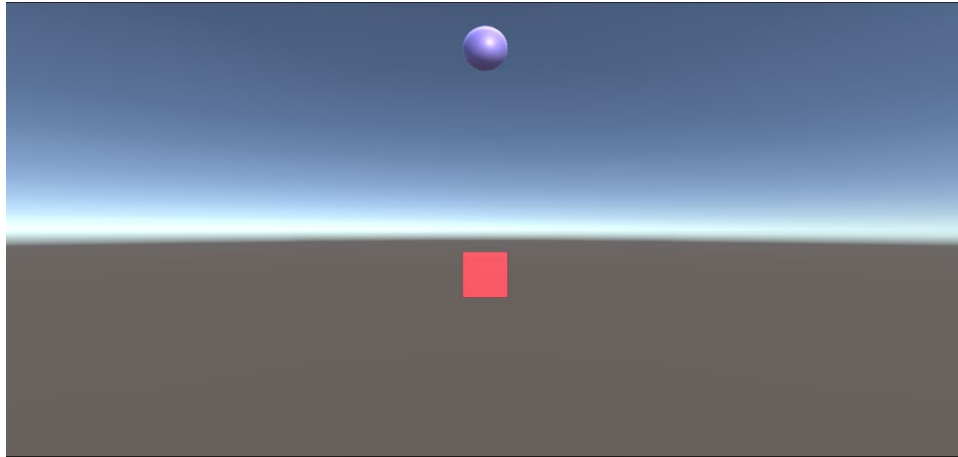




**Bronze Belt Ninja Guide**  
**Activity 01 Prove Yourself:**  
**Color Drop**

## PROVE YOURSELF: COLOR DROP



For this first Prove Yourself, Color Drop, we will change the color of the sphere and the cube. This can be done entirely through the Unity interface, without ever going into any code! Open your Dropping Bombs Part 1 project. Can you figure out how to do the following:

- 1. Create a folder called "Materials" in the "Assets" folder under the "Projects" menu.**
  - *Think about where you would organize assets in Unity. Where can you create a new folder?*
- 2. In this folder, create 2 materials called SphereMaterial and CubeMaterial.**
  - *Consider where you'd create new assets like materials in Unity. How can you create new material? Where might you find this option?*
- 3. Give each of these materials their own color.**
  - *Once you've created materials, think about how you can customize their appearance. What properties do materials have that you can adjust? Where might you find these properties?*
- 4. Color the cube and sphere objects in your scene with these materials.**
  - *When it comes to changing the appearance of objects in your scene, think about what components or settings might be involved. How can you assign a material to an object? Where might you find this option?*

During this Prove Yourself take some time to look around the Unity interface, and don't be afraid to experiment!

## IMPORTING ASSETS

Unity is a project-based program. This means that while Unity is very good at helping you work with assets to make some great-looking games, it is less concerned about how those assets are created. In the end, this approach works out the best since there are plenty of places out there to make and find parts to use in our games, anything from 3D models right up to the fonts.

In this section, you will learn about some of the places to get these assets and how you can add them to Unity to use in a project!





## 3D Models

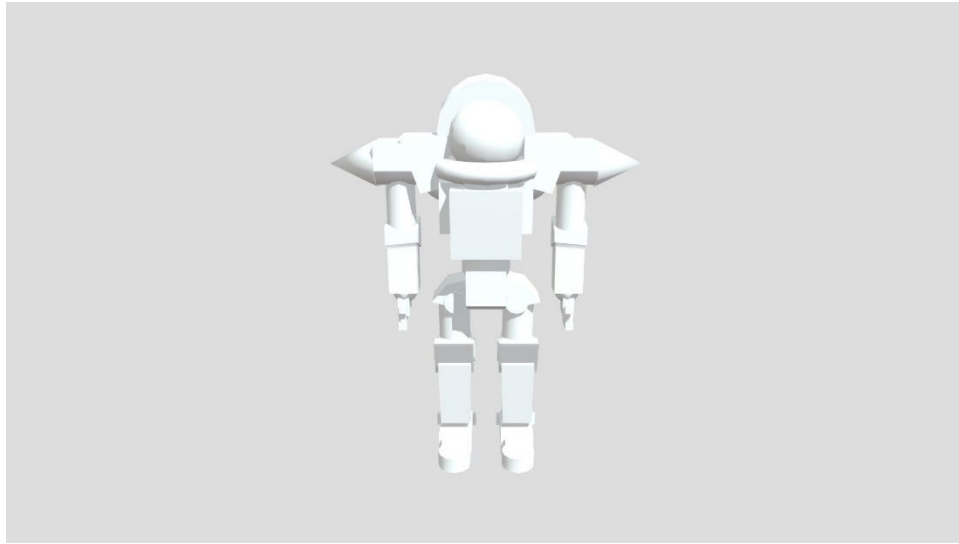
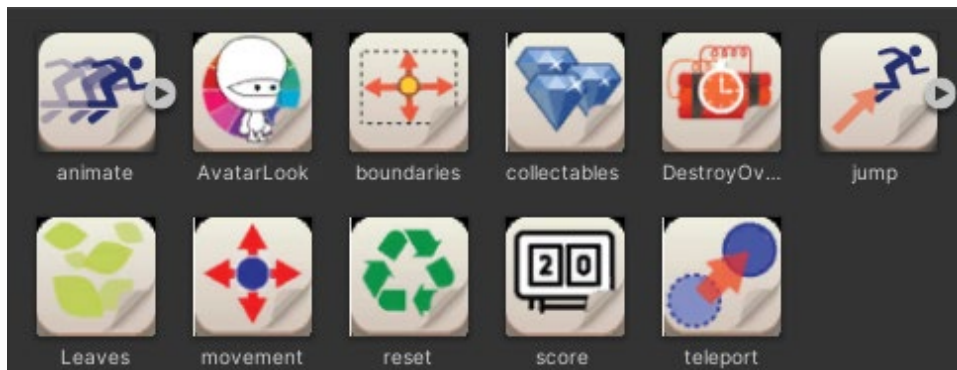


