Header

Tagline

Tools, roles, focus points / areas idk, collaborators

Made this to learn more about Unity’s lighting system, shaders, make an atmospheric experience

I wanted to make an eerie, atmospheric experience, in which the player can explore a dimly lit maze. I knew the use of shaders, post-processing effects, particle effects and sound effects would contribute greatly to this goal so those areas were what I focused the most on.

Gameplay Video

Main content – talk about design process, things I did blah blah

* Made shader to blend materials
* Level design
* Originally wanted it to expand to be an exploration puzzle game, but with uni sem starting again I needed to reduce scope to get a finished product I’d be happy with
* Ppfx
* Light cookie for torch light
* Sfx?

Paragraph talking about minor things – programming first person controller, level design, Particle effects, ppfx, sfx and reverb, light cookie for torch.

Then go in depth with shaders

Mention wanting puzzle game but cutting scope in reflection. Hit well on atmosphere.

I was able to gain more experience with some areas that I already had some degree of familiarity with such as programming a first-person controller, level design using Unity’s ProBuilder package, particle effects, and sound effects editing and reverb while also looking into some new things like Unity’s URP post-processing effects and lighting.

However, the main thing I wanted to focus on was shaders. Talk about modifying old water shader. Floor and wall shaders blend materials, with wall one even using noise to let the grime climb in random splotches on the wall.

However, the main thing I wanted to focus on was shaders. I had a water shader that I had been slowly improving as I brought it to new projects, so it seemed perfect to integrate it into this one. I removed some of the features that would be excessive for the scale of the puddles, like foam and intersection detection. I then modified its speed, scale and colour to fit the environment.

I also needed some materials for the environment. I found some free ones online that almost fit the look I was going for, but not quite. So I thought I would see how well blending some together with a shader would look. This turned out to be incredibly successful and I was able to get materials that looked really good and fit the tone of the world. I even added some noise that decreased to allow the grim to climb the walls in random splotches.

Originally, I had thought about making this environment into a puzzle-exploration game but the break between uni semesters drew to an end so I decided to cull that to cut back on the scope and polish the project to a level I could be proud of. And I believe I’ve achieved that. Through this project, I’ve learned a lot about Unity’s lighting system and shaders and I’m very happy with the visuals and how the experience turned out.