

Building a Scene – Part II

Hello everyone! Welcome back to the advanced course on game development.

In the last video, we created a complete scenery with 3D model assets downloaded from the Unity Asset Store. I am sure you are happy with the significant progress that we have made in understanding the basics of Unity. In this video, we will make some final changes to the scene that we have created to make it more pleasing.

First, we will start by changing the direction of sunlight in our scene. To do that, we would have to focus on the directional light game object on the hierarchy window. Now, select the directional light and double click on the game object to bring it closer to our view. Next, select the rotation tool. Try playing with the rotation of the directional light around different axes and watch the changes that occur in the scene. To get a closer view, zoom in and move around the scene to observe the changes that got affected due to the new adjustments in directional light. As you move around, you will notice the shadows of the objects changing accordingly. Finally, we will stick to the directional light as shown in my video. Feel free to pause and notice the changes I am making as we progress in the video.

Do you remember that in the last video, we downloaded our first asset named as 'House' from the Unity Asset store? Let us use that in our scene now. Locate the 3D prefab of the house you have downloaded. Drag and drop it on your Earth terrain. Adjust the scale, and position this gameobject using the same scene tools we have been using in our previous tutorials.

At this very moment, we must pause to save our progress. To do that, go to the file menu and click on the save option. A dialogue box will appear asking you to name this scene. To keep things organised, let us save this scene within a folder called "Scenes" and call it "World". Next, click on the save button.

We will now move onto another important concept in Unity called 'Lighting'. In order to display how different light affect the 3D models placed in our scene; Unity engine performs a few calculations. This process is called lighting. To invoke this, click on the window option in the top bar menu. Then, click on

‘Rendering’ option and select ‘Lighting Settings’. A new window called lighting pops-up on the screen. Scroll all the way down and click on the ‘Generate Lighting’ button. We will not go into the details about the scene lighting in this course but you can learn about the different light settings from the documentation downloaded during installation. Can you make out that our scene has brightened up and you are actually able to see the effect of changes on the screen now?

Next, let us import a custom package that has been created especially for you all. Do remember that it is extremely important to download this package in order to proceed further in this tutorial of 3D game development.

Copy the link from the description below and paste the link on your preferred browser and press enter. Click on download to start downloading the package.

The freshly downloaded Unity package contains a 3D character named Eshaan. Go to the Unity Editor, right click on the blank space of your project window to open the menu. From the menu, scroll down to ‘Import Packages’ and click on ‘Custom Package...’ Locate the recently downloaded unity package from your system directory, and click on open. Once the asset import window appears, click on import.

Now, a new folder called ‘Eshaan’ will appear on our project window. Open the folder and select ‘Eshaan Prefab’. Drag and drop the Eshaan prefab on top of your terrain inside the scene view.

Next, select the move tool from the top section and use it to place Eshaan on top of your terrain in the scene view. Navigate to the ‘Play button’ on top of your scene view. Click on the play button to enter the play mode. Remember that any changes made to the game objects in the play mode cannot be saved.

You will now be able to play or test your game in the game view window. Try playing with Eshaan by using the arrow keys on your keyboard. Isn’t it fascinating to see Eshaan moving on the scene in the direction of the key pressed? Don’t’ forget to use the mouse to look around.

In the end, you can quit the play mode by clicking on the play button in the Unity editor.

How does it feel to play around with the character on our newly created earth?



Great! Well, you are one step closer to becoming a 3D game creator! Getting excited as we are moving closer to our goal?

Before we wrap up this tutorial, let us recap the important points. In this video, we learned about defining the lighting for our game scene, added a character to our game and also got a first-hand experience of how the play mode works.

In the next video, we will learn how to add user interface canvas and place collectibles in our scene.

Till then, keep learning and keep exploring!

See you in the next video! Bye-Bye!