

### Assignment 3: Lighting your Scene

For this assignment we want you to add light to your scene. If you need a refresher on lighting please look at these Unity Resources:

- Lighting:
  - <https://docs.unity3d.com/Manual/Lighting.html>
  - <https://docs.unity3d.com/Manual/class-Light.html>
  - <https://docs.unity3d.com/Manual/UsingLights.html>
  - <https://docs.unity3d.com/Manual/Lightmapping.html>
- Post-Processing:
  - <https://docs.unity3d.com/Packages/com.unity.postprocessing@2.1/manual/Quick-start.html>
  - <https://www.youtube.com/watch?v=Ts2F2SxeRSY>
- Skybox:
  - <https://youtu.be/UIbkfVWYRWQ>

#### Requirements:

- Make Use of At least 1 **point** and 1 **spot** light
- If you can see outside of your scene, you should have a **skybox** and a **directional light**
- All parts of the set that don't move (ie. Walls, floors, static props) should be marked as **static**
- You should have **Baked lightmaps** for static objects
- Entire scene should be visible and reasonably well lit, no parts in complete darkness
- Make Use of at least 1 post processing effect
- Should run smoothly on a lab machine in VR
- Lighting should elicit a certain feeling that is consistent across the scene

Please tag your commit with **hw3-final**. This Assignment is Due **Wednesday 10/16 @ 9:00 PM**