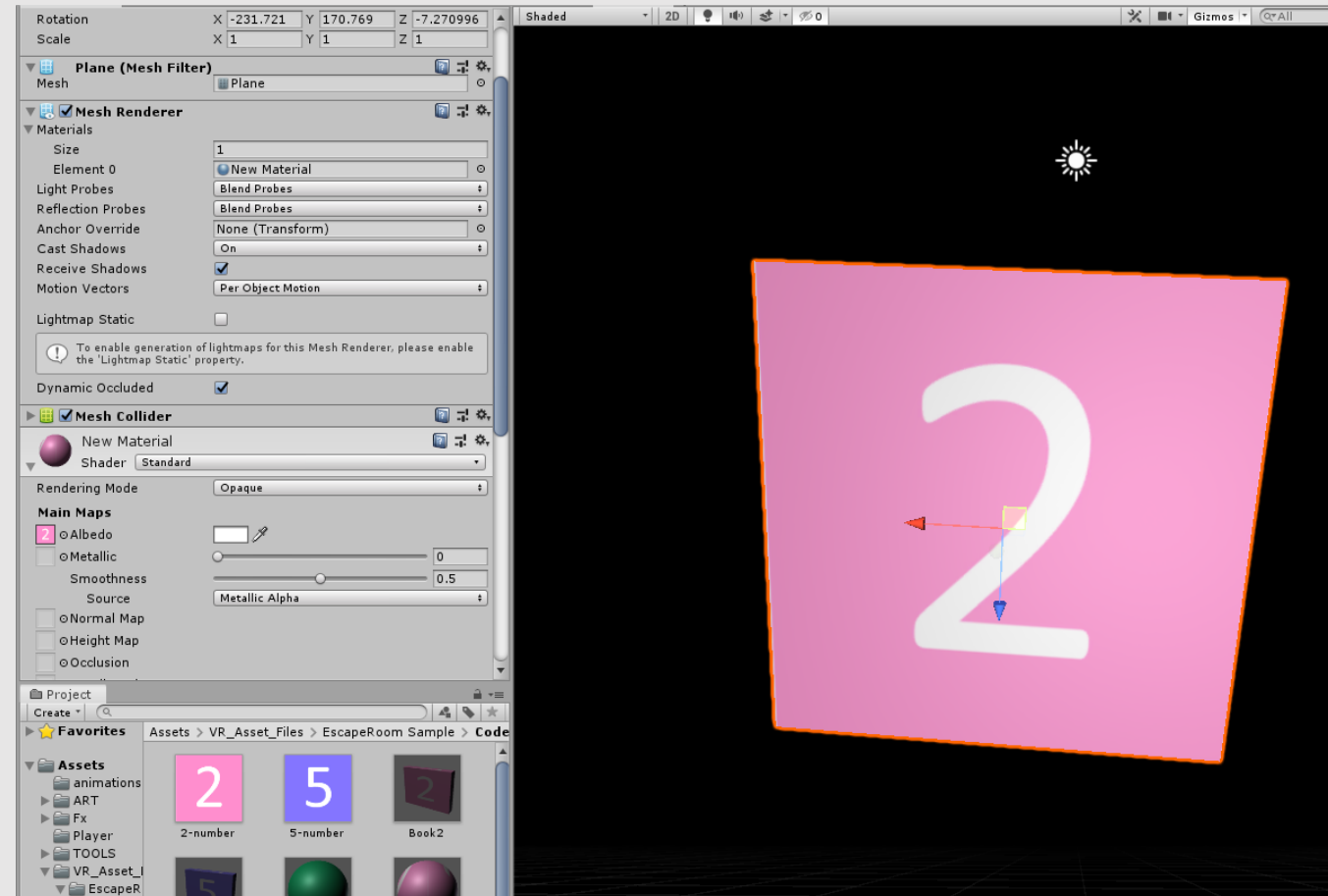- Or drag it to the material field in the MeshRenderer component

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