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3D Game Assets

I have made five assets, first one is a goblin (I used the same goblin from assignment 3 but I fixed the UV mapping), The goblin’s head and neck is green. I used the image texture for the head and neck. The goblin Has a shirt with Will Smith’s face on it upside down. Where I used the goblin in the scene is right beside the weapon and near then dolphin.

The second asset is a wooden spike weapon ((I used the same weapon from assignment 3 but I fixed the UV mapping), The weapon I made is wooden with iron spikes on it. The iron spikes have less roughness to them than the wooden handle. The UV map is with a dragon on it too. I put this asset beside the goblin.

The third asset is a tree, The tree has materials such as leaves and bark, the UV map is a hole with an owl in it on the tree trunk. Where I put this asset is on the left side of the game scene.

The fourth asset is a dolphin, the dolphin has a material named dolphin skin, the UV map is at the belly of the dolphin to make it seem that the dolphin is darker where its belly is. Where I put this asset is the farthest away from the camera.

The fifth and last asset is the transparent glass, the glass has a sphere in it to show that it is transparent and reflective. There is no UV map for it because when I tried to put it I didn’t like how it looked, so I kept it bare instead. Where I out this asset is on the right side of the game scene.