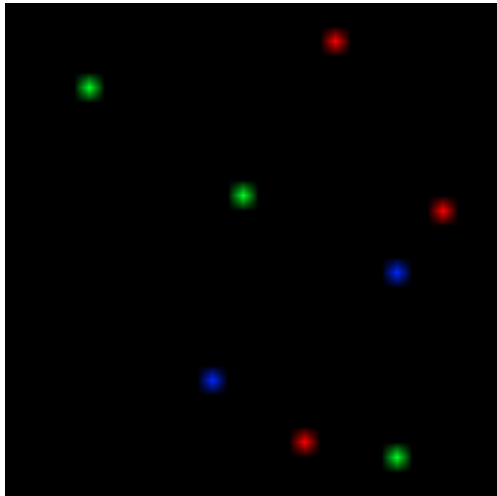
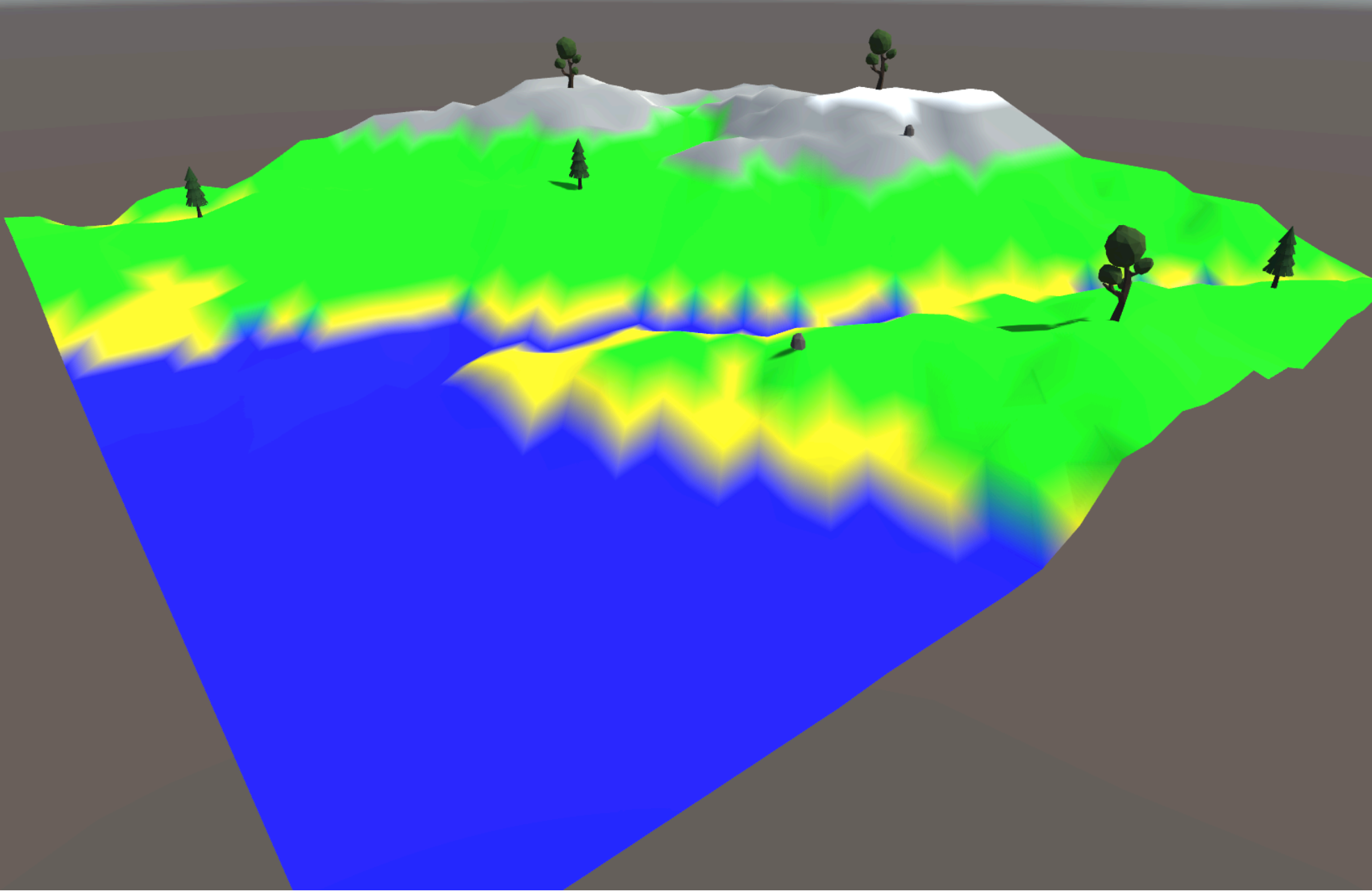
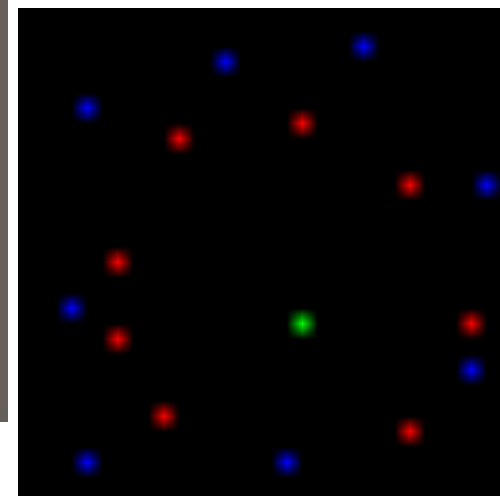
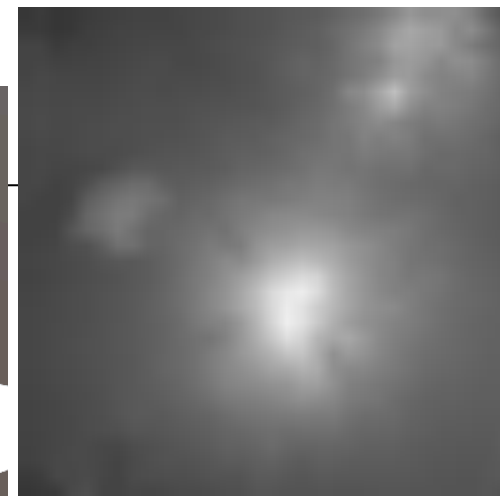
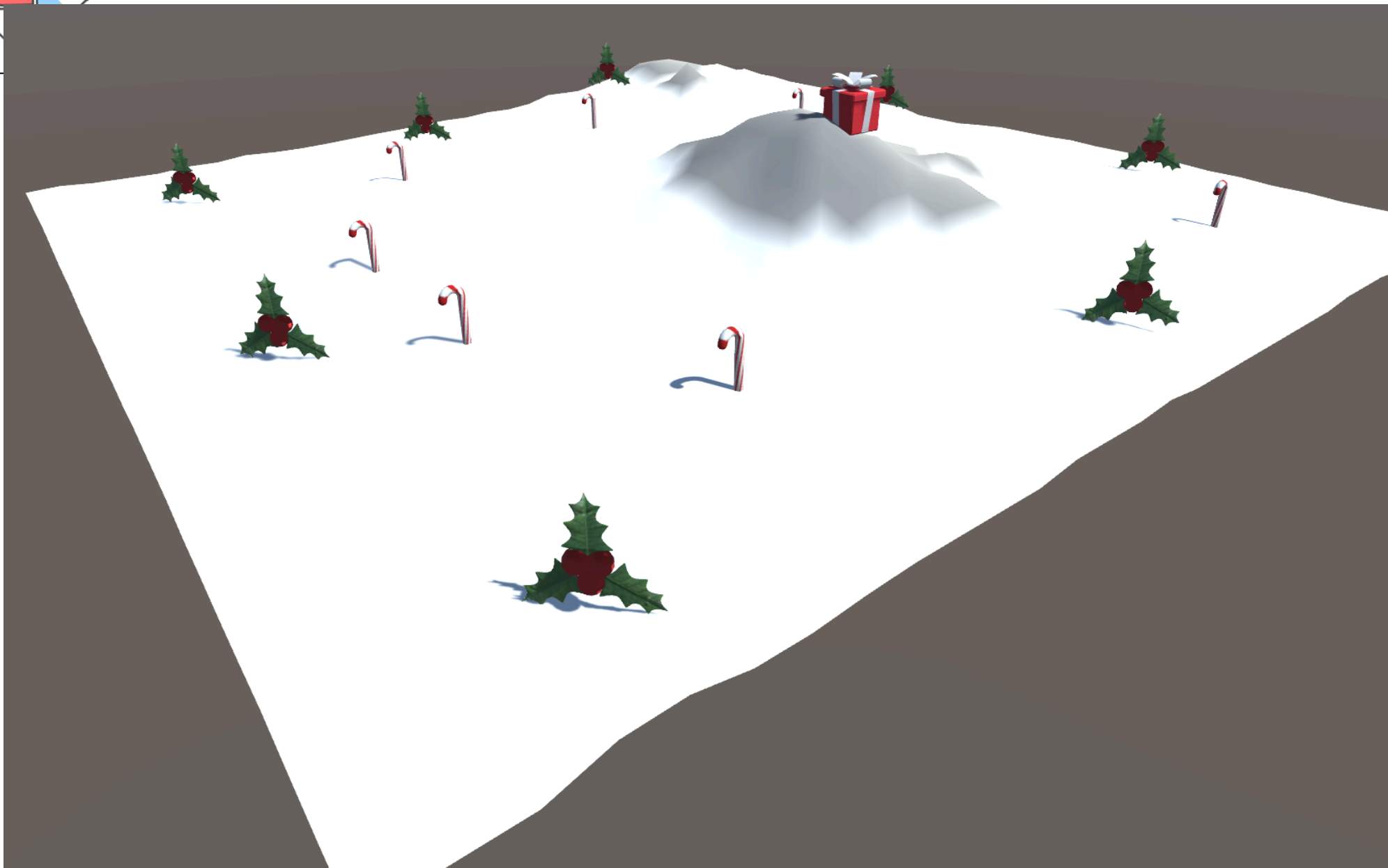




Biomes Example

- For Assignment 1, Part 1, you are required to create 3 different Biomes (environments) using a height map, and object map placement/text file, and vertex colours/UV maps
 - The biomes could be anything you like, for example tropical island, desert, snow, space, etc
 - What differentiates one biome from another is the colour scheme, as well as the objects which are placed by your object map/text file.
- The following images show two different examples of biomes







Object Placement Map Example

- You will need to place objects on your biomes using either an Object Placement Map or a text file
 - The object placement map uses coloured pixels to indicate where GameObject prefabs should be placed in your scene. You could use a blue pixel to indicate placing object 1, and a red pixel to indicate placing object 2
 - The text file stores the same data, but in text format. How you represent that information is completely up to you, e.g. “cactus, 2, 10” might place a cactus object on your terrain at $X = 2$, $Z = 10$
- You should use at least 2 different GameObject prefabs which are suitable for your environment.
 - The objects should be placed at the correct x, y and z position on the height map.
- In the following images, you can see how an object placement map works: changing the position of the red pixel in the object placement map (bottom left) changes the position of the tree in the environment (note that the vertical position of the tree changes as well, based on the heightmap)

