Homework Assignment I
Create a Computer Graphics Interactive Environment

1. Down load and install Unity on your laptop;
2. Start from unity hub, selection the learn option on your left side panel from the GUI, see Figure 1 below.
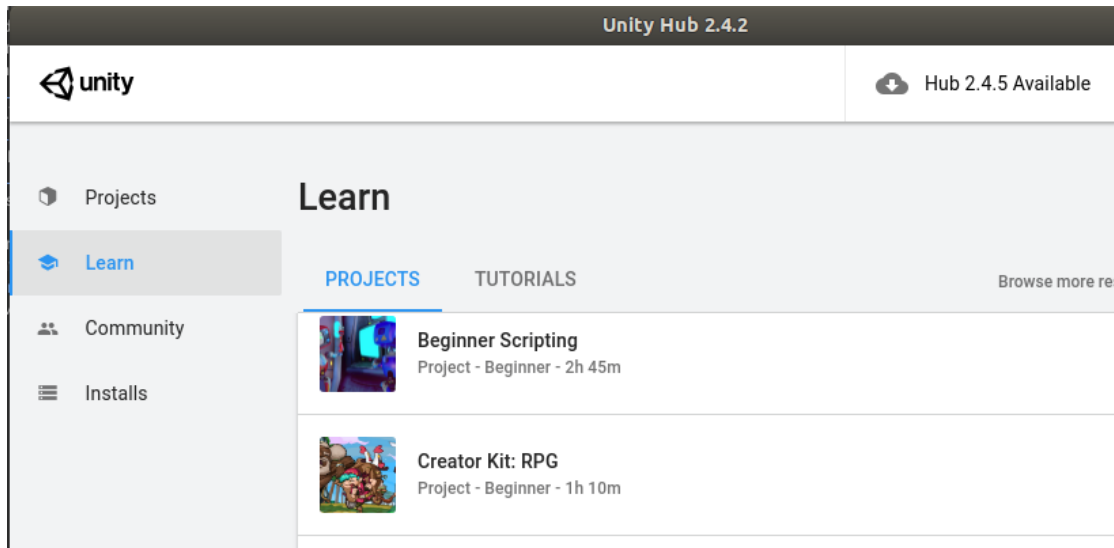

Figure 1. Left Panel "Learn" option.

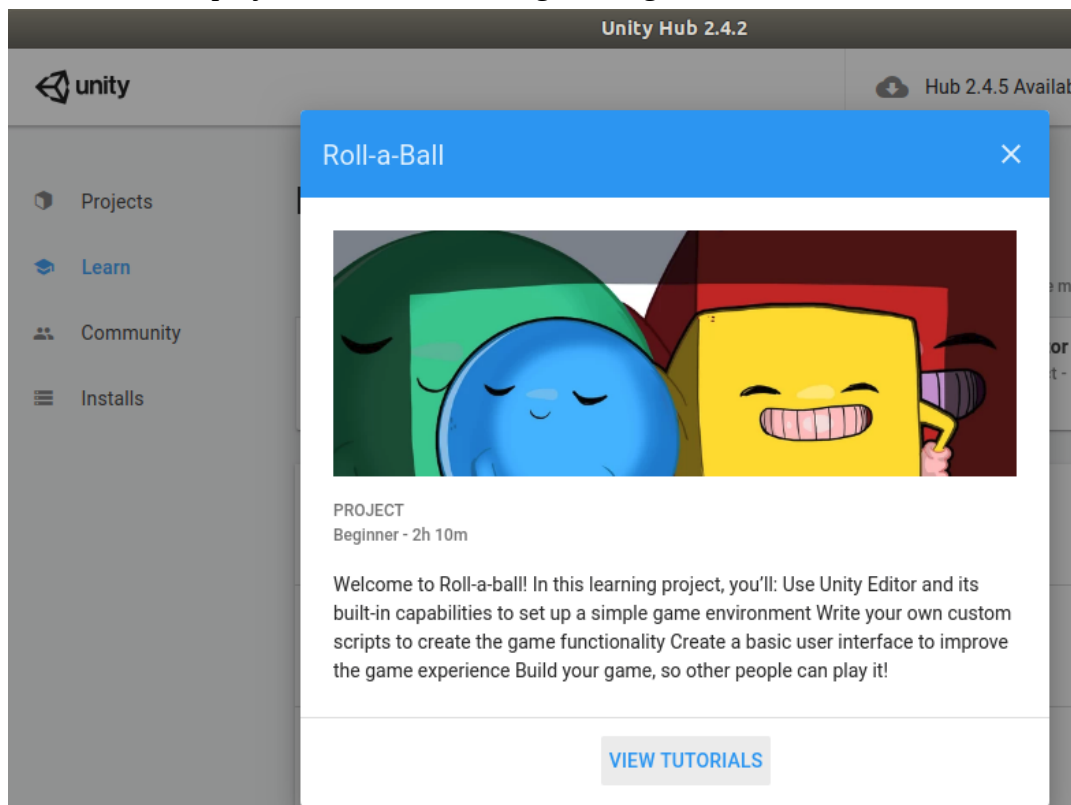3. Select "Roll a Ball" project from the center tag, see Figure 2.

Figure 2. Select "roll a ball from" the Learn window under project.

4. Go through this training and build your interactive graphics to learn:

(1) Use Unity Editor and its built-in capabilities to set up a simple graphics environment;

(2) Write your own custom scripts to create the game functionality, as simple as "hello, the world";

(3) Create a basic user interface to improve the game experience, keep it very simple please, do not over design at this point. All you need is to get yourself familiar with UI;

(4) Build your interactive graphics, e.g., a game, so others can play it.

5. Submit your design on Canvas and in email, and prepare show-and-tell in class.

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