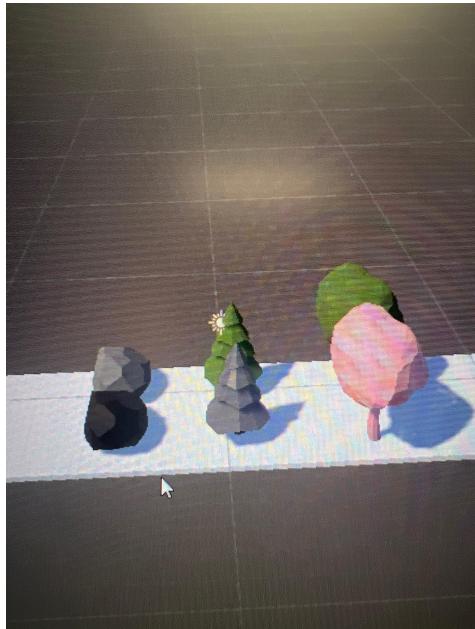


CSC 461/592 – Assignment 1 Unity Basics

Scene 1 – Unity Primitives

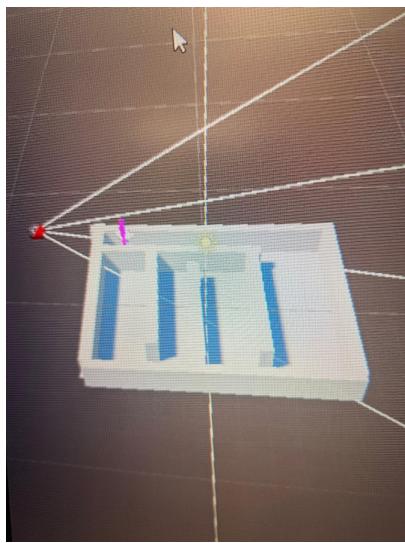
This is a scene with 3 different materials and 3 different shapes. I choose a tree, a larger tree and a rock, paired with different materials.

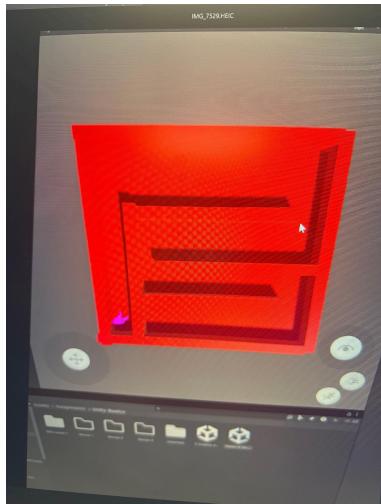


Scene 2 – Maze with (BONUS 1: Create a script to change the color of a material at runtime)

This maze has one corridor going up on the right, with 3 more corridors going down to the finish.

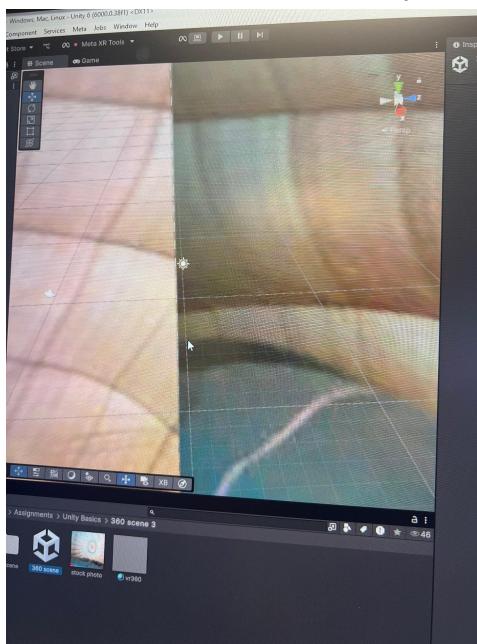
![please see attached in bonus 2 file, photos of the actual maze, and the corresponding bonus of the before and after color at runtime change]





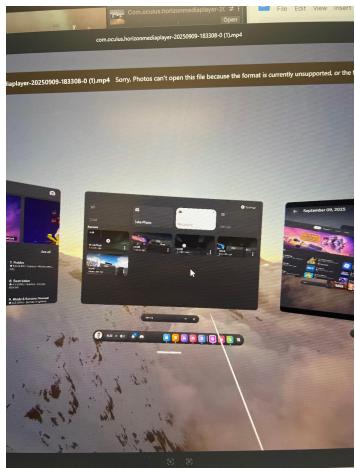
Scene 3 – VR 360

I loaded a 360 view of a hot air balloon and made it viewable as a skybox.
![please see 360 scene 3 for my screenshot]



BONUS 2: Load a 360 video and display it in VR.

I loaded a red bull 360 and displayed it in VR
![please see attached Bonus 2 for a video]



BONUS 3: Make the maze also accessible through the VR HMD

I loaded the maze accessible through VR HMD.

![please see attached Bonus 3 for a photo]

