

Populating the Interdimensional Outskirts of Dreamland

Through this tutorial, we intend to demonstrate how to create a base model of Kirby and four of his Mimic-Power variants. Afterwards, we will model terrain, drawing inspiration from a height map of Puerto Rico, that will act as their home. This tutorial assumes you are familiar with certain basics gone over in *Building a Pleasant, albeit Structurally-Unsound House*.

CREATING A KIRBY, OUR PREFAB

- Find **GameObject -> 3D Object** and spawn the following entities.
 - **Note:** *hyperlinks between brackets are what you should rename the spawned entities for legibility's sake. The hyperlink will take you to an imgur picture containing the statistics you can directly write into the Inspector on any given limb to yield our final result. If a picture of a given limb's stats is not given, assume there is no change between it and the base model's.*
 - Capsule x6
 - [\[KirbyLegRight\]](#).
 - [\[KirbyLegLeft\]](#).
 - [\[KirbyEyeRight\]](#).
 - [\[KirbyEyeLeft\]](#).
 - [\[KirbyArmRight\]](#).
 - [\[KirbyArmLeft\]](#).
 - Sphere x1
 - [\[Kirby\]](#).
- Using the transform tool, manipulate the previous entities to create the following combination of shapes.

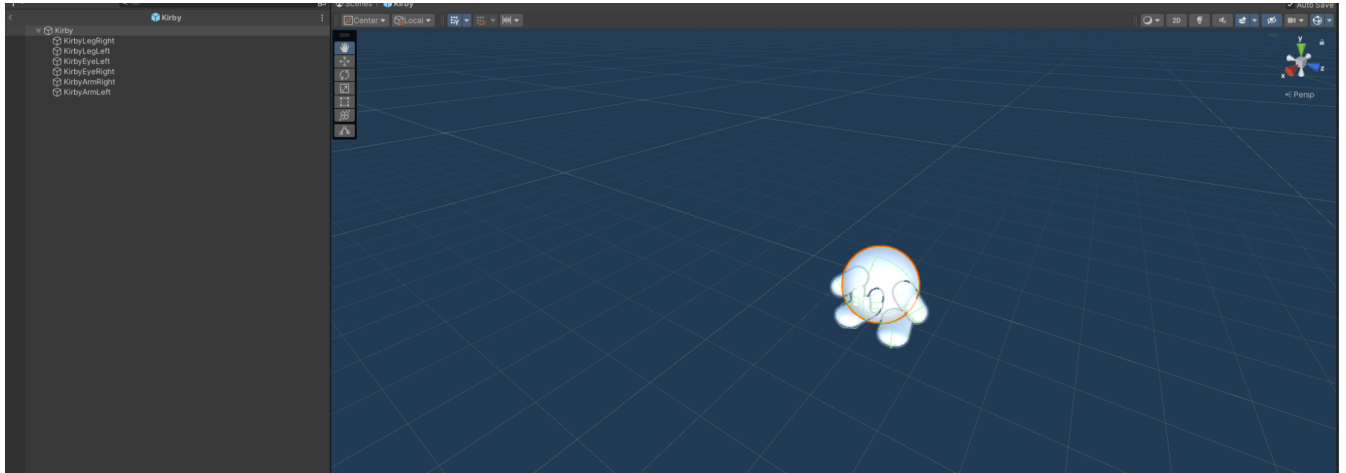


- Under the hierarchy menu, drag and drop the following entities ontop of the Kirby entry to create a uniform entity that can be manipulated as a single unit.
 - KirbyLegRight
 - KirbyLegLeft
 - KirbyEyeLeft
 - KirbyEyeRight
 - KirbyArmRight
 - KirbyArmLeft
- Drag and drop the Kirby entry, now with a submenu worth of limbs, onto the Assets box beneath the Scene tab. In doing so correctly, you should find an image of it there and the entry for Kirby on your hierarchy meny should turn blue.
 - Refer to the following image.



