Polish

Week 5 - Day 2

with Elizabeth Nguyen
Let's Polish!
- Unity supports all sorts of different lights!
- Point lights, area lights, directional lights.
- Change the colors and intensity
Music

- Unity has objects that can play sounds
- Supports distance and directional sound
- Can handle looped ambience/soundtracks or short sound effects
Textures

- You can apply actual textures to materials to make them look like real surfaces
- Can also apply them to models to make them more detailed
Asset Store

- Unity's in-home way of sharing game assets
- Some are free, many require purchase
- Lots of really useful stuff!
Go Wild!

Requirements:
- Polish up the game however you like!

Tools:
- Music
- Textures
- Assets
- Anything you can find!