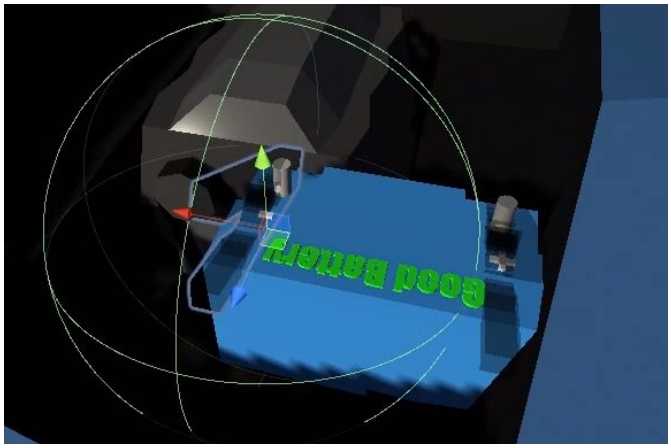
5.9 Duplicate Red SZ to Black SZ

Duplicating the Red SZ to make the Black SZ



Activities:

Step 1: Duplicate the Red SZ

Step 2: Change the Color

Step 3: Change the Accepted Object

Length:	15 minutes
Overview:	To speed up development, we just duplicate the first snap zone, and change the color, and which object it should accept as valid.
Project Outcome:	You will have two snap zones: The red one that only accepts the red clamp, and the black one that only accepts the black clamp.
Learning Objectives:	The students will be able to: - Change Albedo Color - Modify Component Value using Drag + Drop method
Prerequisite:	Previous tutorial steps (Sections 1-4)
ISTE Student Standards	6d “customize the medium for the intended audiences”
Video	https://vimeo.com/349068153

OR

Step 1: Duplicate the Red SZ

1. Duplicate the GoodRedSZ, and rename to "GoodBlackSZ".

2. Move it over on the negative side of the battery

Step 2: Change the Color

1. In the Hierarchy, Expand InteractableSnapZone > SnapDestination > DestinationHighlight > HighlightableMeshContainer and select DefaultHighlightMesh
2. Change the Albedo color to Black

Step 3: Change the Accepted Object

We need this Snap Zone to only accept the BlackClampGood, not the Red one!

3. Select the root "GoodBlackSZ" and in the component called "Unity Object Observable List" Drag in the BlackClampGood, replacing the RedClampGood.

End of Lesson

Recap

Key concepts:

- Reusing assets speeds up development, but be sure to modify the necessary components like the color and which objects are accepted.

Key skills:

- Duplicating objects
- Modifying Component Values

Key terms:

- (none)