**LAPORAN AKHIR PRAKTIKUM**

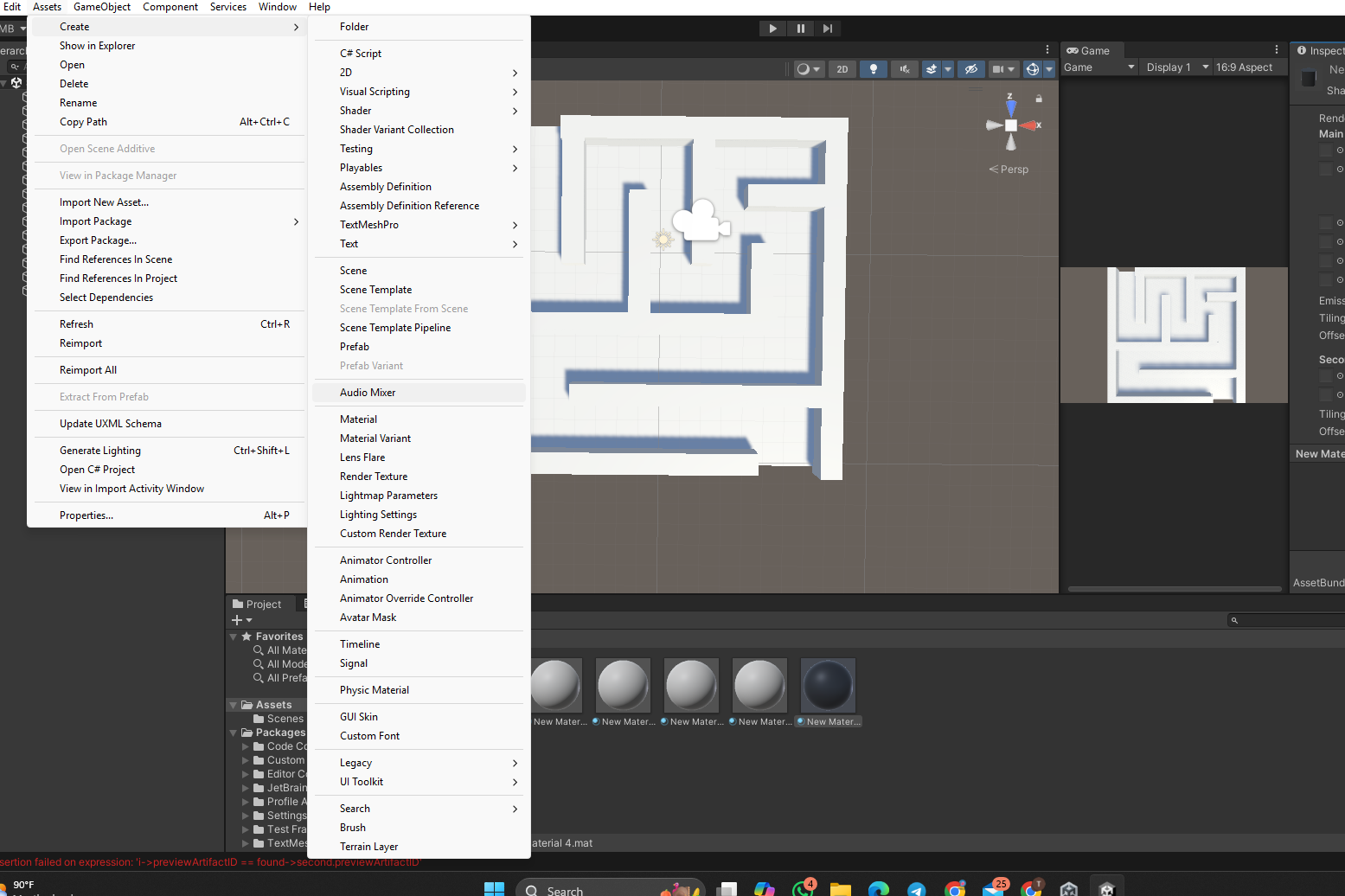
|  |  |
| --- | --- |
|  |  |
| Mata Praktikum | : GRAFIK KOMPUTER 1 |
| Kelas | : 3IA11 |
| Praktikum ke- | : 7 |
| Tanggal | : 28/11/2024 |
| Materi | : DESIGN GAME UNITY |
| NPM | : 51422161 |
| Nama | : MUHAMMAD TARMIDZI BARIQ |
| Ketua Asisten | : SATYA BARA |
| Jumlah Lembar | : 5 |



