

Intro to Unity

Hands-On Challenges

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Challenge E: Creating a New Material

Working with materials is an important aspect of giving your game a unique look and feel. You provide such a look by creating individual materials. These materials at the most basic level is a shader with a color attached to it. You can also include textures, texture maps, colors, and additional fields for calculation.

Unity 5 introduces physical shaders that provide a more visual way of creating your game's look. To learn more about physical shading, see this video provided by Unity Technologies:

<https://www.youtube.com/watch?v=9DmRNIIJIp0>

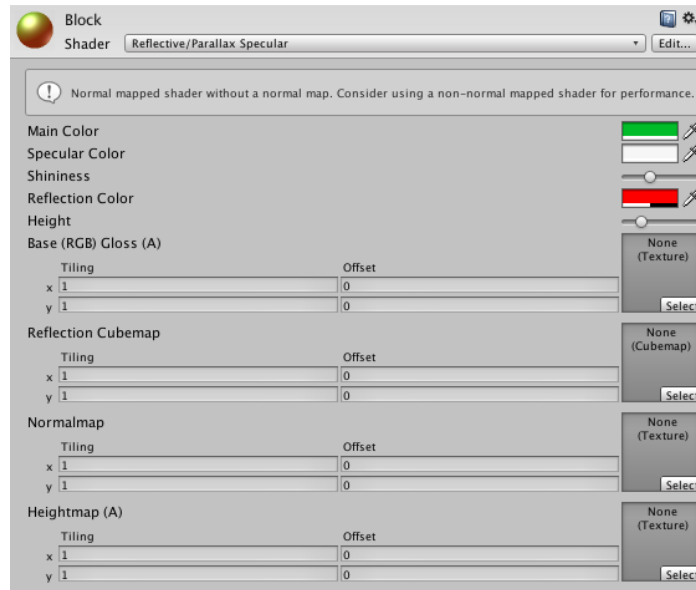
Getting Started

Open the starter challenge project. If you've been following this series from the beginning, open your last saved project.

Note: Unity will open to empty scene. Find the scene that you saved, or if you are using the Starter Project, open Main.scene.

Your job is to create a new material for your bricks, then apply this material to all the bricks in your scene.

Create a new material in your Project View, and configure the material to reflect the following screenshot:



Once you have the material created, add it to the bricks. Add the new material on one light and then apply to the rest of the brick prefabs. Also, since project organization is important, make sure to create a new folder to store any new additional materials.

Feel free to drag a light on the scene then drag it about to see the reflected light.