

## I. Textured with normal map

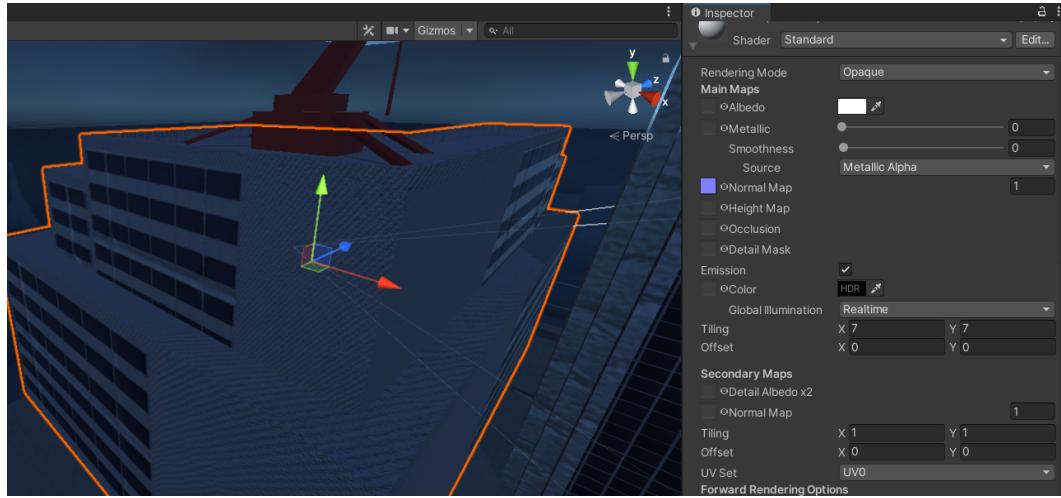


Figure 1

- A. Many buildings were given materials textured with normal maps to increase the variability between buildings and add interest. This was done using an asset pack of normal maps and incorporating them into a separate asset pack of buildings through the inspector (see Fig 1).

## II. Long street

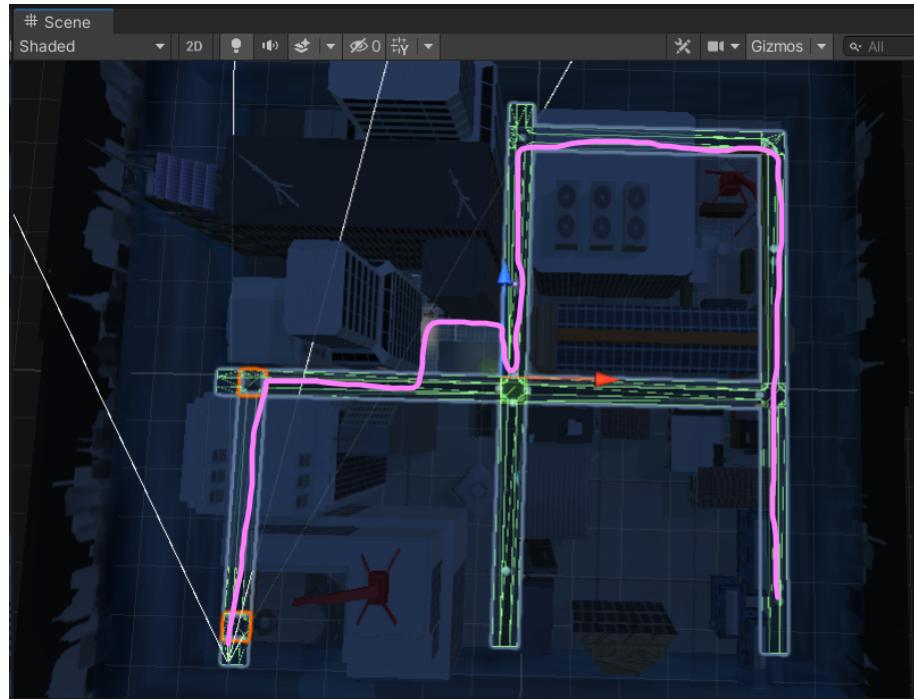


Figure 2

- A. A small 4-quadrant grid was made with long streets. The streets were modified from a prefab in an asset pack. A new prefab was made with the material properly resized to look less stretched over the longer road.
- B. The planned route for the video demo is lined in pink.