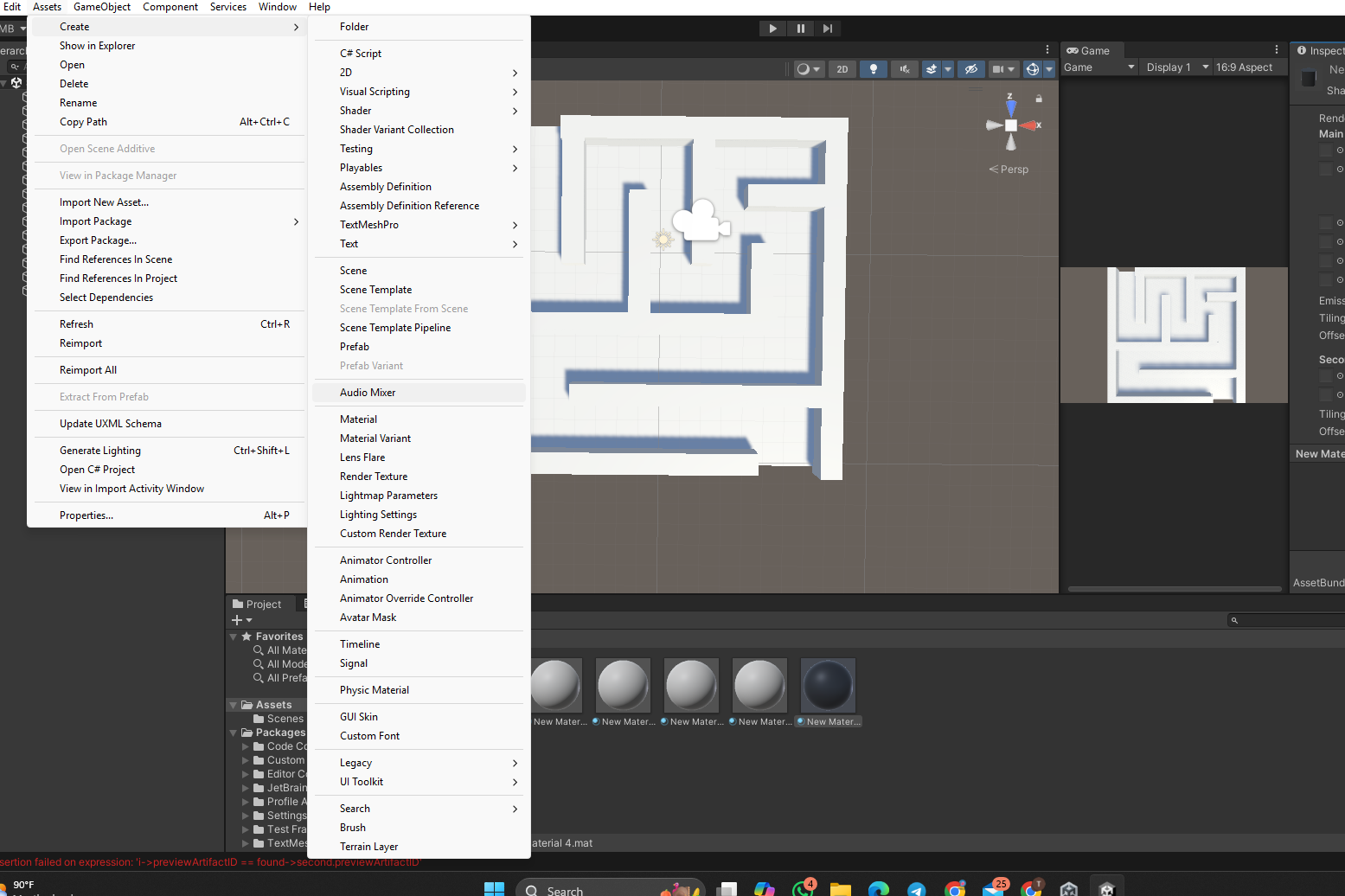
**LABORATORIUM INFORMATIKA UNIVERSITAS GUNADARMA**

