ARLAB

KCNSC Storyboard

Rafael Radkowski

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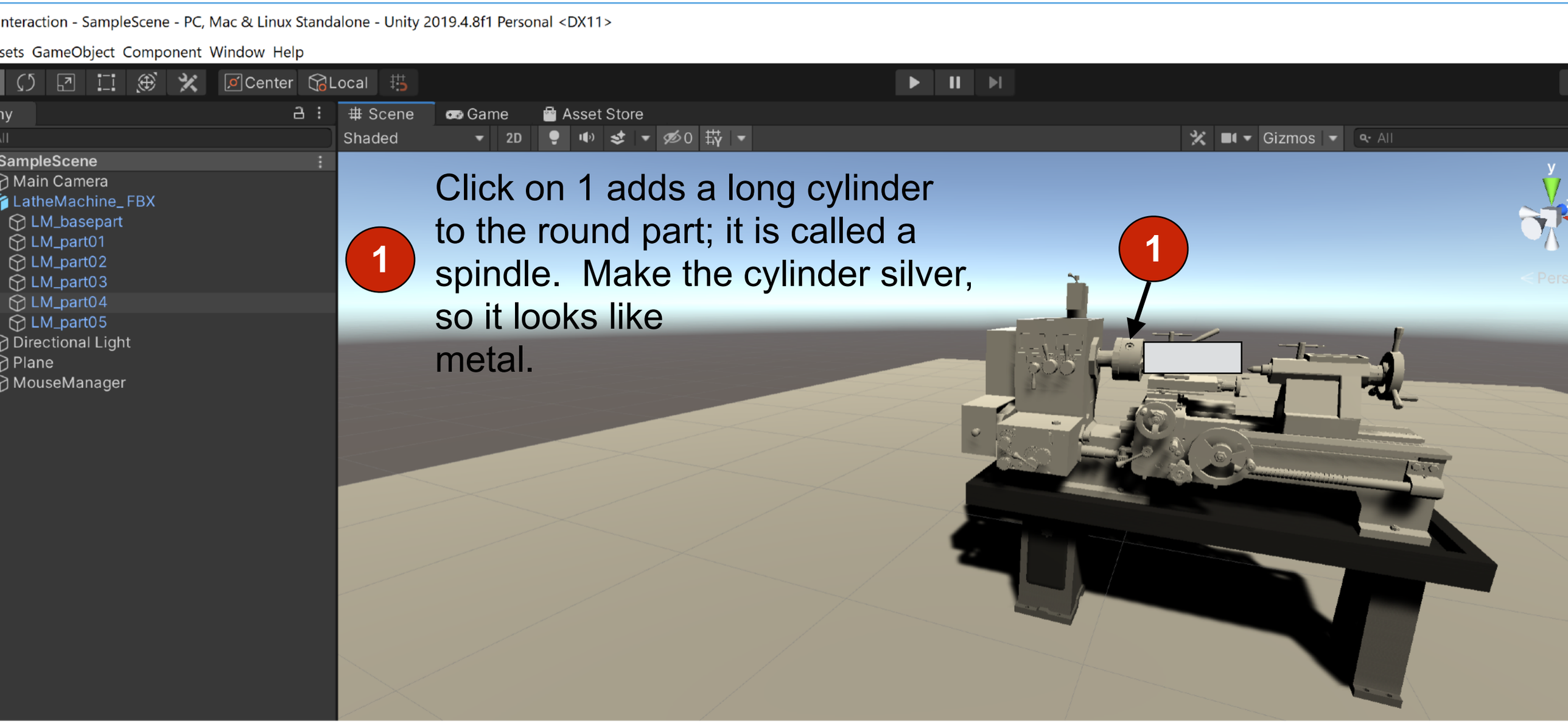
OF SCIENCE AND TECHNOLOGY

