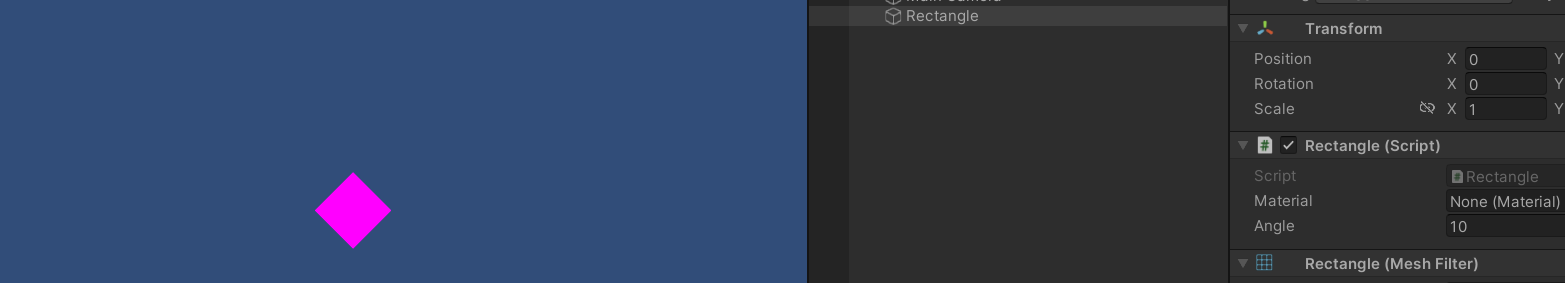
**Harry Franklin, N11722177 – IGB283 Assignment 2 – Workshops**

**Workshop 6**

* Activity 1 – Rotating Cube

**A close up of a blue and black screen

Description automatically generated**This activity has no controls as the Rectangle script rotates the cube forever.

* Activity 2 – Planets

A blue background with white and red circles

Description automatically generatedA group of white circles on a blue background

Description automatically generated

This activity has no controls. The planets are set up with fairly realistic sizes and distances from the sun. Each has their own orbit speed which is not based on real physics.

**Workshop 7**

* Activity 1

A screenshot of a video game

Description automatically generatedA screenshot of a video game

Description automatically generated

This activity is controlled by the 3 sliders which rotate their respective limb.

**Workshop 8**

* Activity 1

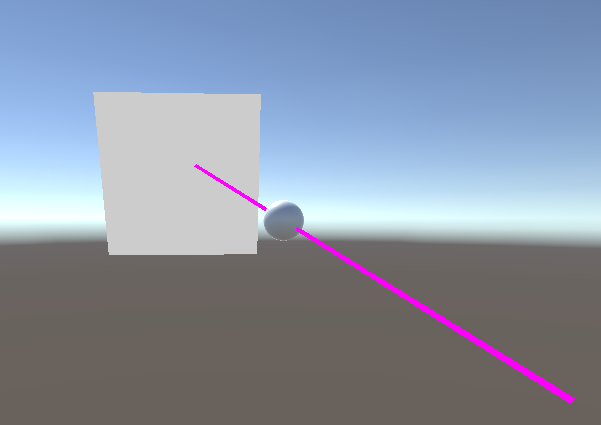
A screenshot of a computer

Description automatically generatedA screen shot of a computer

Description automatically generated

This activity is controlled by the public variables for Angle in the script.

* Activity 2



This activity has no controls.

**Workshop 9**

* Activity 1 and 2

A screenshot of a computer

Description automatically generated

A yellow cube with a ball on a black rope

Description automatically generated

This activity has no controls, and outputs the number of intersections in the Console.

* A screenshot of a computer

  Description automatically generatedActivity 3

A screenshot of a computer

Description automatically generated

The console and text in the top-right corner states whether the point is inside or outside the circle.

**Workshop 10**

* Activity 1
* A paper with math equations and formulas

  Description automatically generated

Activity 1 was done on paper during the workshop.

* Activity 2  
  **A graph with lines and dots

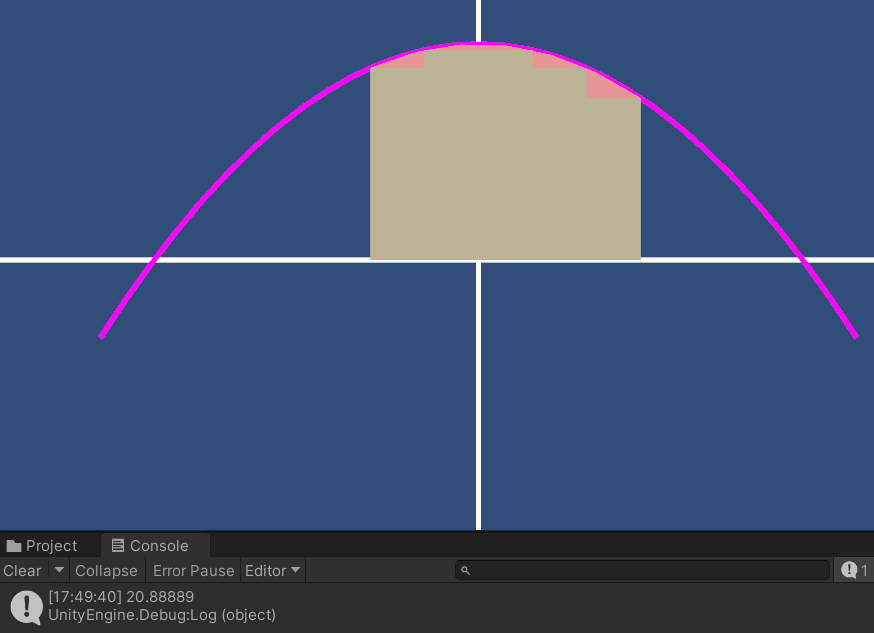
  Description automatically generatedA line of dots and lines

  Description automatically generated**

This is controlled by left clicking and dragging circles to move them and right clicking circles to delete them.

**Workshop 11**

* Activity 1

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This activity has no controls, and outputs the area under the curve and above the x-axis.

**Summary**

* As far as I can tell, every required Workshop is present in this document, and attached as Unity projects.