**2024**

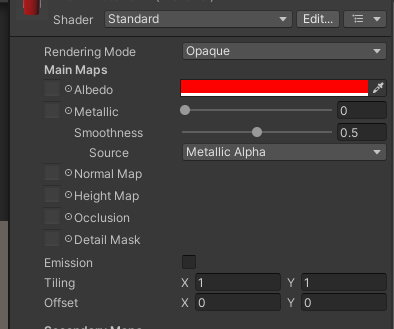
Assets -> Create -> Material ->

****

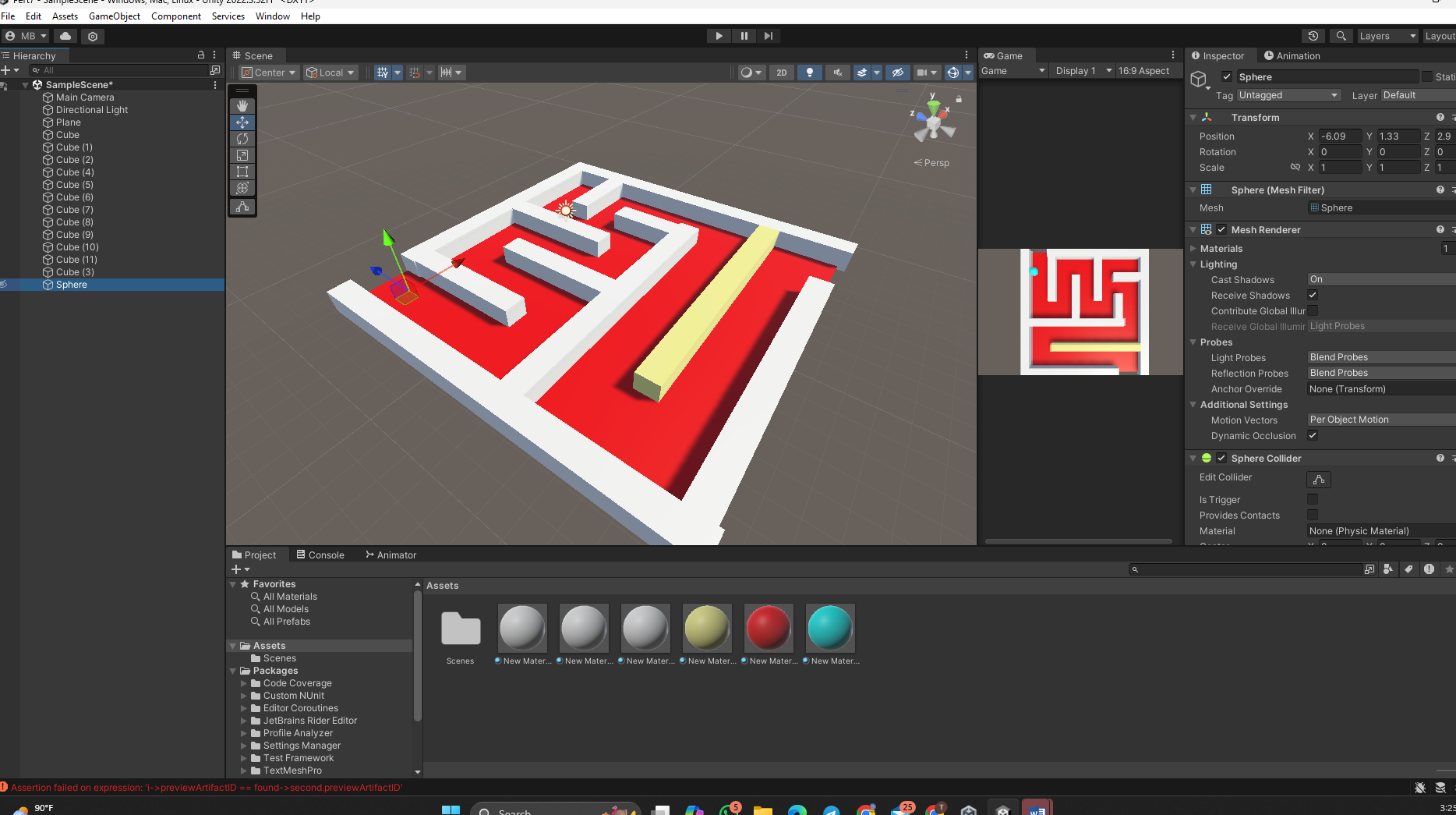