Step 1


nteraction - SampleScene - PC, Mac & Linux Standalone - Unity 2019.4.8f1 Personal <DX11>
sets GameObject Component Window Help
Center
Local
Scene
Game
Asset Store
Shaded
2D
Gizmos
SampleScene
Main Camera
LatheMachine_FBX
LM_basepart
LM_part01
LM_part02
LM_part03
LM_part04
LM_part05
Directional Light
Plane
MouseManager
1
Click on 1 adds a long cylinder to the round part; it is called a spindle. Make the cylinder silver, so it looks like metal.
1

Step 2

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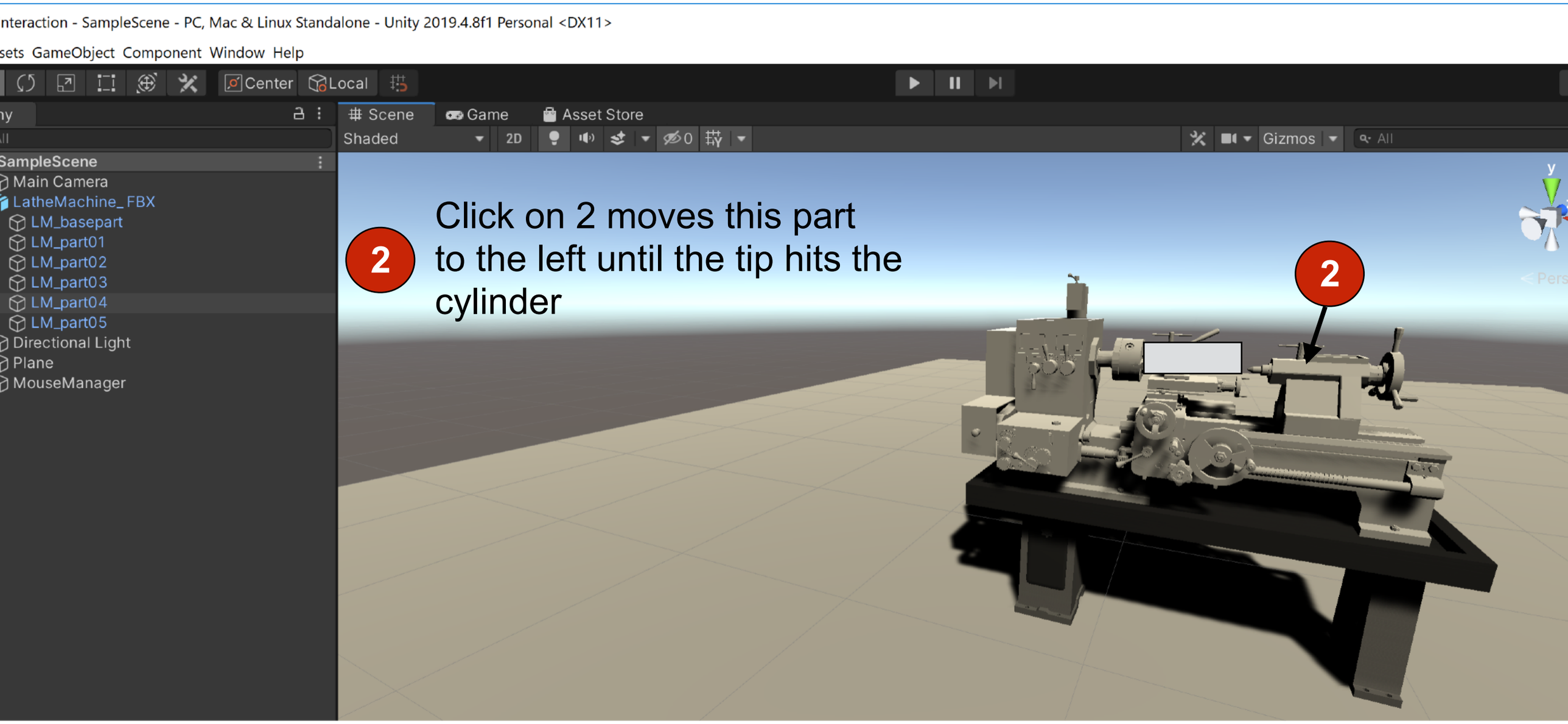

