

HW 1: Make a Snowman!

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1. Make a Snowman!

Yup, that's it! Using Unity and the things we learnt in class, make a snowman like the one below! Be creative and make it your own by changing at least 1 thing about the snowman's design!



Submission Instructions

We're still working on getting the right people enrolled, so we won't have you submitting on Canvas just yet. Instead, just **bring a screenshot of your snowman** to class on Monday!

Here are some tips / reminders to help you out:

1 - Navigating Unity



As we talked about in class, there are a whole host of ways to interact with and move around Unity. Honestly, 30 minutes of playing around and looking up functionality is the fastest way to learn. Here's a quick overview of the Navigation Tools to make that easier.

Action 1 (The Hand) - The Hand tool

- Lets **you** move around the scene itself. Useful when you want to quickly look around.
- Shortcut: **Q**

Action 2 - The Move Tool

- If you have this tool selected and click on an object in the scene, you can now move the object itself in space.
- Shortcut: **W**

Action 3 - The Rotate Tool

- If you have this tool selected and click on an object in the scene, you can now **rotate** the object itself in space.
- Shortcut: **E**

Action 4 - The Scale Tool

- If you have this tool selected and click on an object in the scene, you can now scale the object itself (i.e make it bigger or make it smaller).
- Shortcut: **R**

Action 5 - The Rectangle Tool

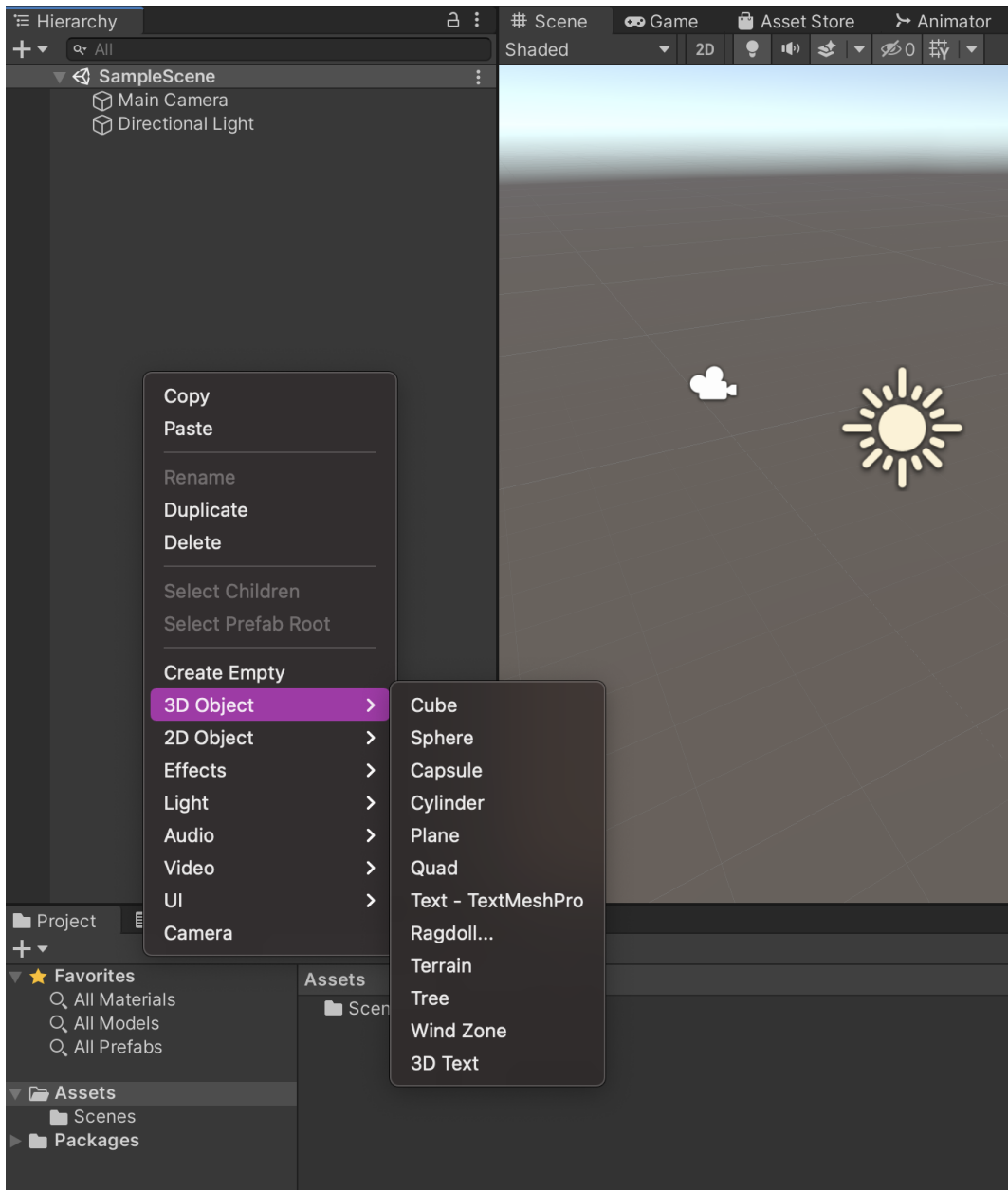
- Mostly used in 2D and UI, though it does have some 3D applications. You can ignore this from now.

