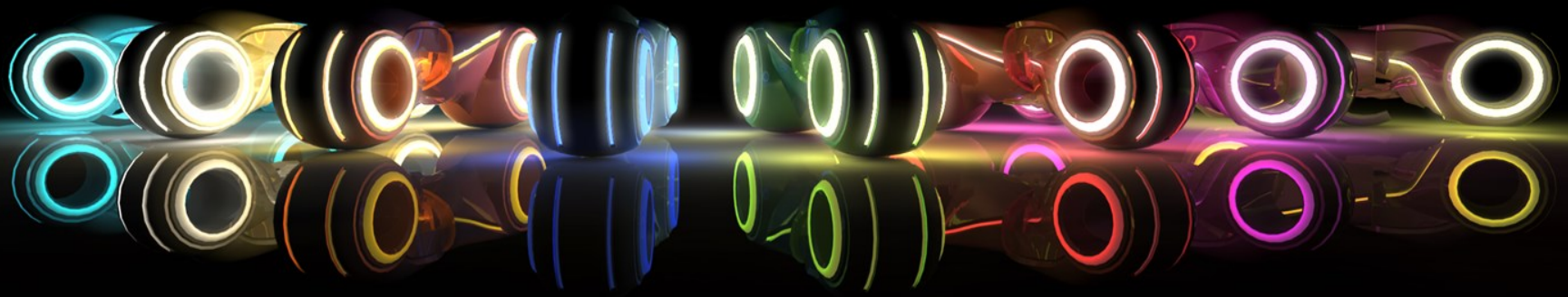


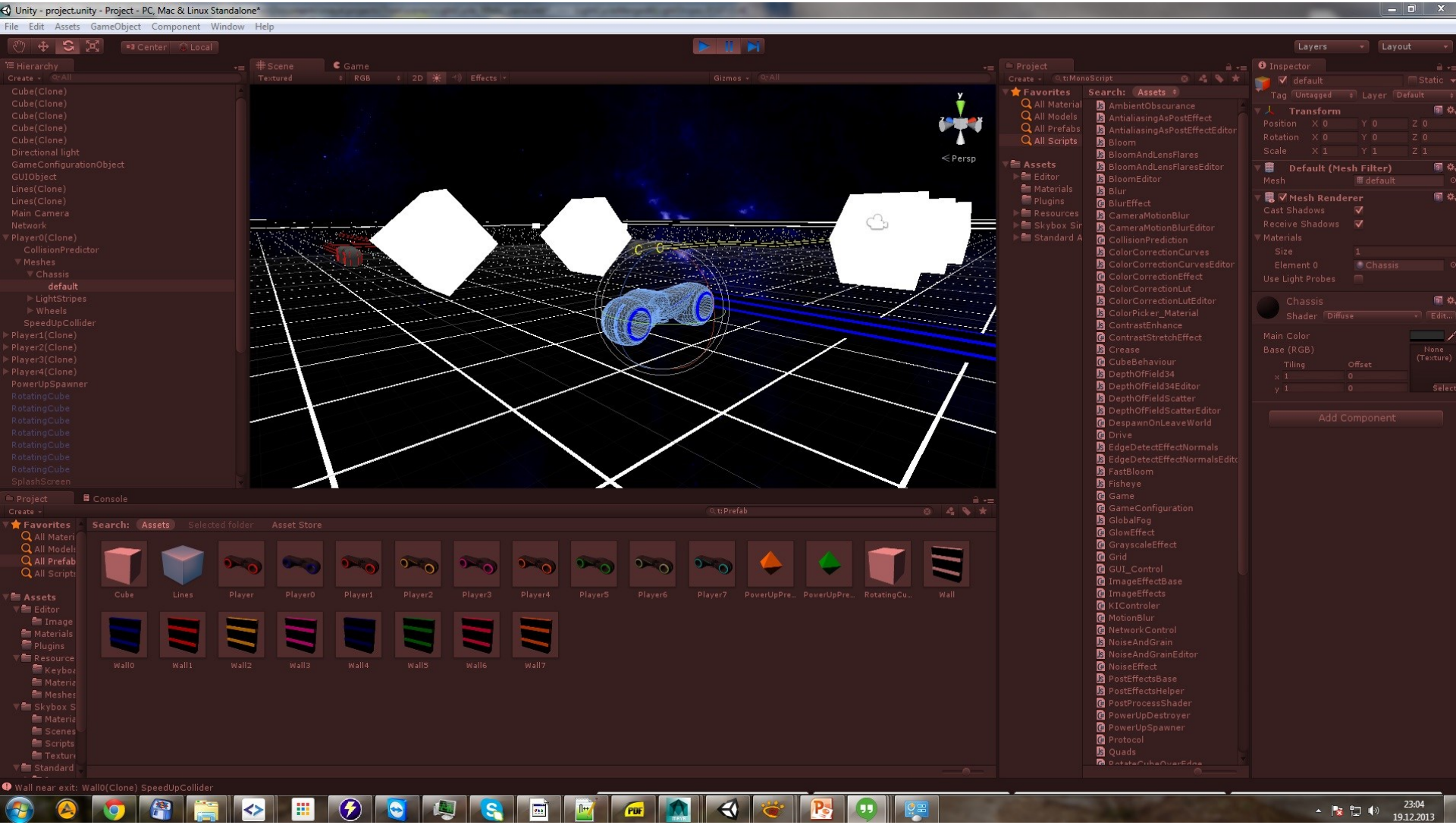
ETH
Eidgenössische Technische Hochschule Zürich
Swiss Federal Institute of Technology Zurich