Drag material ke salah satu object

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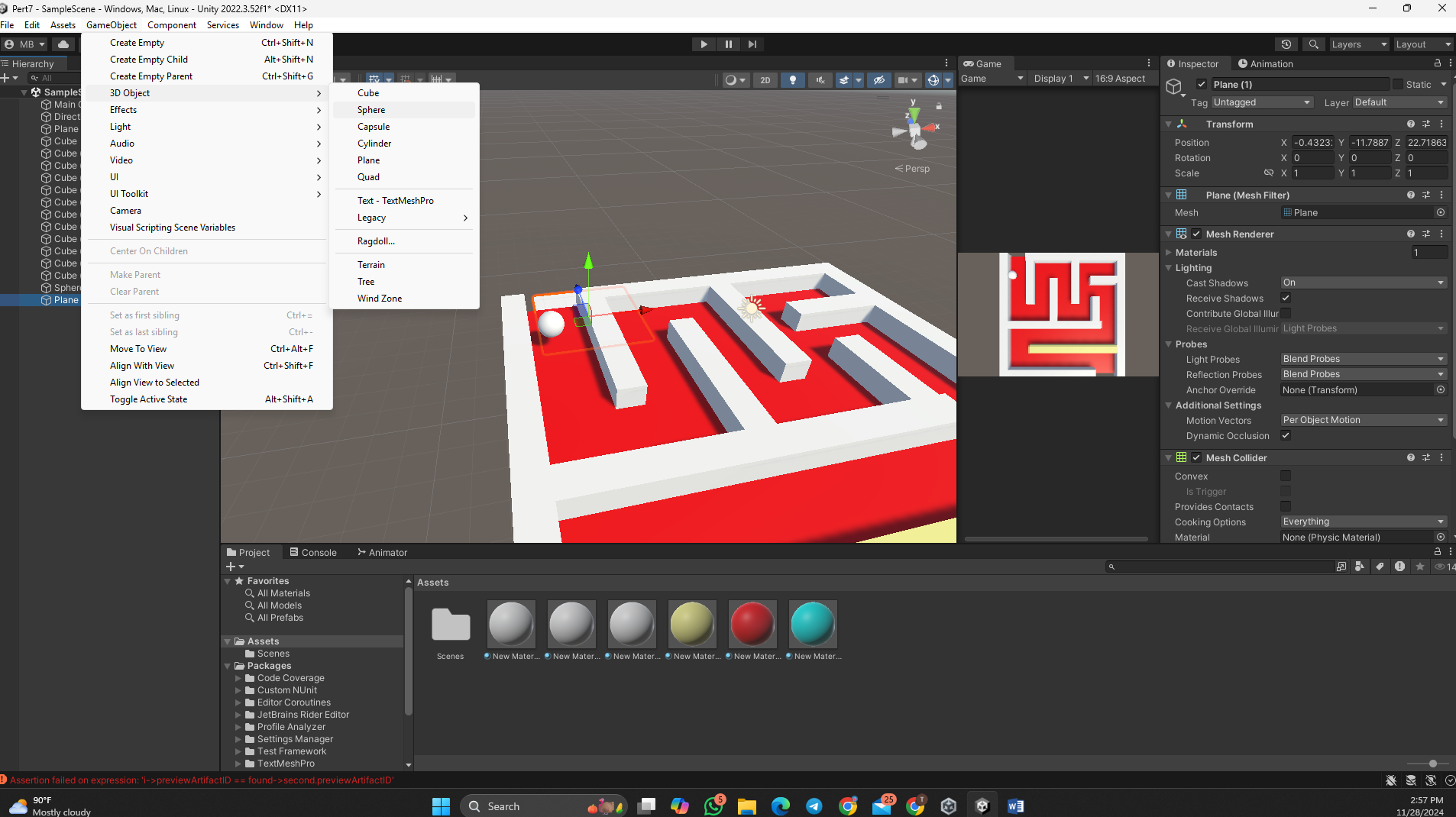
Lakukan pewarnaan