CREATING KIRBY'S VARIANTS

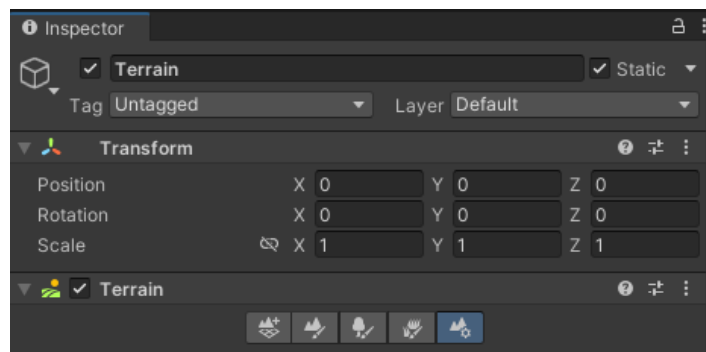
- Right click the Prefab entry in the Assets menu and find **Create -> Prefab Variant**.
 - Double click the created entry in your Asset menu to open Prefab view.



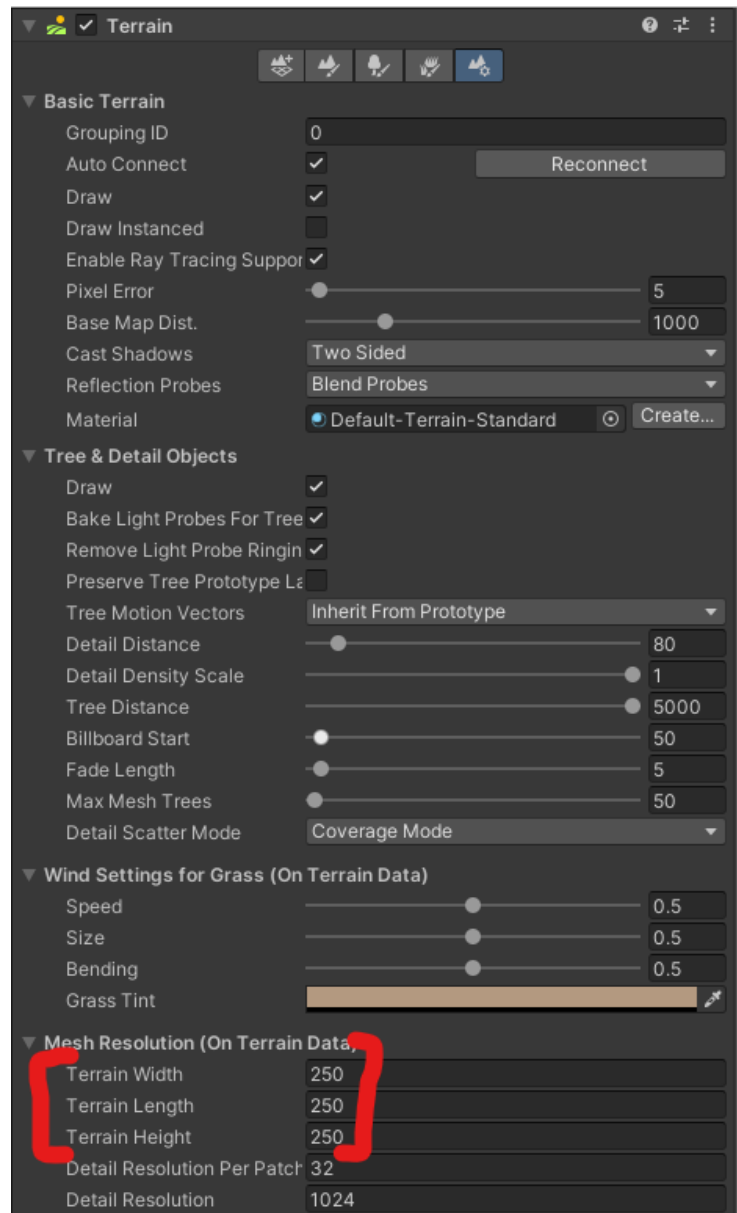
- Add, remove, or alter pre-existing limbs to fit the specifications of the following imgur albums. Remember to create a new variant from the base Kirby model for each new variant of Kirby.
 - [[HammerKirby](#)].
 - [[JellyKirby](#)].
 - [[FighterKirby](#)].
 - [[MagicKirby](#)].

