

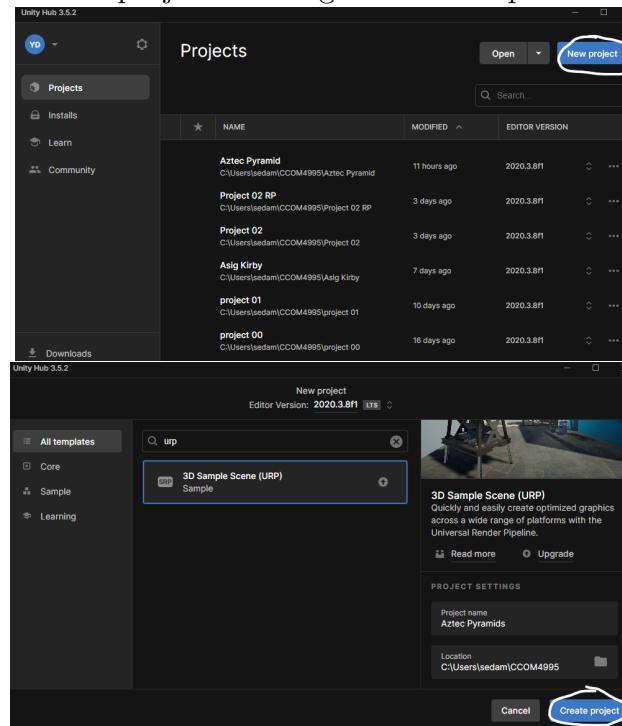
Aztec Pyramids

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September 16, 2023

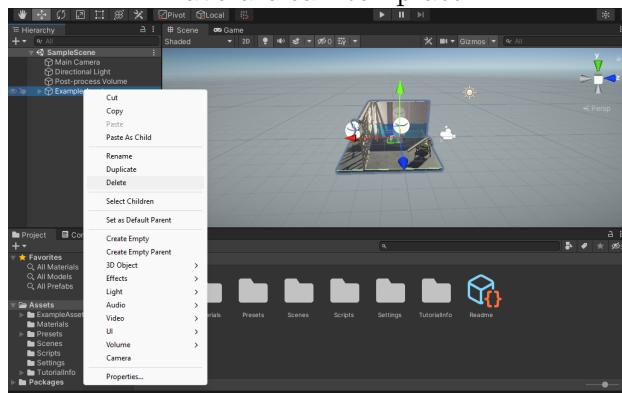
Step #1 Beginning

Create a new project utilizing the 3D Sample Scene(URP)

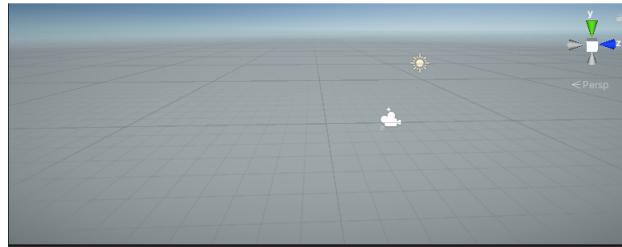


Step #2 Creation

Delete all of the model that comes with the URP version so that we can have a clean template.

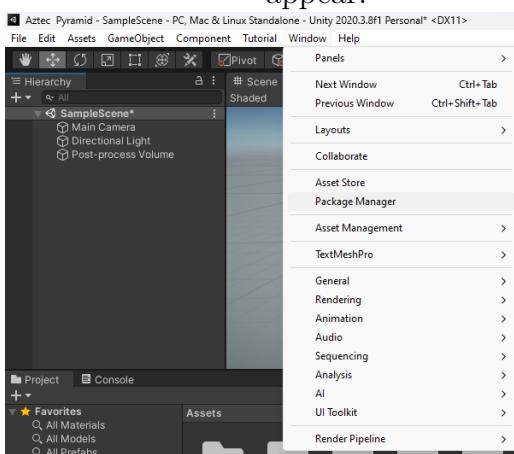


Assuming this action has been carried out the plane should end up looking like this:

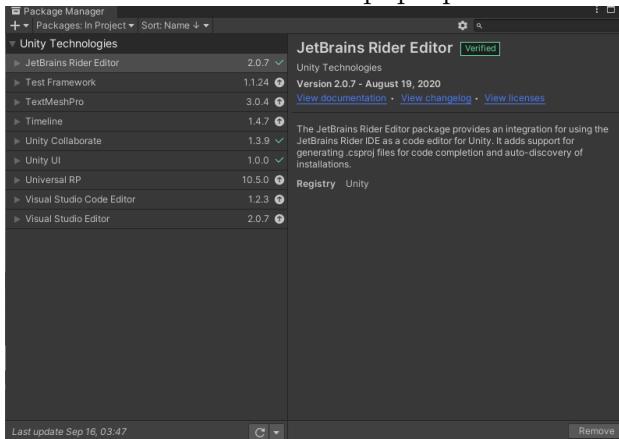


Step #3 Packages

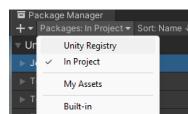
Once that's all said and done, we will begin promptly by installing the packages which we will be utilizing on this project. To do this we must go to the Window tab and then click on the package manager tab that will appear:



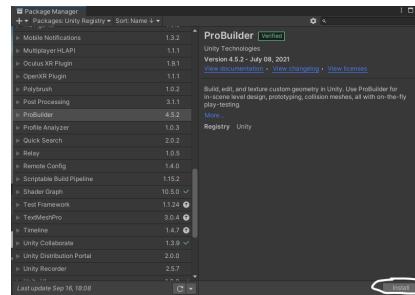
When you click on the Package Manager tab that appears, a screen similar to this should pop up:



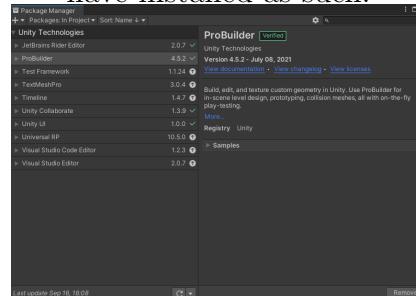
Assuming that was the screen that appeared, now we will click on the tab to the top left that says "Packages: In Project" and then promptly go ahead and click on the "Unity Registry" tab that will pop up:



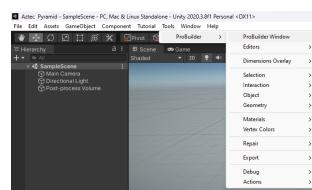
When in that screen, we shall scroll down until we find the "ProBuilder" tab and click on it, and once clicked on we will click the install button and wait for it to be downloaded. **Note: For this project we will be using version 4.5.2, if any other versions are utilized for the project we can't guarantee that the same results will be had.**



Assuming everything went accordingly, if we change back to the "Packages: In Project" we should have ProBuilder appear as a tab of the packages we have installed as such:



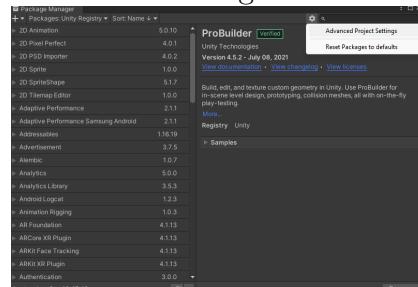
Having made sure everything is installed properly, we can now close the packages window and now we can open up the ProBuilder tab by clicking on tools at the top, then probuilder and then probuilder window.



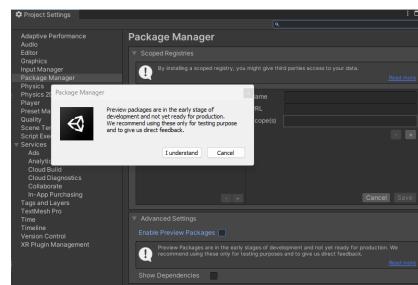
Having clicked everything as mentioned before we should have a window like this:



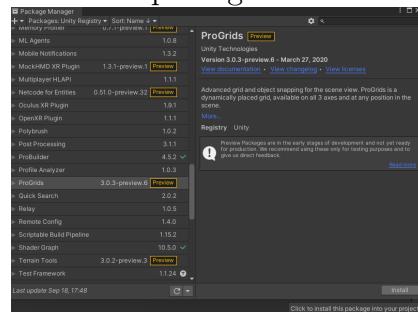
Now we will Download another package, which will be helping us when creating our pyramid and modeling it accordingly, which is "ProGrids", to do this we will be entering our settings and then clicking advanced project settings:



Once pressed we will go into the package manager menu and then click on the enable preview packages, once that is clicked a unity pop up will appear and we will click that we understand so that we can get on with installing the package:



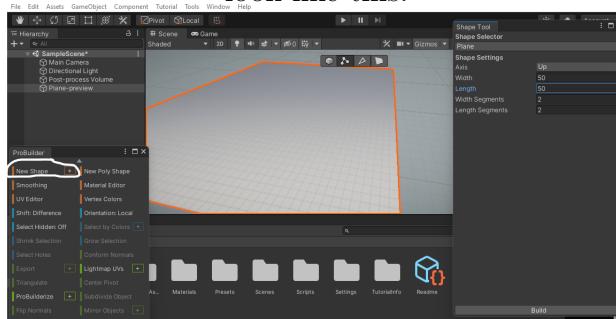
Once that is done we can close than window and now we will search for the "ProGrids" package and install it:



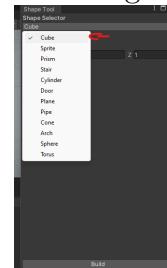
Step #4 Parts necessary for project

Now we shall be creating the shapes to make this project, if we click on the "New Shape +" tab of probuilder it will instantly create a plane, which will

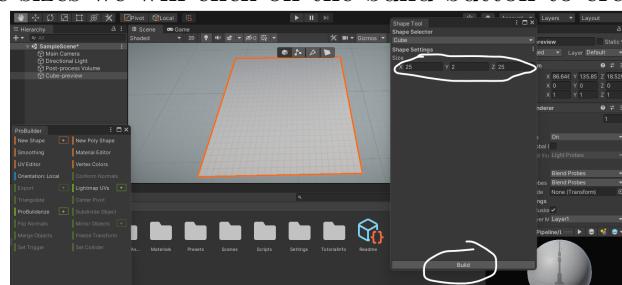
look like this:



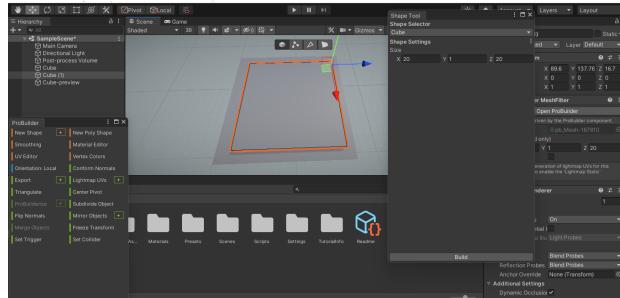
We will then change the plane into a cube by clicking the shape selector and clicking on cube



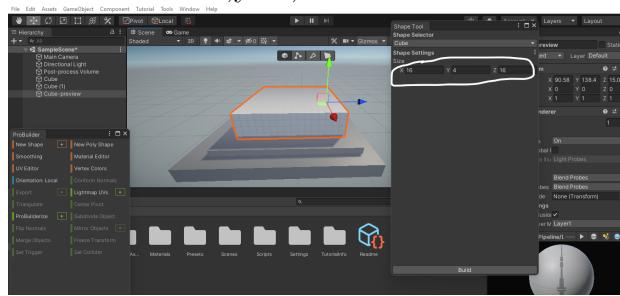
Considering the cube has been made, we will now edit its x,y and z to make the base of our pyramid. in this case x=25,y=2 and z=25 and once we input those sizes we will click on the build button to create the base.



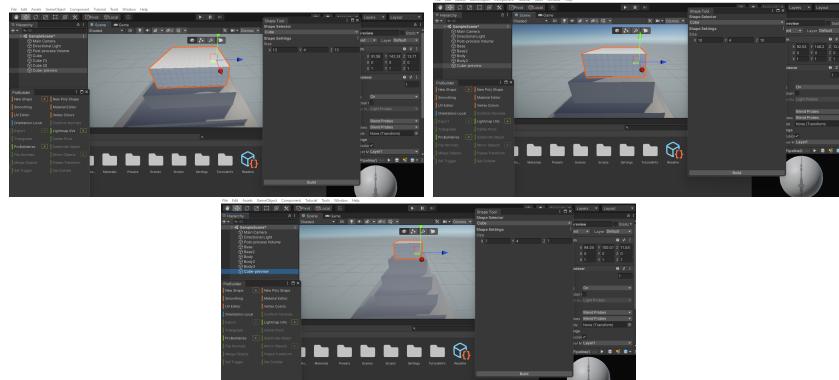
Now that we have made the first base we will make the second base by editing the x,y,z like last time, in this case x=20,y=1 and z=20 and like last time we will build the second plane



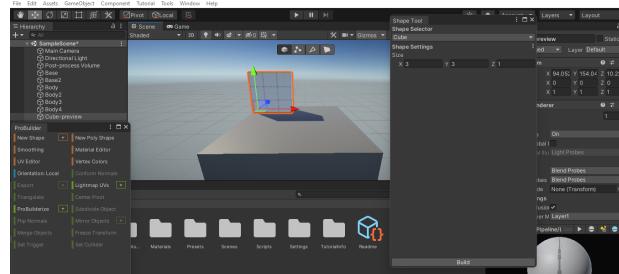
Being done with the bases of the pyramid we will now start constructing the body of the pyramid, for this we will be creating another cube with a x=16,y=4,z=16 as such:



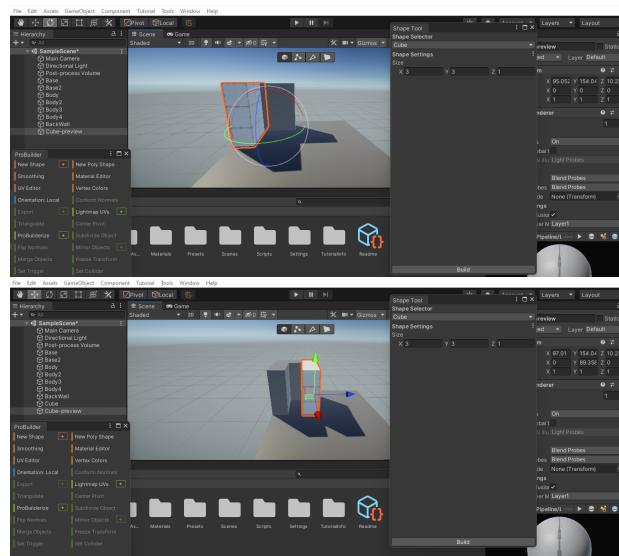
As such, we will repeat this step 3 more times decreasing the x and z by 3 everytime:



Having made the body of our pyramid we are one step closer to finishing our masterpiece, now we will be making the entrance to our building by creating a new block and changing its x and y to 3 and its z to 1:



Once we have done this we will repeat the same process 2 more times to make the side walls:

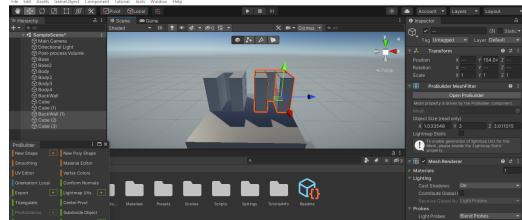


Now that we have this cute building, we will select all 3 of these walls we just made and duplicate them. Then we will move them to the right and we will have the 2 entrances our pyramid needs: **Note: To select the walls we will **ctrl+left click** on them in the sample scene to duplicate them then right click and select duplicate**

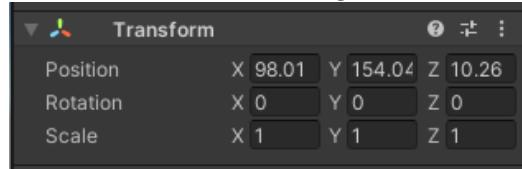


them then right click and select duplicate

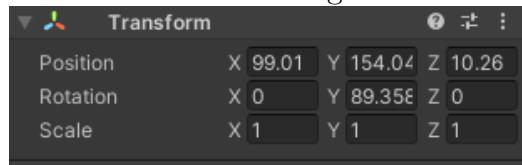
Then we will move them to the right of the building to make a second entrance:



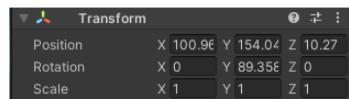
The location of the new duplicates is as follows
Back Wall Right:



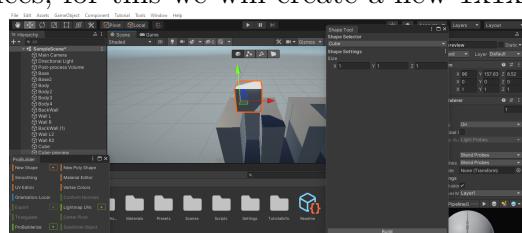
Left Wall Right:



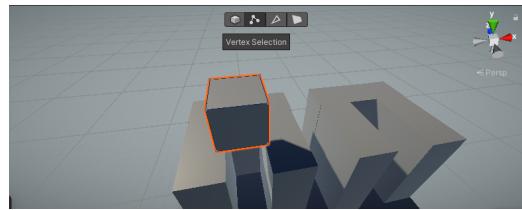
Right Wall Right:



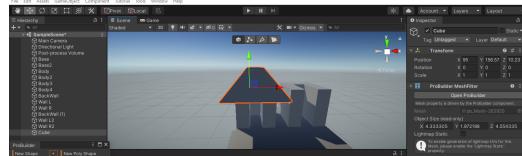
Now that we have the walls we can begin to make the ceiling of the entrances, for this we will create a new 1x1x1 cube:



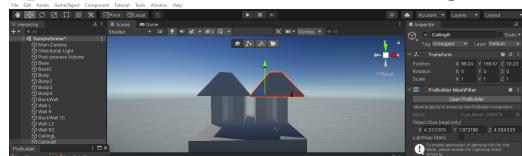
After this cube has been created we will change our ProBuilder view to "Vertex Mode" as such:



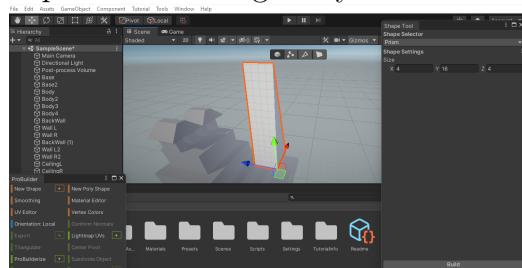
Once that has been selected while selecting the cube we made, we will take all of its corner vertex sides one by one and extend them so it looks like this:



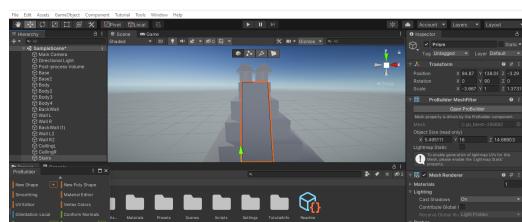
Then we will duplicate it and move it to the right entrance as such:



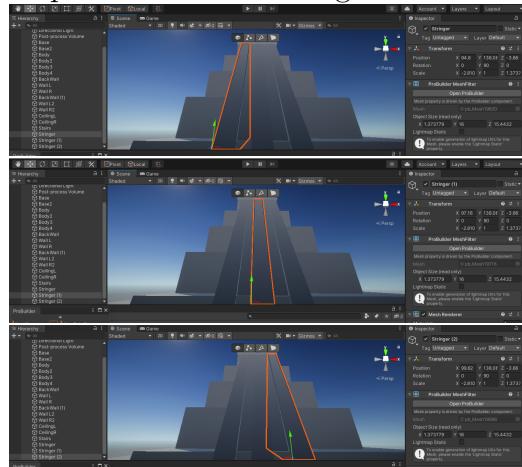
Now we will be making the stairs to our pyramid, to do this we will create a prism and change its y value to 16:



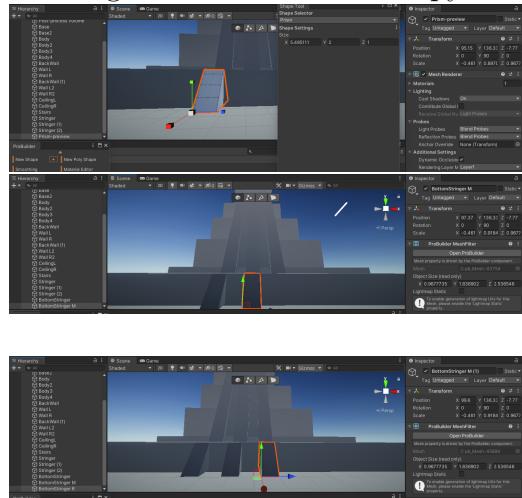
After the creation of our stairs we will move them in front of our building as such so they appear as actual stairs



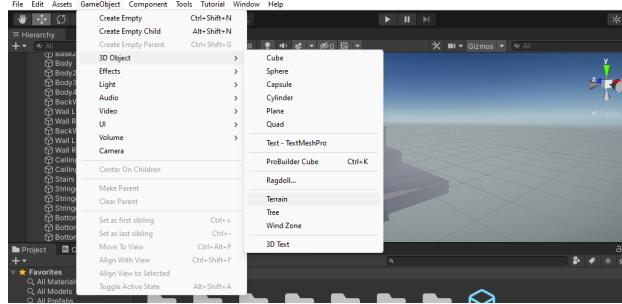
Having completed our stairs, now all that's left is to make the stringers and position them accordingly to complete the stairs, to do this we will making new prisms and decreasing their z values:



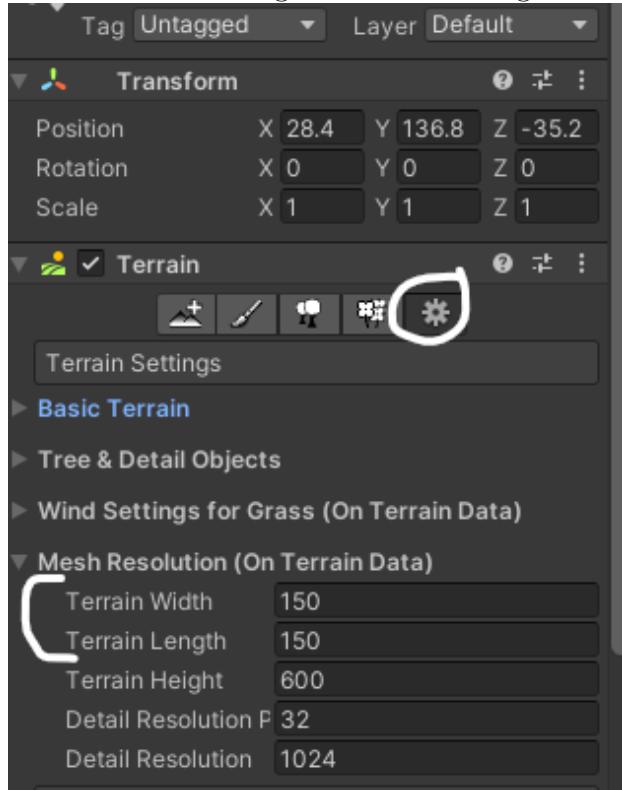
Considering we just made the stringers for our stair what we should do now is make the stringers for the base of the pyramid as such:



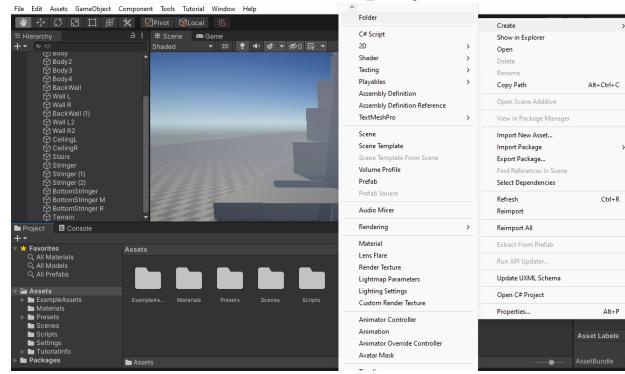
Now our pyramid is finally complete! Why don't we add some color and landscape into it? We can do this by making a terrain as such:



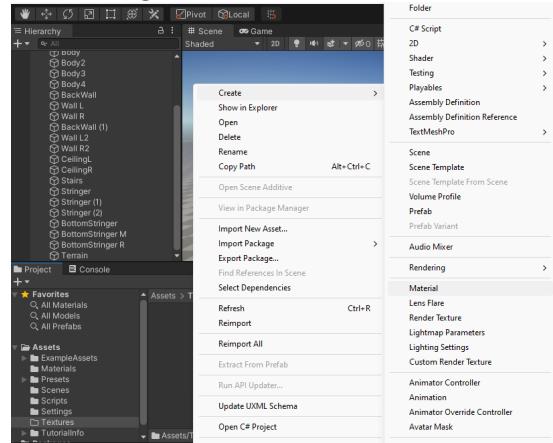
Having made our first terrain you will notice, it's huge! So we will have to make it much smaller to fit our pyramid by entering the terrain settings and changing the width and length to something within our pyramid scope, 150 on the width and length should be alright for this occasion.



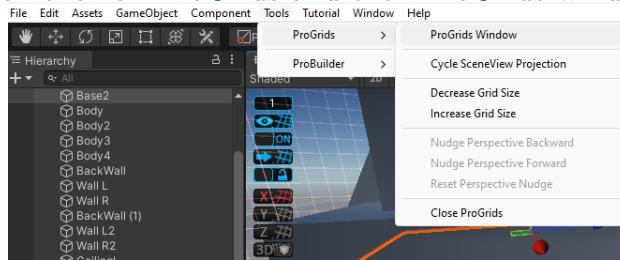
Now that our terrain has been made we will go into our assets folder and create a file, which we will be naming textures in which we will have all our colors for our project:



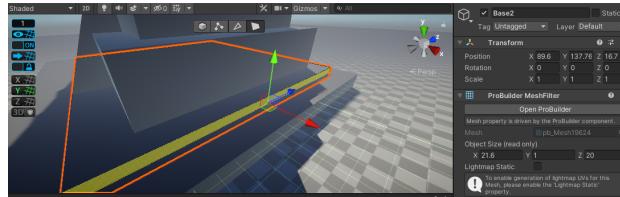
Now we will be creating our first material which will be the colors for our project, to do so we will enter our textures folder and then we will right click on it and go into create and then left click material:



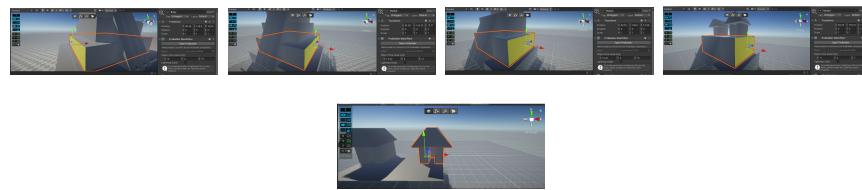
Now if we look at our tower, it becomes apparent that it is a bit inclined to the side so we will be using the package we installed at the beginning, ProGrids to be fixing this, to open it up we will be going back to tools and then click on ProGrids and then ProGrids window:



Now that we have the grids in place, we will be utilizing the tools ProBuilder already provides us to modify and amplify our building blocks for the pyramid, if we click on face selection of ProBuilder while ProGrids is opened we can increase the size of a specific corner without disrupting the rest of the body:



Now we can fix the different parts of the pyramid to make them look nice and centered:



To Finish everything with the pyramid, all we have left is to make the corners the aztec pyramids had, to do so we will be utilizing progrids once again to make our lives a lot easier and pass less work, what we will be doing is taking all of the body and clicking on the front, then with face selection, we will drag it back by one on all levels to make the corners as needed as such:

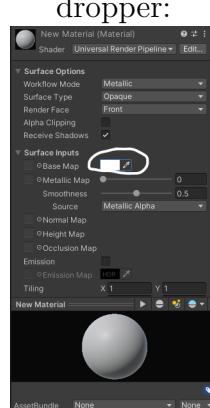


Now that the body has been adjusted we will duplicate all the body parts and the same way we adjusted the body we will shrink the sides of the duplicated parts and increase the front and back so we have edges of the pyramids, we will shrink by 1 the sides and increase the front and back by 1

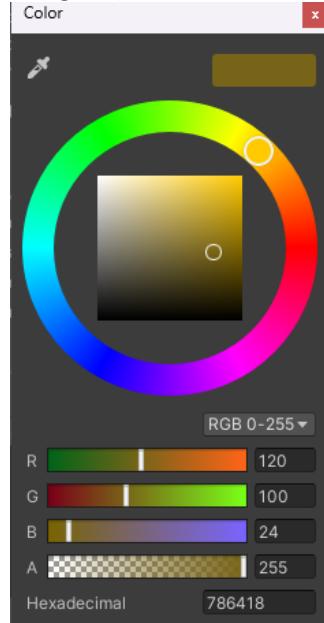


And now we are done building our pyramid!!

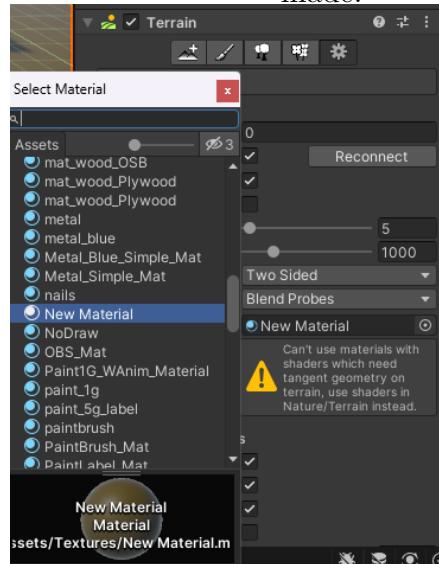
However, let us not forget, we must make it pretty and interesting!! Going back to what we were doing before finishing the edges of the pyramid, we had a material in the textures folder, if we double click it on the right side a menu will appear in which we will be able to see a white color with a dropper:



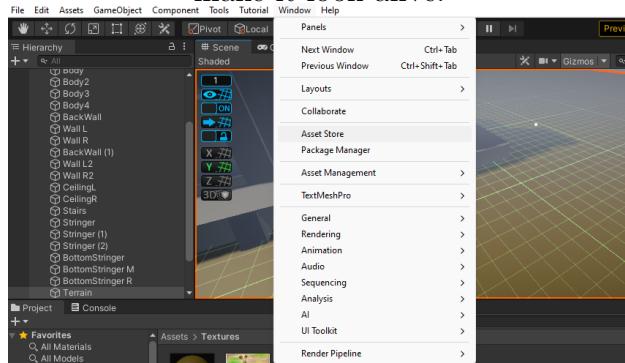
Now we will be making the color for the ground in which our pyramid will be standing on, for this case we will be using a dark brown:



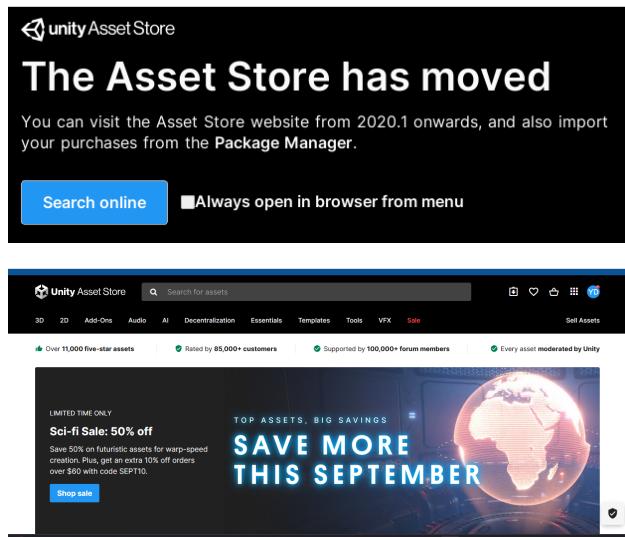
Now that we have the color, we will be imbuing the terrain with it by going into the terrain settings and then changing the material to the color we made:



Magnificent now that we have some color in our terrain we will be going into the Unity Asset Store to get some materials to fill up our terrain and make it look alive:

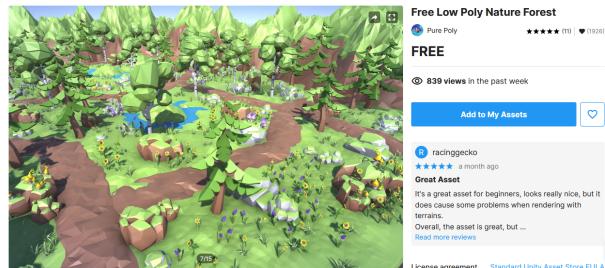


Once we click on the asset store this prompt should appear, we will click on search online and it'll promptly lead us to the unity store:

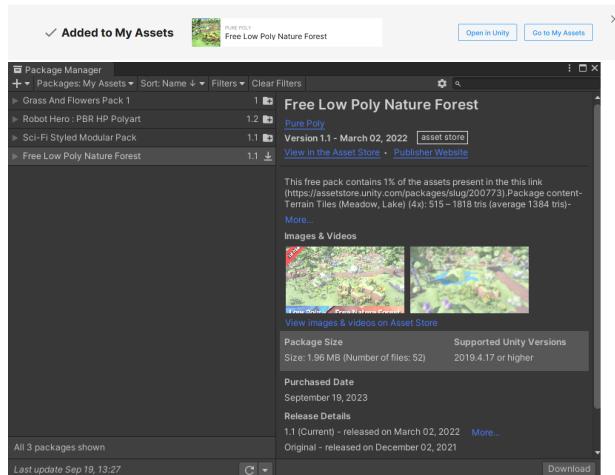


Note: i have already logged into the unity store however when you first enter the webpage you should log in with your unity account, otherwise you will not be able to download and open the assets directly into unity

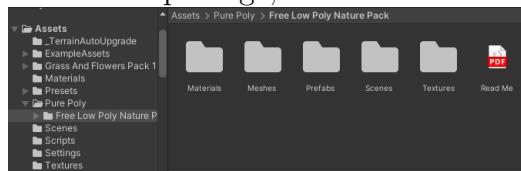
To decorate the terrain we will be using a free nature pack from the unity store:



Once that pack is found click on add to my assets and accepts the terms of service, once added click on "open in unity" and your a unity window will pop up where you will be able to download the package and import it once downloaded:



Now that we have our package, it can be found in the assets section:

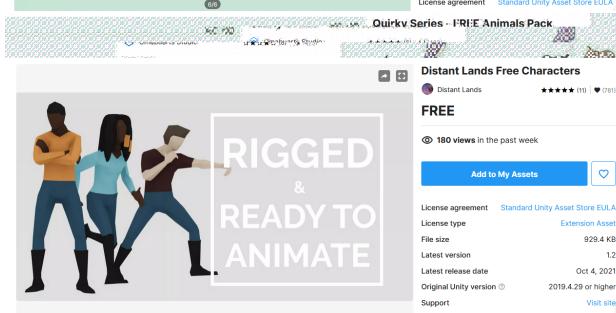
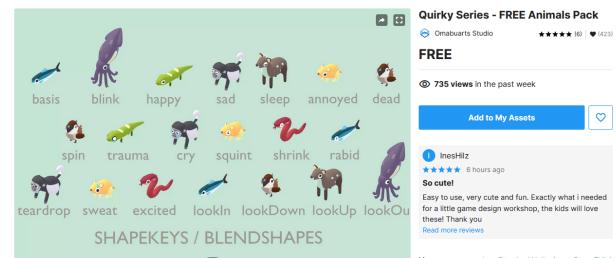


IMPORTANT: THIS NATURE PACKAGE HAS A README FILE IF THE RENDERS APPEAR PURPLE AND NOT THE COLOR THEY SHOULD BE FOLLOW THE GUIDE ON THE READMEFILE!!!

Now you can just, go wild!!!! This is how our landscape looks like after some of the low polygon assets have been put in:



To add more life into it we will also be utilizing the Quirky animals pack and Distant lands free characters:



Now it's up to you to make it as vibrant and lively as you desire!! Here's our final look at the pyramids with all the assets and everything we've done up until now all together!

