

Assessment Activity AVR2W03

learning activity:	AVR2W03							
subject:	Shaders in Unity - Kit customizer							
task description:	<p>Your task is to create an application in Unity that would allow creating custom kit/t-shirt design to its user.</p> <p>You should design your app so that</p> <ul style="list-style-type: none"> • It is easy to use • It is possible to create hundreds of different designs based on colours, patterns, shapes and textures • The user could make a futuristic design with animated print • The user could personalize the design by adding custom text <p>The examples to look up:</p> <ul style="list-style-type: none"> • https://www.owayo.co.uk/konfigurator_html/index.php?sport=football&product=shirts_f3&lang=en&land=en# • https://www.surridgesport.com/kit-designer-intro • https://www.kitbuilder.co.uk/3d-kit-builder#/customise/45492825?categoryPathIds=43885510&basketIndex=0 <p>Grading Criteria:</p> <table border="1"> <tr> <td>20%</td><td>UX/UI/Flow</td><td>Is your application well designed?</td></tr> <tr> <td>80%</td><td>Shader</td><td>Does your simulation work correctly?</td></tr> </table>		20%	UX/UI/Flow	Is your application well designed?	80%	Shader	Does your simulation work correctly?
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assignment for:	Individuals Name of the submission: AVR2W03_NameSurname							
input data:	<ul style="list-style-type: none"> • Brief 							
time given:	06.12.2019							
format of delivery:	<ul style="list-style-type: none"> • The installation file of ready app for Windows 10 • The source file • The brief overview of the solution <p>Upload the files to its learning platform and email adam@eonreality.com</p>							