Semester Project Team Presentation Requirement

This semester end project is the continuation of 3D interactive graphics using Unity platform.

1. The objectives of this project: Demonstrate the capability of 3D interactive graphics;

2. The requirements of the project:

(1) Must integrate the screen saver program rotating squares and trees in the Unity environment;

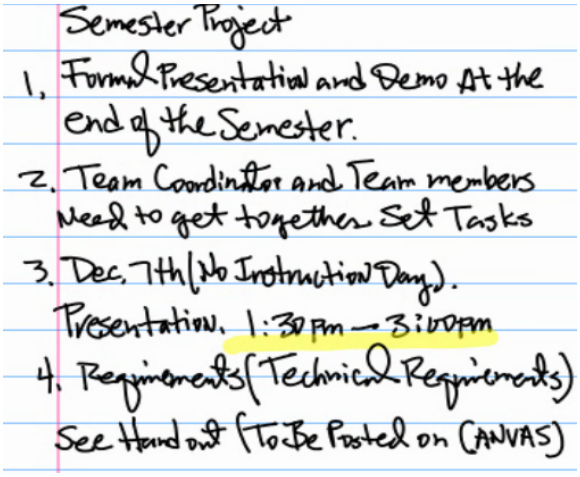
(2) Must integrate customer coding for the shadow computation;

(3) The layout of the project must import the following driving path as shown in Figure 1.

(4) The implementation of the project is based on the integration of Roll-a-Ball game with import of the motor bike from the Karting game.

(5) with Video display on a virtual screen.

3. The additional information is also given in the lecture, please see lecture notes pp. 37 (Nov. 17). See the screen capture from the notes below:



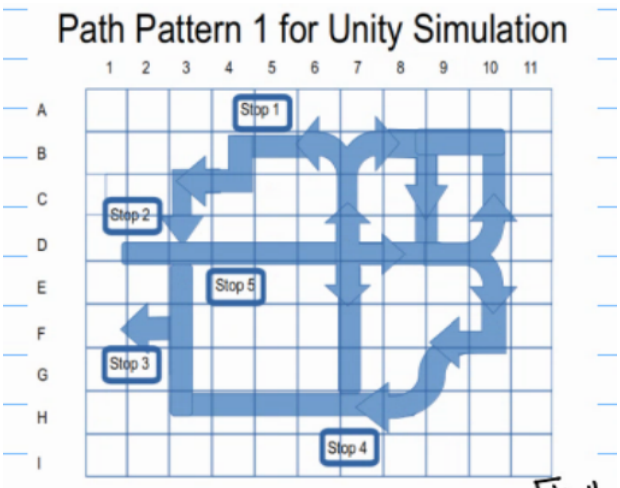
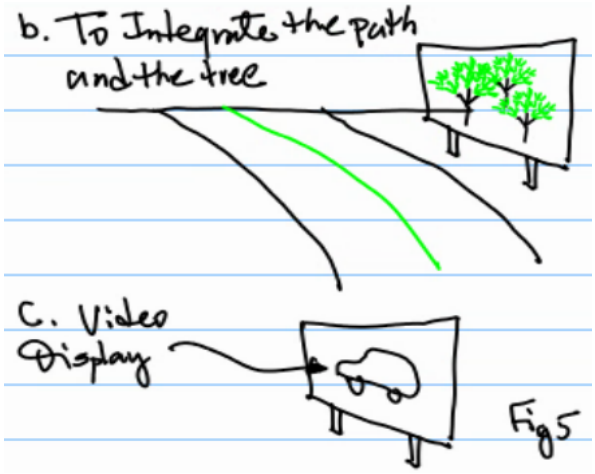


Fig.4



What to submit:
1. one submission for each team;
(1.1) include the team coordinator first name, last name and SID, then each team member's first name, last name and SID;
(1.2) submit the separate program code used in the project;
(1.3)save the project, use the following project name:
firstName-lastName-last4digitsSJSUid-unity-karting-path-2021-final-mm-dd; be sure to test out your saved project can be opened and included all the asset so it can run and can be tested by others.