Lakukan pewarnaan kedua

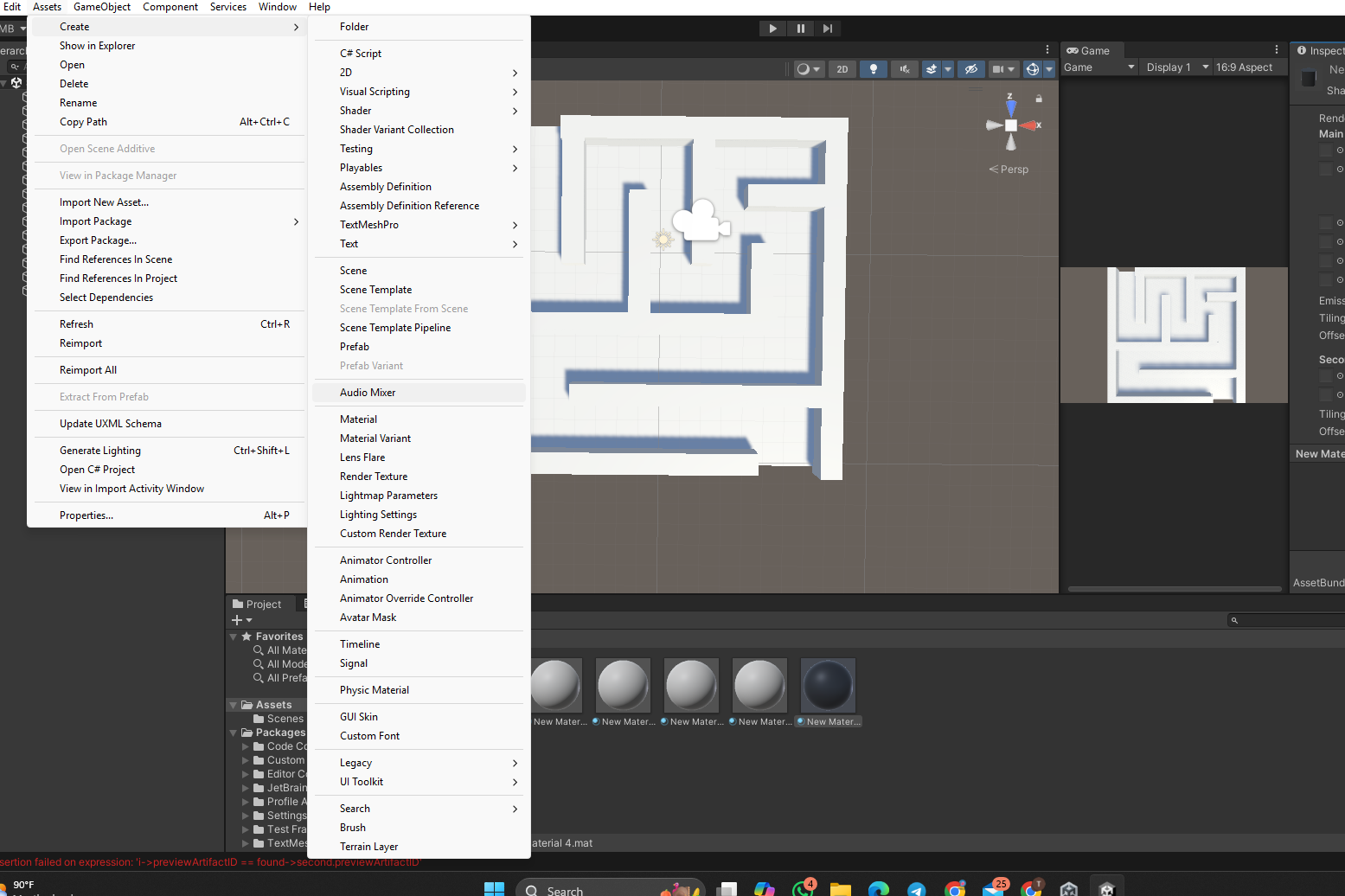


Game Object -> 3D Object -> Sphere

