Entry Task:

Date: \_\_\_\_4/29/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

It’s a blender side problem, didn’t apply the transform positions after you made your changes so it didn’t save and to fix the rotation problem you needed to the it done in blender and fix the direction it’s facing when export to unity.

Date: \_\_\_\_4/30/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

Baked lighting is used for static lighting for object that are the light and aren’t moving, realtime lighting is used for making movable light source with controllable shadows but if you were to use a baked lighting and move an object away from the light source the light would still be baked on the objects surface.

Date: \_\_\_\_5/1/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You can use a Realtime NavMesh on the obstacles and the carve check box for when the obstacle is stationary, so it carves into the navmesh and makes the enemies avoid that spot.

Date: \_\_\_\_5/2/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You may have used the prefab instead of the enemy in the scene so you would just be referencing and object in the files. To fix it you’d just change that to the enemy’s object in the scene.

Date: \_\_\_\_5/3/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_