Image Source: <https://sketchfab.com/3d-models/space-marinebot-v1-without-texture-b8a744ebcd014c6aa532eab5b17b8ef4>

## Scripts, fonts, audio files, and other files.

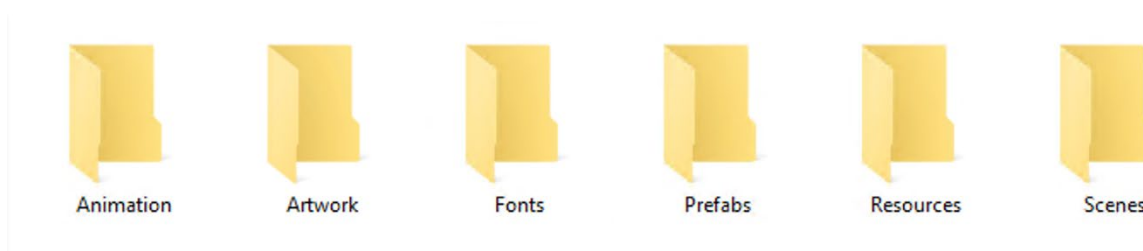


## IMPORTING ASSETS INTO UNITY

There are several ways to import assets into Unity. We'll cover a few of the ways that you can import. Which way you use is entirely up to you.

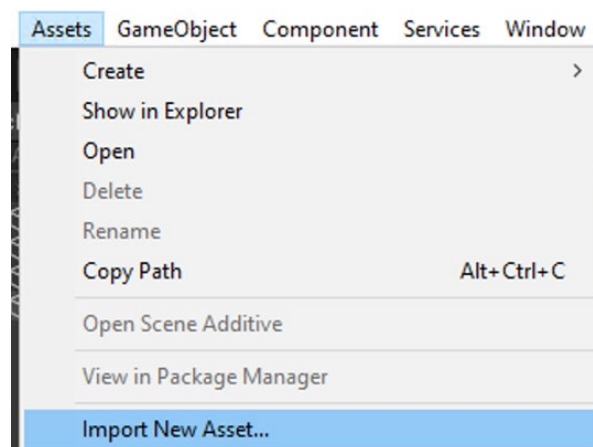
### WINDOWS FILE EXPLORER

With the Windows File Explorer, you can copy files and folders directly into the Assets folder of your project. Unity has technology built in that allows it to automatically recognize the files and sort them based on their type.

















### UNITY ASSET IMPORTER

You can either click on the **Assets** tab at the top or right-click in the **Assets** panel to open the menu and select **Import New Asset** to select the files that you want to bring into your project.



## DRAG AND DROP

Another option for importing assets is opening a Windows File Explorer window with the files that you want to import and drag the files directly into the **Asset** panel in Unity.

| Name  | Date modified     | Type     | Size   |
|---|-------------------|----------|--------|
|  caveback1.png               | 2/13/2024 9:34 AM | PNG File | 12 KB  |
|  caveback2.png               | 2/13/2024 9:34 AM | PNG File | 25 KB  |
|  clouds.png                  | 2/13/2024 9:34 AM | PNG File | 53 KB  |
|  DBTitle.png                 | 2/13/2024 9:34 AM | PNG File | 193 KB |
|  debrisParticle.png          | 2/13/2024 9:34 AM | PNG File | 2 KB   |
|  gamelcons.png               | 2/13/2024 9:34 AM | PNG File | 80 KB  |
|  grungeHazard.png            | 2/13/2024 9:34 AM | PNG File | 52 KB  |
|  JackSpriteSheetHead.png     | 2/13/2024 9:34 AM | PNG File | 789 KB |
|  JackSpriteSheetIdle.png     | 2/13/2024 9:34 AM | PNG File | 519 KB |
|  leaf.png                    | 2/13/2024 9:34 AM | PNG File | 2 KB   |
|  ScavengerHuntBackground.png | 2/13/2024 9:34 AM | PNG File | 155 KB |
|  skull.png                   | 2/13/2024 9:34 AM | PNG File | 15 KB  |
|  SkyGradient.png             | 2/13/2024 9:34 AM | PNG File | 6 KB   |
|  stalagmite_1.png           | 2/13/2024 9:34 AM | PNG File | 3 KB   |