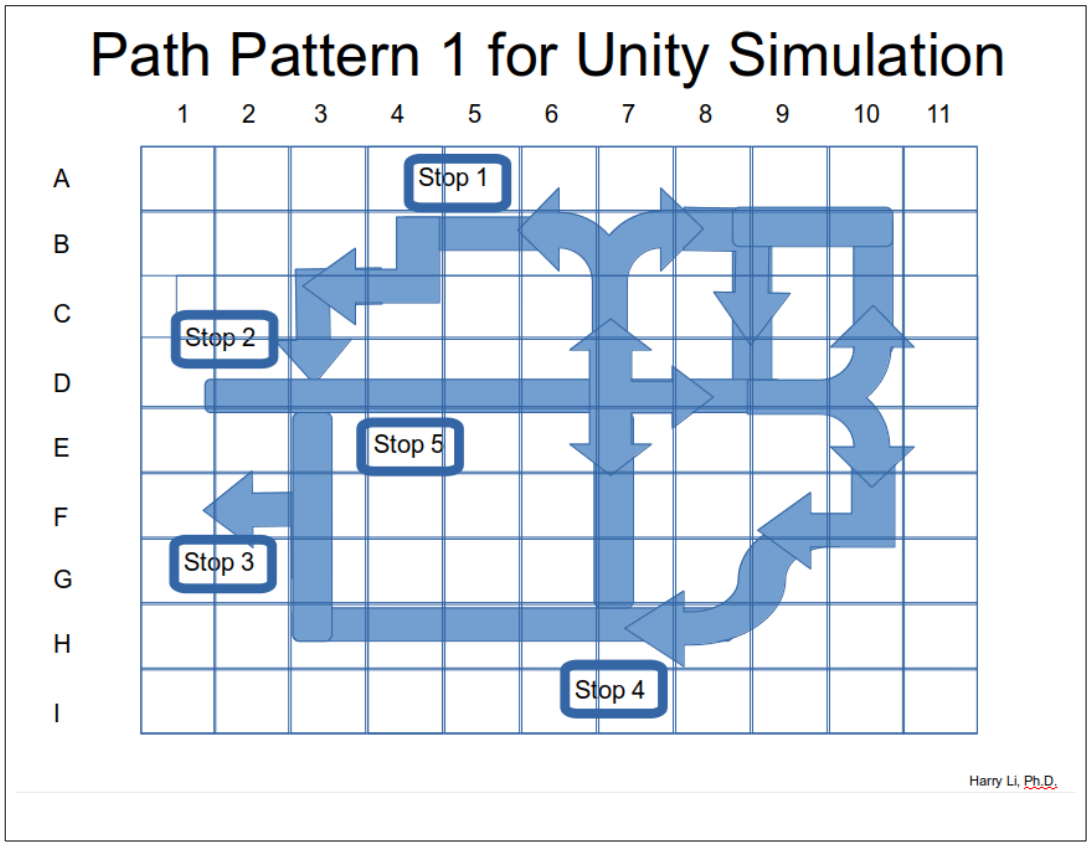


Figure 1. Driving path to be implemented.

2. Submission to Canvas.

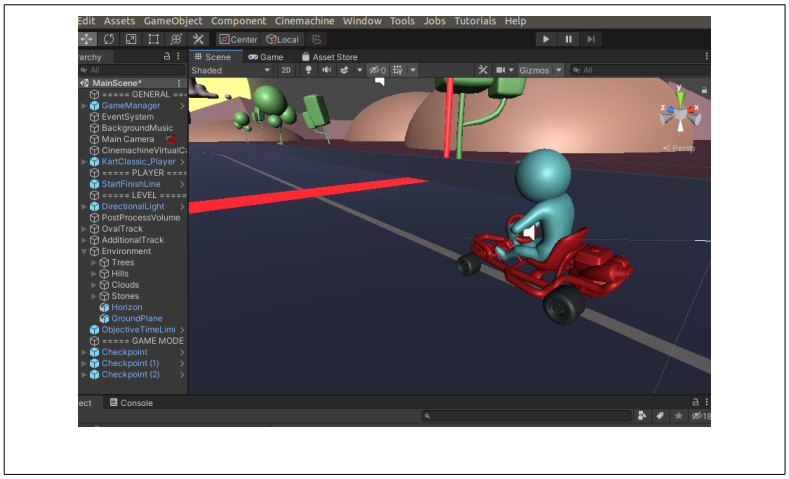


Figure 2. Screen capture of the karting game.

(END)

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.

(END)