CREATING DREAMLAND

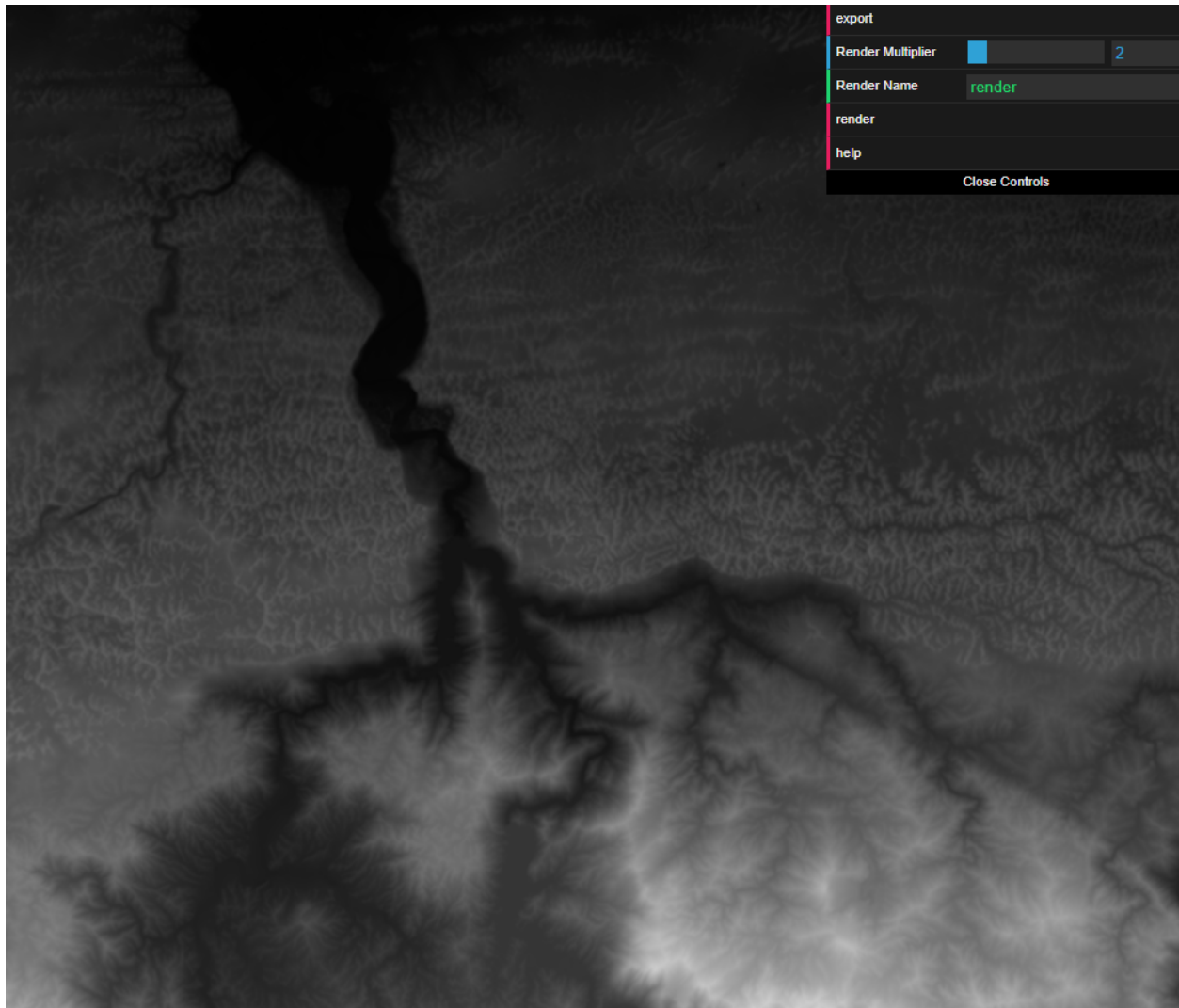
- Find **GameObject -> Terrain** to spawn a terrain entity.
- Find the terrain details menu by selecting the fifth icon under Terrain in the Inspector menu.