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Step 3

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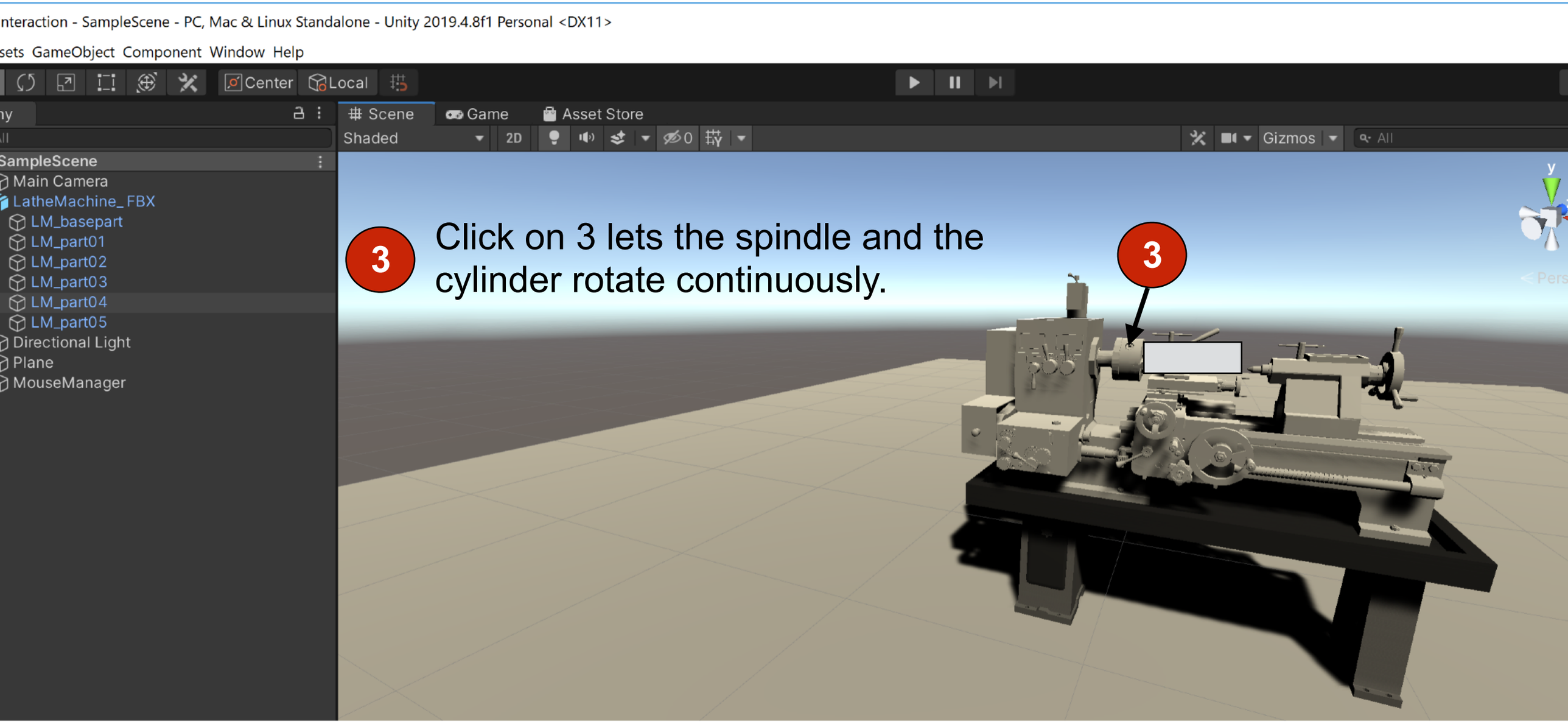

