

Lecture-2 AND LAB-1

Task 1

Start Unity

Add a sphere from Game Object -> 3D Object -> Sphere

Try out the mouse gestures:

- Left Click – Select
- Left Drag – Move my View
- Alt + Left Drag – Rotate my view
- Wheel scroll – Zoom in and out
- Right Click + WASD to fly through the scene
- Right Drag – Rotate my view
- Alt + right drag – Zoom my view

Task 2

1. Start Unity
2. Add a sphere from Game Object -> 3D Object -> Sphere
3. Rename the object to Ball
4. Set Ball Position to (0,6,0)
5. Add a Plane from Game Object -> 3D Object -> Plane
6. Set Scale of Plane to (6,1,10)
7. Rename the plane to Ground
8. Apply football texture to the ball
9. Apply grass texture to the ground
10. Observe the materials created
11. Set grass tiling
12. Create Physics Material
13. Set Bounciness to 1 and bounce combine to max for Physics material
14. Apply it to the ball
15. Add rigid body to the ball -->rigidbody
16. Run the game to see the ball bounce

17. Change main camera position to (0,3,-10)
18. Create a new cylinder
19. Change its scale to (0.2, 2.5, 0.2) to look like a pipe
20. Copy paste the pipe
21. Copy the pipe again and rotate it 90 degrees.
Join the 3 pipes to make them look like a goal, see image on the right
22. Create a hierarchy to make it a goal
23. Copy the whole goal and place both goals on each side of the ground.
24. Now add 4 cubes and make them look like boundary advertising boards of the ground
25. Apply another image as ad on these cubes
26. Change tiling
27. Play the game to see it in action
28. Don't forget to save the game