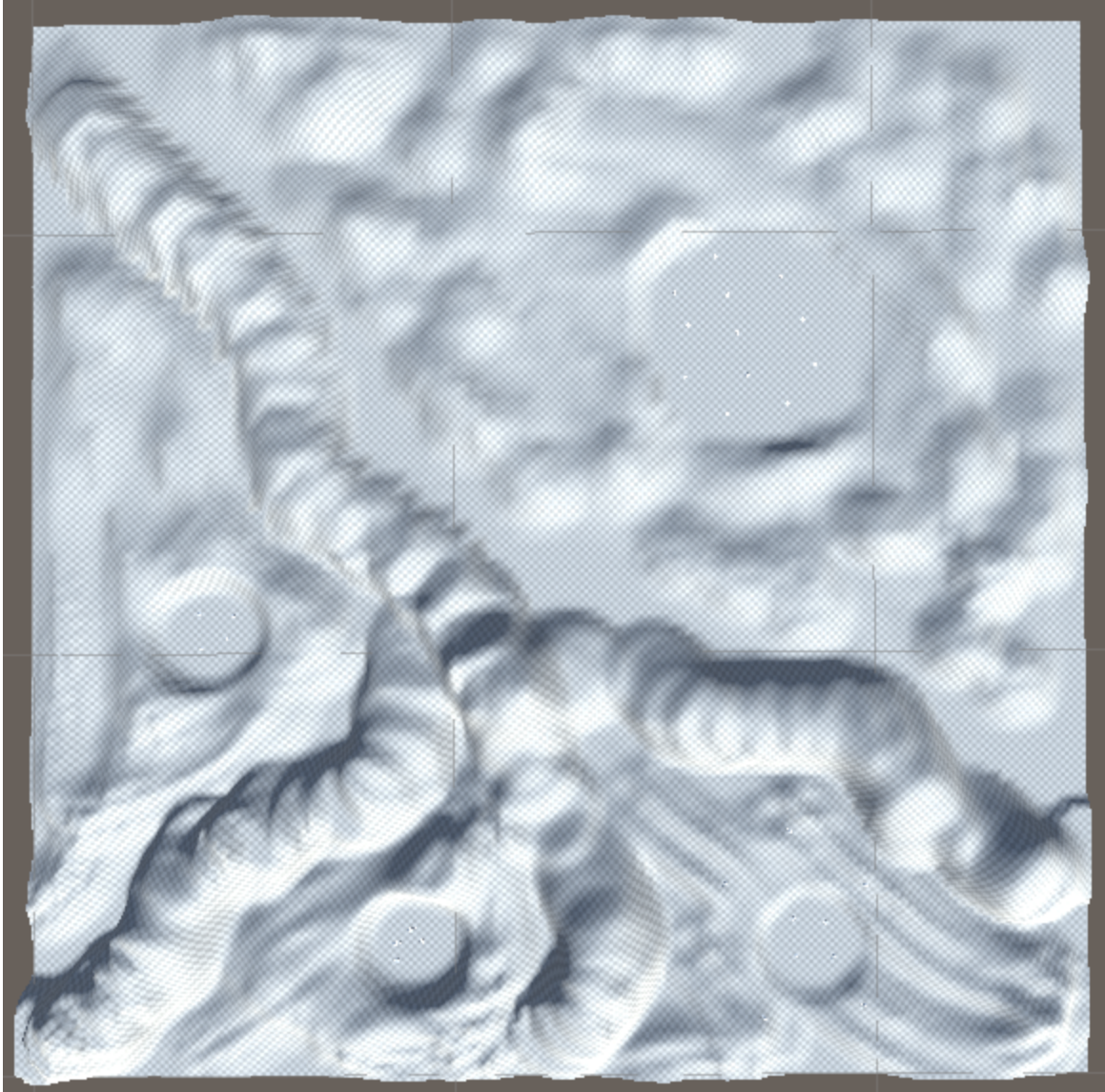


- Change the Mesh Dimensions of the Terrain by accessing the relevant submenu in the Terrain menu to 250 x 250 x 250.