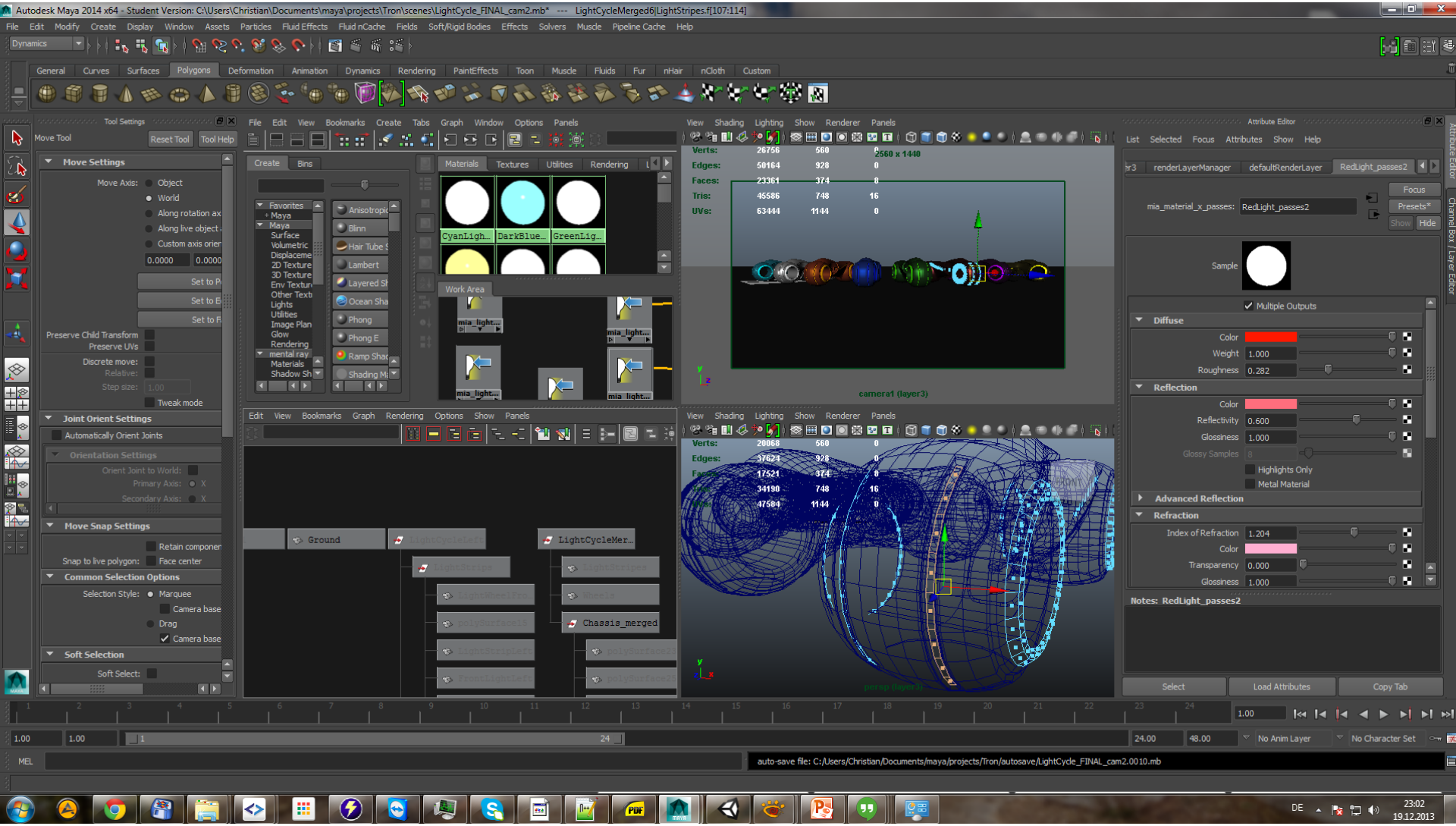
inf | Informatik
Computer Science

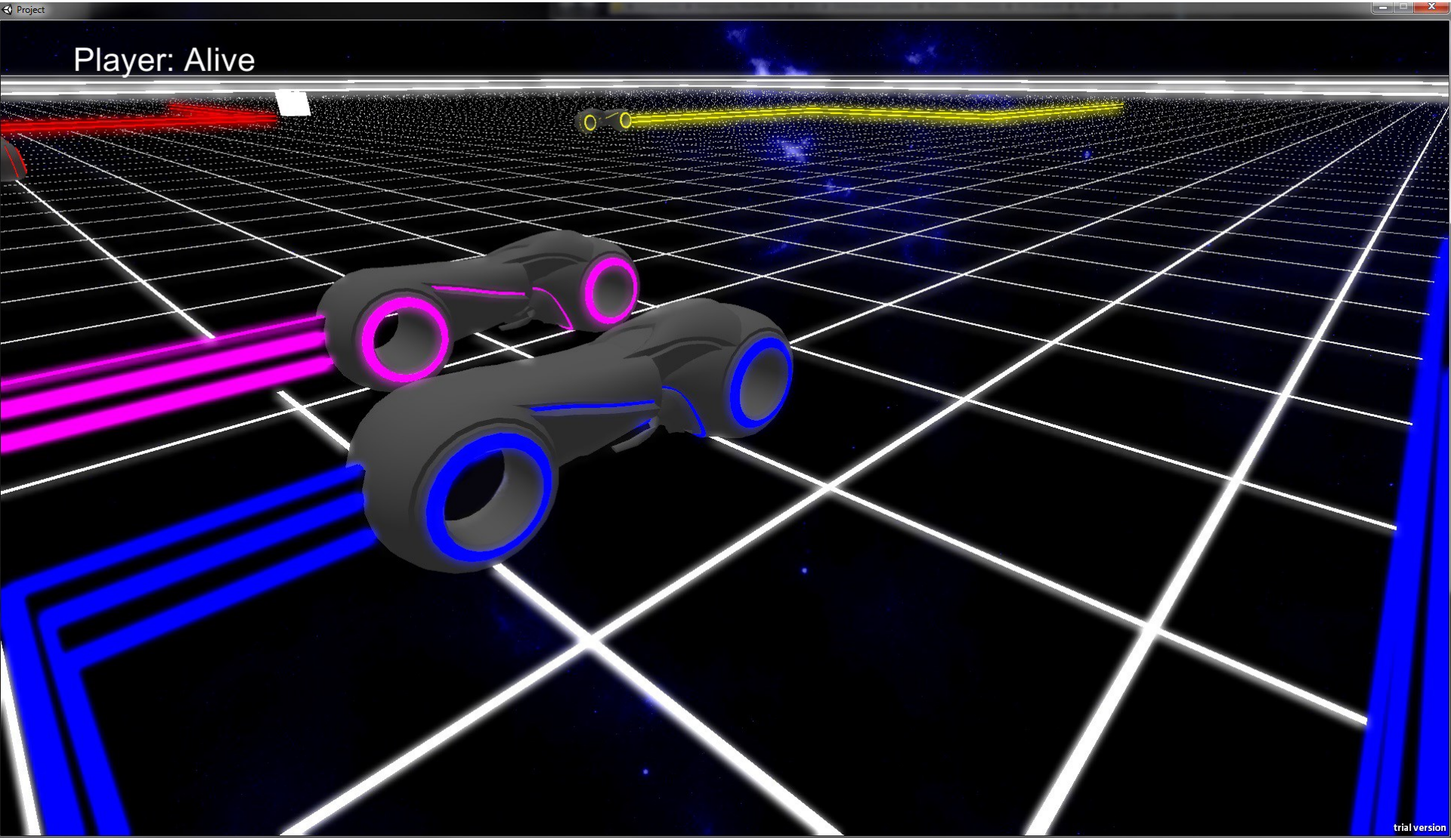
Distributed Systems

TRONIUM a Tron clone

Alexandra, Alexander, Christian, Lukas, Marko, Tom


Unity - project.unity - Project - PC, Mac & Linux Standalone*
File Edit Assets GameObject Component Window Help
Hierarchy
Scene
Game
Project
Console
Inspector
Persp
Wall near exit: Wall0(Clone) SpeedUpCollider


Autodesk Maya 2014 x64 - Student Version: C:\Users\Christian\Documents\maya\projects\Tron\scenes\LightCycle_FINAL_cam2.mb* --- LightCycleMerged6|LightStripes.f[107:114]
Move Tool
Move Settings
Joint Orient Settings
Move Snap Settings
Common Selection Options
Soft Selection
Work Area
Ground
Chassis_merged
camera1 (layer3)
Attribute Editor
Diffuse
Reflection
Refraction
Notes: RedLight_passes2
auto-save file: C:/Users/Christian/Documents/maya/projects/Tron/autosave/LightCycle_FINAL_cam2.0010.mb


Project
Player: Alive
trial version