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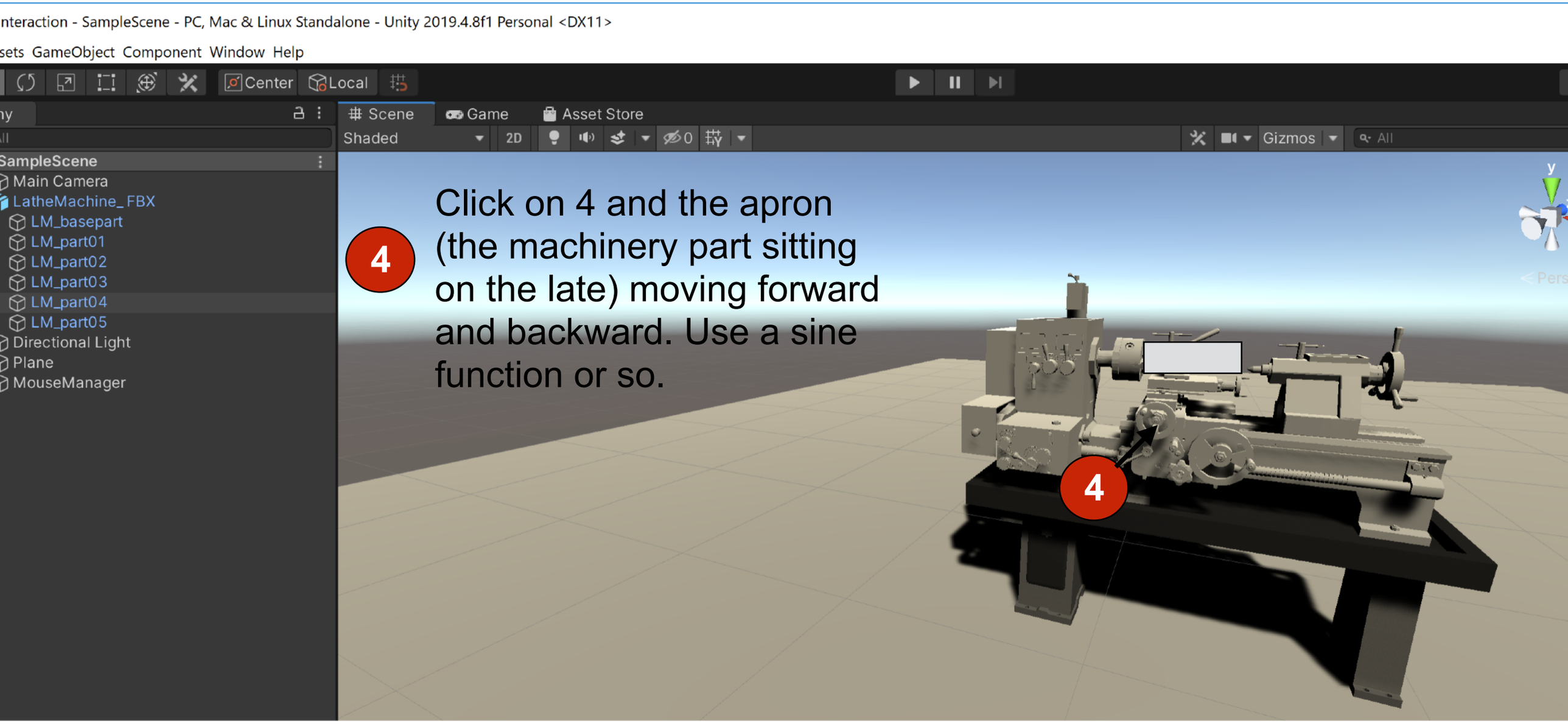
Step 4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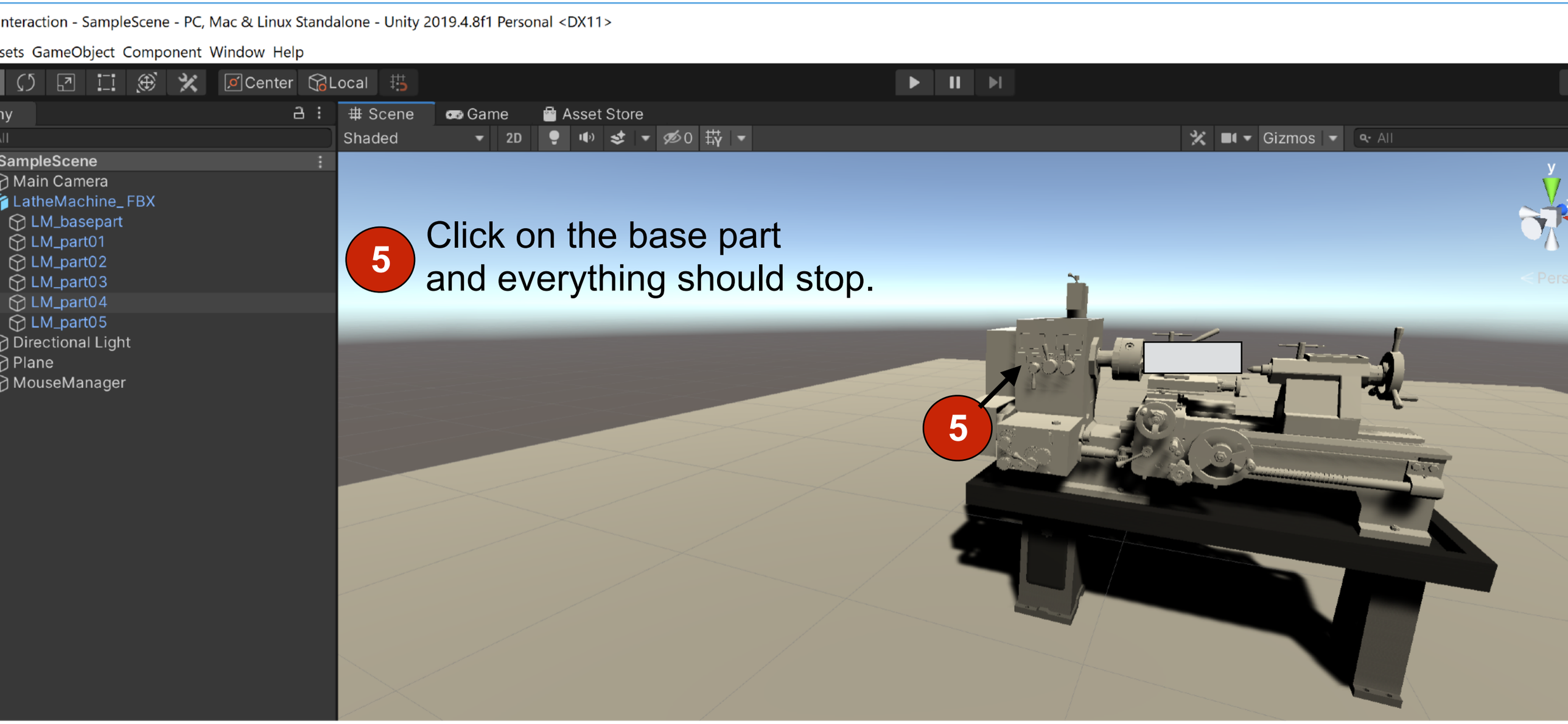
4
Click on 4 and the apron (the machinery part sitting on the late) moving forward and backward. Use a sine function or so.
4

Step 5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LM_part04
LM_part05
Directional Light
Plane
MouseManager
5
Click on the base part
and everything should stop.
5