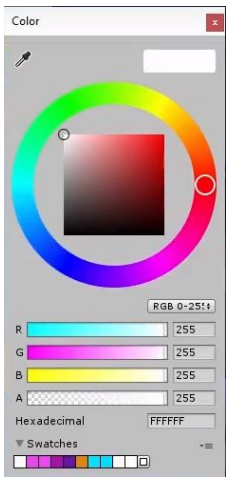
4.1 Create Materials (Red + Black)

Selecting the material color



Activities:

Step 1: Stay Organized

Step 2: Create two materials

Length:	10 minutes
Overview:	Creating a color material that we can apply to objects to change their color.
Project Outcome:	You will create 1 Red material, 1 Black material
Learning Objectives:	The students will be able to: - Create a folder/Organize files - Create a material - Describe what a material is for
Prerequisite:	Previous tutorial steps (Sections 1-3)
ISTE Student Standards	6d “customize the medium for the intended audiences”

Video	https://vimeo.com/349049060

OR

Step 1: Stay Organized

1. Right click the Assets folder and choose Create > Folder. Name it "Materials".

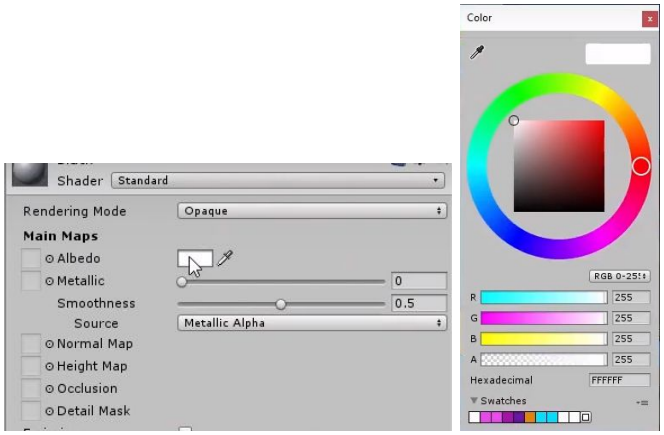
- **Explain** As the size of your project grows, it's important to stay organized as to not waste unnecessary time looking for files.

Step 2: Create two materials

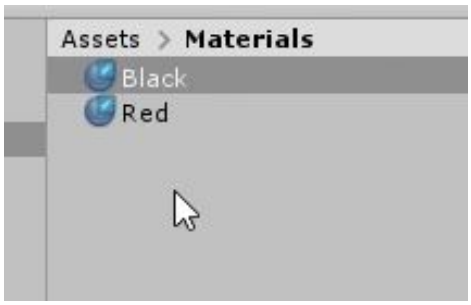
1. Inside the Materials folder, right click > Create > Material. Name it "Red".
2. In the Inspector, click the white color box, and choose a Red color.
3. Create a second material, naming it "Black", this time choosing Black from the color picker.

- **Explain** A "Material" can be thought of like a clothing material, that wraps an object, giving it a color, or optionally, a texture.

- **Explain** "Textures" are images such as a jpeg that can be added to a Material, such as a brick image to give a cube the appearance of a brick wall.



Clicking the white box shows the color picker.



Your materials folder will look like this.

End of Lesson

Recap

Key concepts:

- Materials wrap a 3d object to give it a look besides default gray.

Key skills:

- Create a folder
- Create a material, selecting a color.

Key terms:

- **Material:** Defines how a surface should be rendered (digitally displayed), possibly including color tint or textures.