

# Unity3D - Adam character 1.0

We are going to create the Adam character app for MacOS X and iOS.

- Create a new Unity 3D project, "Adam"
- Under File > Build Settings, select MacOS X

## Add the Adam model

In the Asset Store search and download the 3D model (free)

Download and import it.

If you need to reimport the same package in different projects, find the downloaded file in the folder

*~/Library/Unity/Asset Store/Unity Technologies/Unity EssentialsSample Projects*

and the file name is

*Adam Character Pack Adam Guard Lu.unitypackage*

The package includes three characters, Adam, the Guard and Lu. We are not interested in the Guard and Lu, so delete their assets.

Also delete any reference to the three clones of Adam, LOD0-2

- Export the reduced Adam package in the Asset folder
- Under File > Build Settings, select MacOS X
- Drag the Adam\_Scene from the Assets folder into the Hierarchy window
- Save the scene
- Drag the Adam\_Scene from the Hierarchy window into the Build window
- Build

## Moving Camera around Adam

```
5 public class FollowCamera : MonoBehaviour {
6
7     public GameObject targetObject;
8     public float cameraSpeed;
9     private Vector3 offset;
10
11     void LateUpdate () {
12         gameObject.transform.RotateAround (targetObject.transform.position, new Vector3 (0, 1, 0), cameraSpeed);
13     }
14 }
```

## Unity3D - Adam demo story

Adam is a short film created with the Unity game engine and rendered in real time. It's built to showcase and test out the graphical quality achievable with Unity in 2016.

web: <https://unity3d.com/pages/adam>

Team Pmembers: 8 + producer

Total Project dev Time: 8 months

Preproduction Time: 2 months

Production Time: 6 months

high fidelity physics simulation tool: [CaronteFX](#)

Components:

- character asset
- environment
- GFX packs
- executable version
  
- Executable version: 30 fps v-synced @ 1440p on a GeForce GTX 980 and Intel Core i7
- Released characters packages: re-rigged versions of Adam, Guard and Lu
- LOD: the character clones ?
- Sample animations: Adam – walk cycle
- Quixel Megascans is a massive online library of scanned surfaces, vegetation atlases and 3D objects (<https://megascans.se>)
- The Adam's rig was imported into Motionbuilder and rigged with HumanIK
- FX (Effects): Volumetric Fog, Particles, Atmospheric Scattering, etc.
- PostFX
- a MacBook Pro 2014 is good enough to recreate the scene
- Adam modeling: 3DSMax, Marvelous Designer, Brush
- Interactivity vs Realism