Action 6 - The "Everything" Tool (my own name for it)

- Frankly a confusing tool that shows the Move, Rotate, and Scale options all at once. Use this if you're a real speed racer.
- Shortcut: **Y**

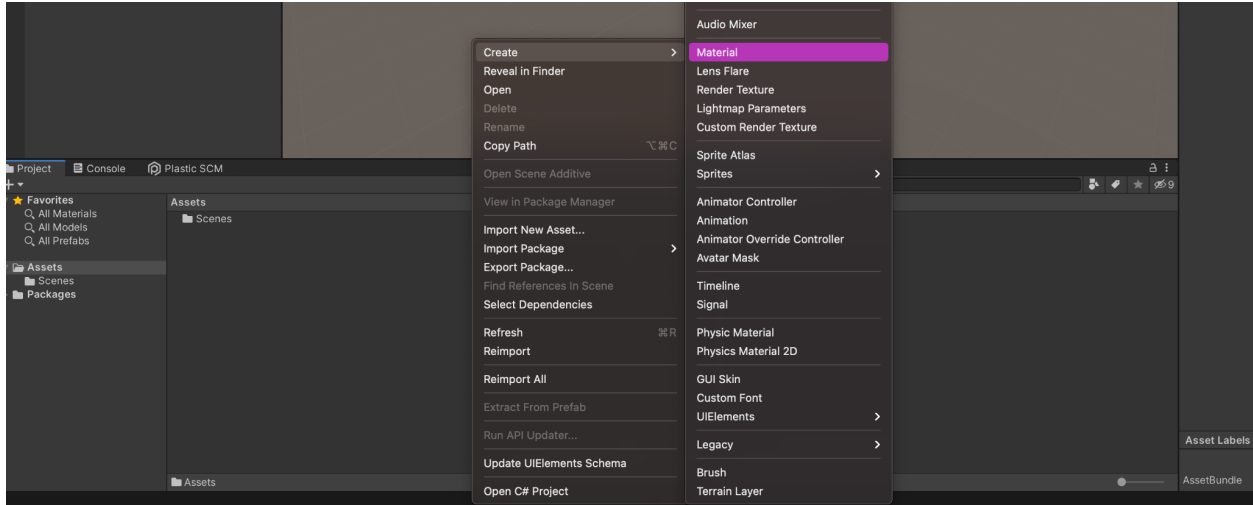
2 - Creating Game Objects

- 1) Head on over to the hierarchy (the leftmost pane of Unity)
- 2) Right click
- 3) Scroll Down to "3D Object"
- 4) Choose the GameObject you'd like to spawn!



3 - Adding Materials

- 1) Go to the Project View (The bottom-most pane of Unity)
- 2) Right click
- 3) Click "Create"
- 4) Click "Material"



Creating a Material

Once you've created the material, you can change its color by clicking on the color picker in the Inspector (The right-most pane in Unity). This field should either be titled "Base Map" or "Albedo"



Color Picker