### III. Buildings



Figure 3

- A. Many buildings were used from different asset packs. Most of the traditionally ‘city’ multi-storied buildings were from the “White City” asset pack and edited with different materials and maps to make them more distinguished. (Figure 3 was taken without night lighting to make buildings more visible).

#### IV. Light Posts



Figure 4

- A. Streetlights were given an emission at the lightbulb to look as if they are on, and then a spotlight was used to light below the bulb. They are cool-toned, and the intensity was varied to represent newer versus older bulbs in use (poor maintenance).

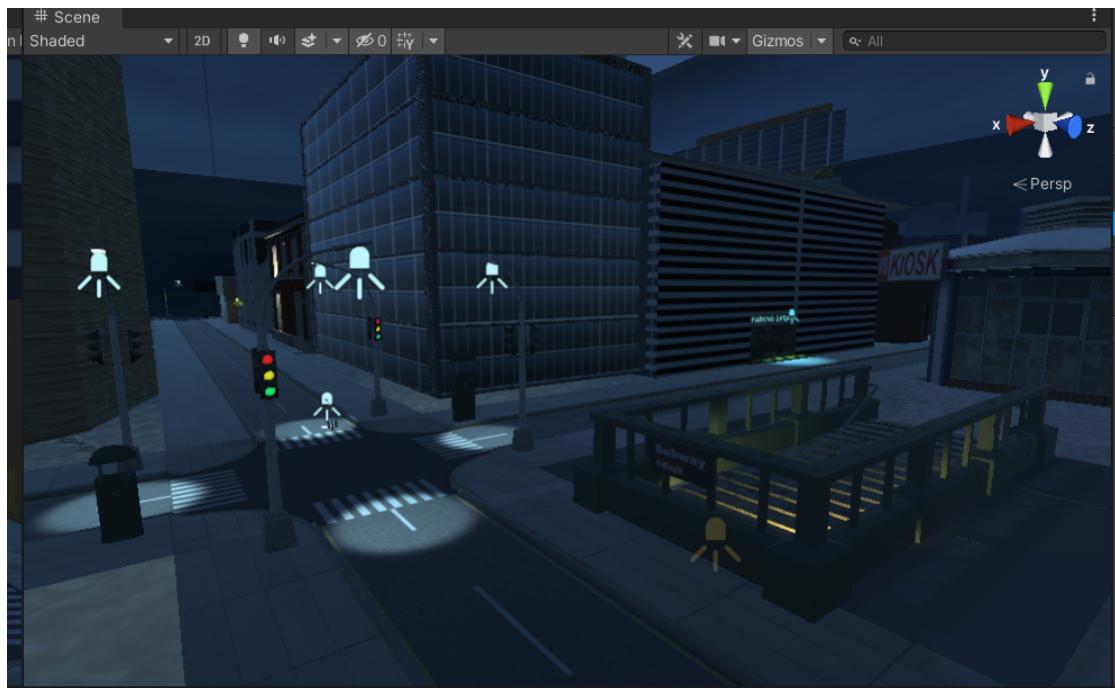


Figure 5

- B. Subway lights had inaccessible prefab material so I couldn't use emission like with the street lights. Instead, a spotlight was angled to look as if the underground is lit and that light is spilling upwards.

## V. Skybox

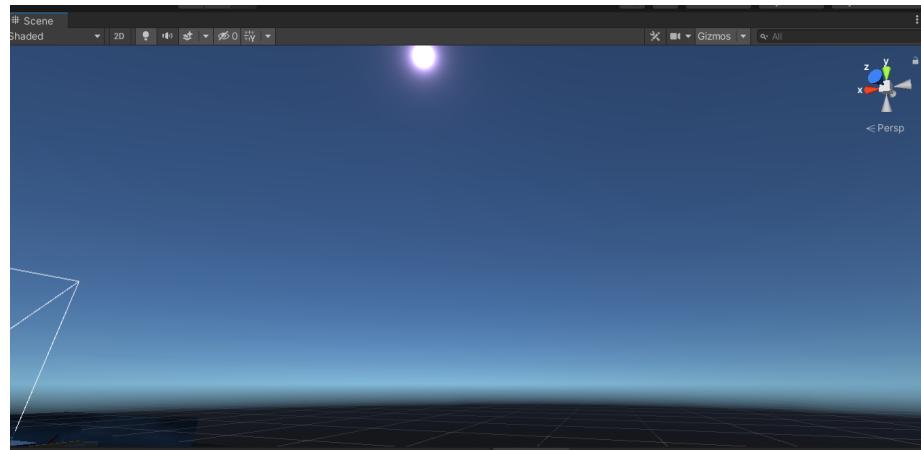


Figure 6

- A. Late-night/early-morning skybox was chosen and set from Window→Rendering→Lighting. As you can see there is light at the bottom, indicating a rising sun. The estimate of this nighttime scene is about 3:00-4:00 am, when people are not out and about...

