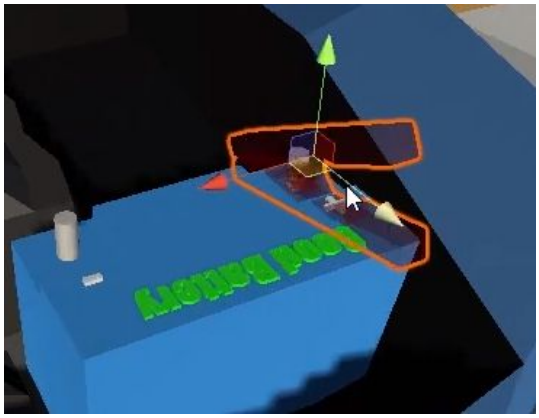
5.7 Positioning the Red Snap Zone

Putting the snap zone into position on the Good Battery



Activities:

Step 1: Duplicate the Test Snap Zone

Step 2: Move the GoodRedSZ into position on the battery

Step 3: Change DefaultHighlightMesh to Red

Length:	30 minutes
Overview:	We take the test snap zone we've worked so hard on and use a duplicate of it to act as our RedClamp Good snap zone under the hood of the car.
Project Outcome:	A new duplicated snap zone that already only accepts the RedClampGood object, positioned neatly on the positive terminal on the good car battery.
Learning Objectives:	The students will be able to: - Duplicate an object - Position an object using the Transform values or the "Gizmo" that appears with the Move tool selected. - Change DefaultHighlightMesh color to Red
Prerequisite:	Previous tutorial steps (Sections 1-4)
ISTE Student Standards	6d "customize the medium for the intended audiences"
Video	https://vimeo.com/349065037

OR

Step 1: Duplicate the Test Snap Zone

1. Duplicate our test InteractableSnapZone,
2. Rename the original one "Test SZ", and the new duplicate "GoodRedSZ".

Step 2: Move the GoodRedSZ into position on the battery

We need this Snap Zone that only accepts the RedClampGood to be on the good battery, positive side.

1. Move the GoodRedSZ into position on the positive terminal of the Good Battery (rotating it -90 on the Y. I also rotated the Z about 13 degrees)
2. In the Hierarchy, in GoodRedSZ > Activation Area, reduce the radius to about 0.25.

1. **Explain** You can click & drag on the transform value labels (such as “X”) and scrub left and right, OR use the XYZ Gizmo in Scene view that appears when the move tool is selected.

Step 3: Change DefaultHighlightMesh to Red

If your snap zone has the wrong color tint, change it to red.

3. In the Hierarchy, Expand InteractableSnapZone > SnapDestination > DestinationHighlight > HighlightableMeshContainer and select DefaultHighlightMesh
4. Under “Snap Zone Highlight” change the Albedo color to Red by clicking on the colored box and selecting a red color.

2. **Explain** “Albedo” determines the base color of the surface of an object.

End of Lesson

Recap

Key concepts:

- You should become familiar with moving objects using both the Transform properties as well as the Gizmo in Scene View.

Key skills:

- Moving an object into position using Transform values or the Scene View gizmo.

Key terms:

- (none)