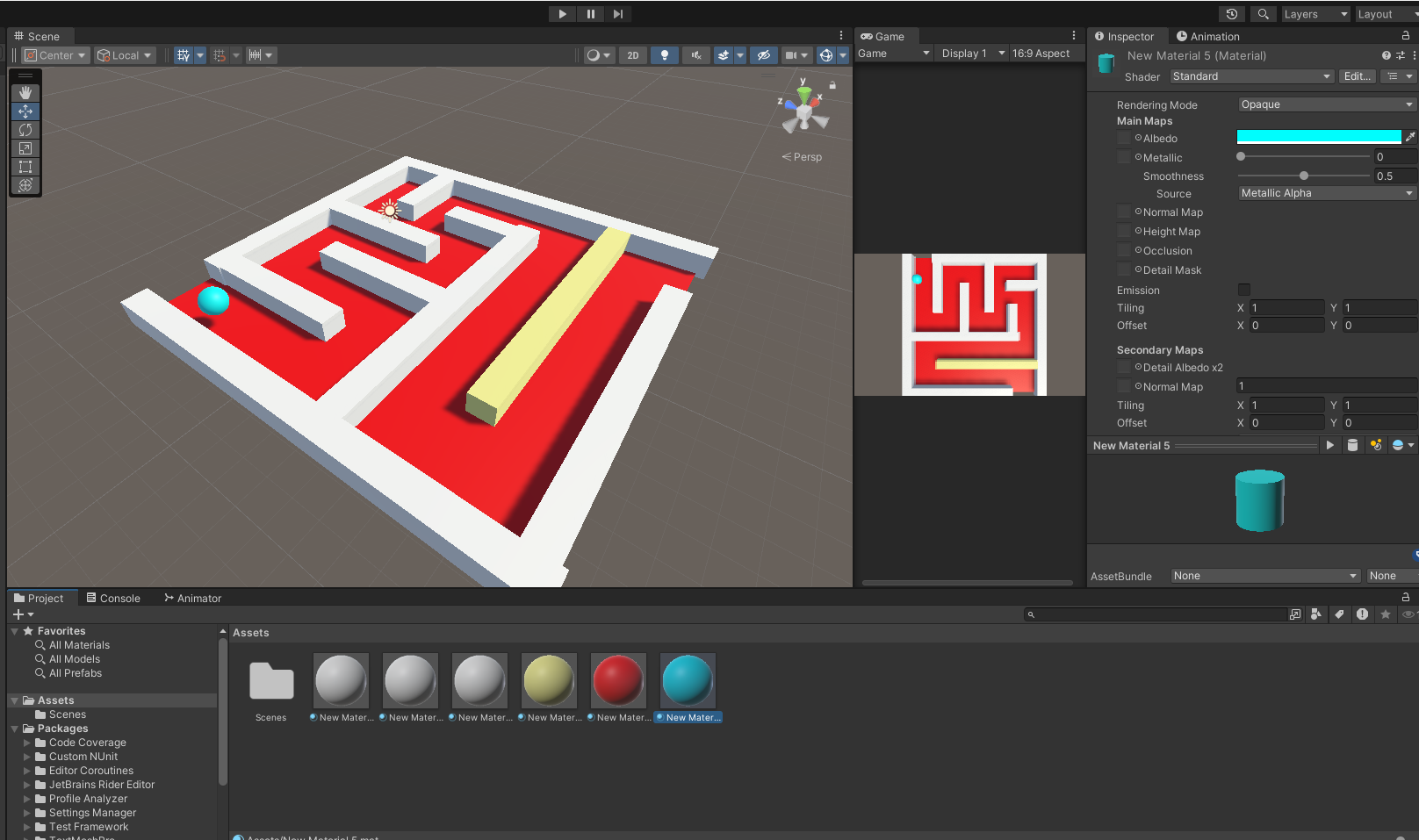
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Lakukan pewarnaan