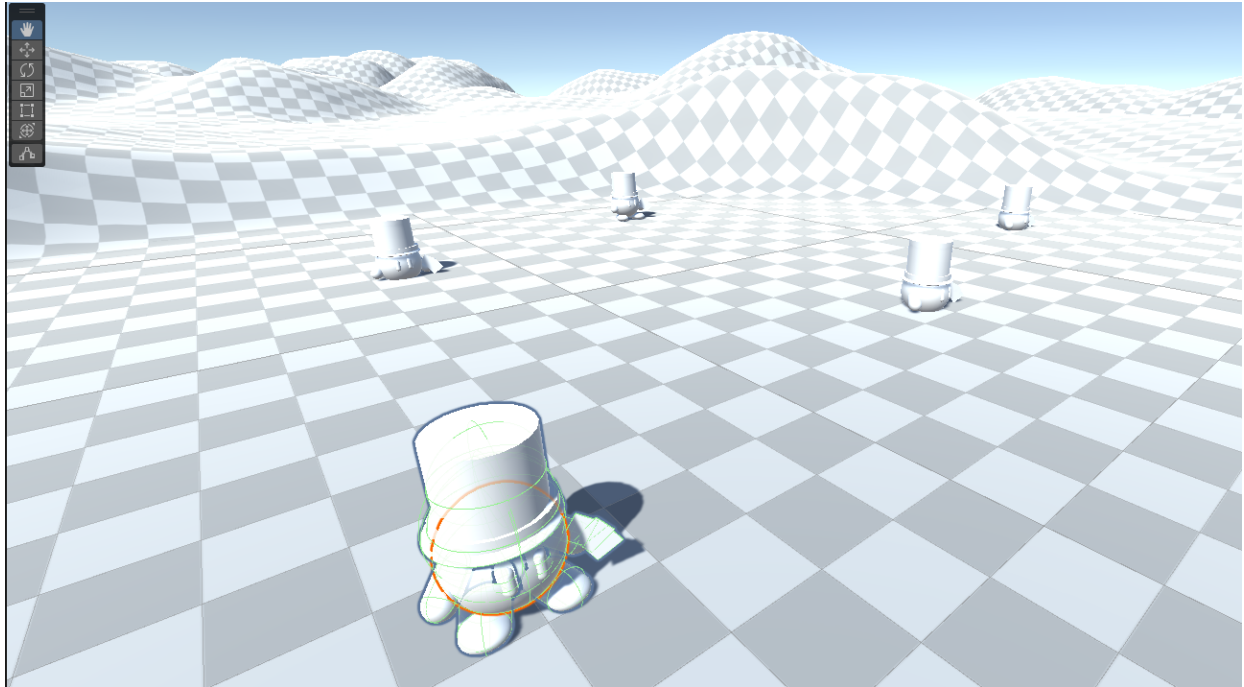


- Select the second option under Terrain, Paint Terrain, determine your brush settings and have fun creating your space. We modelled ours after the following snapshot of a height map of Puerto Rico.





- Once done, populate your land by dragging and dropping the Prefab Variants of Kirby you have on your Assets library onto the Scene and settle them on the map at leisure.



That is all. Through this effort, we've learned a little about designing terrain based off a reference, creating models and assigning them Prefab status for easy of spawn and dissemination of models throughout a scene, and got to echo some of the models we've seen in real video games in our own work, further proving that video game development is accessible as opposed to the black magic it previously was.