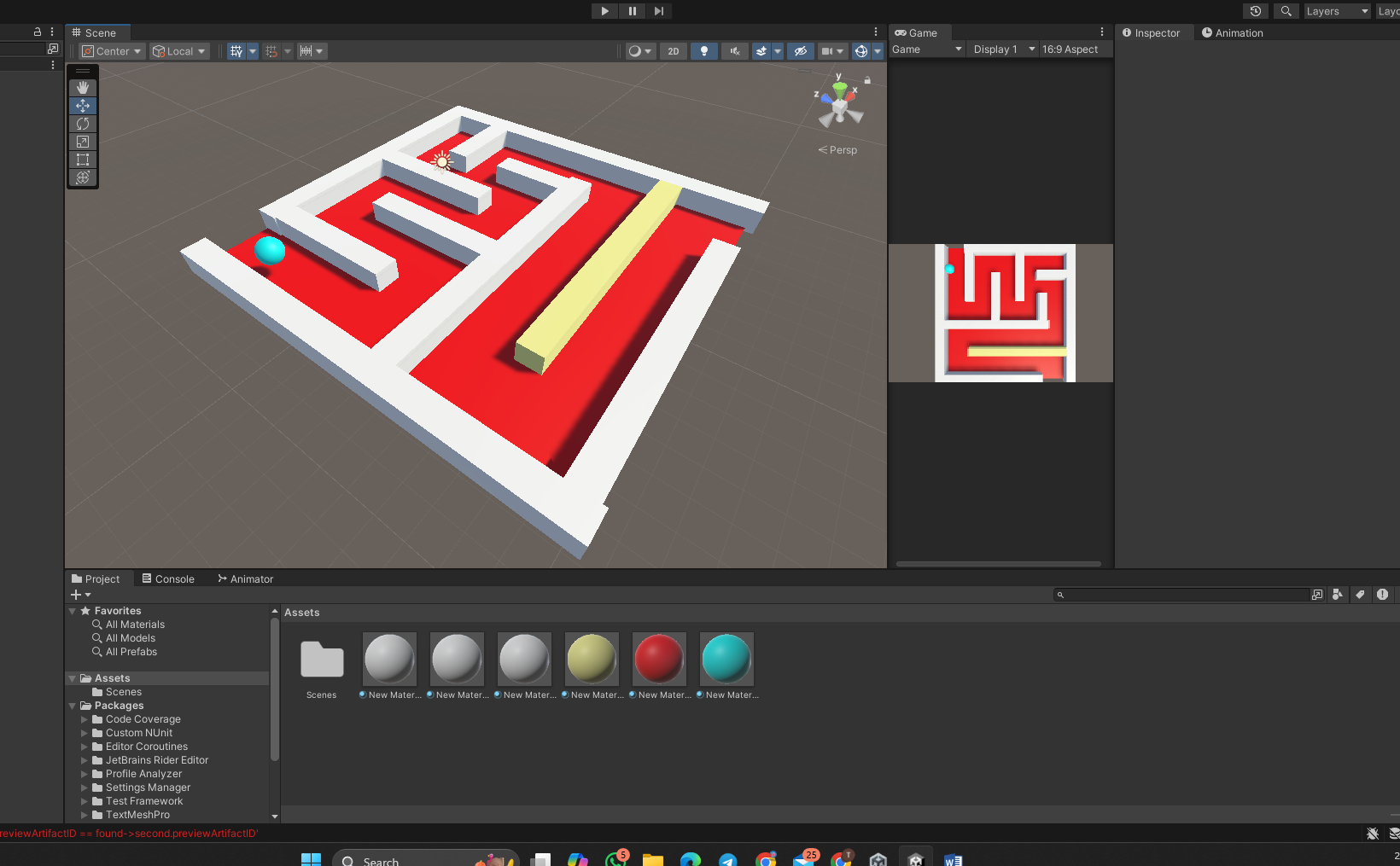
Assets -> Create -> Material

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Berikan warna



Hasil akhir

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