## VI. Dark Scene



Figure 7

- A. The scene is dark but has the blueish glow of late night. This was achieved with a directional light with a low-intensity, deep navy blue color that was placed high above the city scene.

## VII. Extra elements

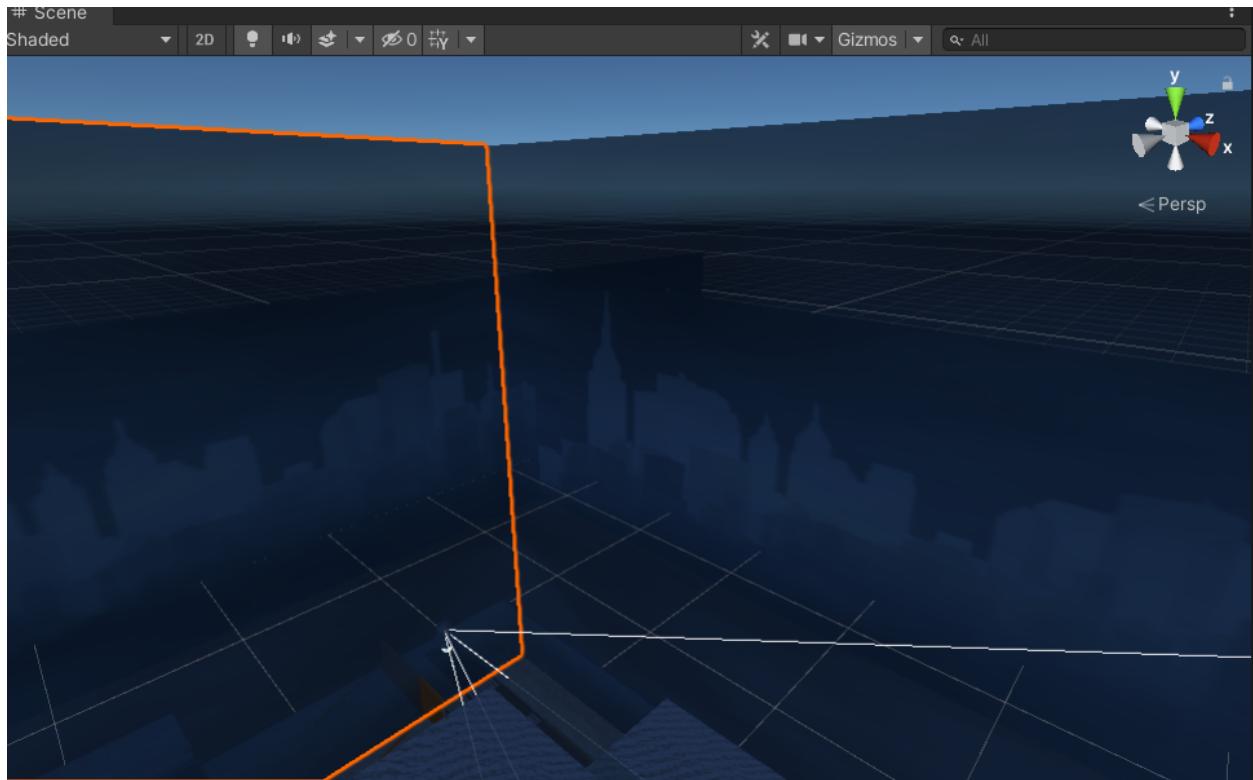


Figure 8

- A. Two “walls” are enclosing the city, one ‘fog’ and one ‘cityscape’. These two elements were added to add boundaries to the city. The fog prevents the player from leaving the city (and falling off the platform), and serves to blur or obfuscate their view. The ‘cityscape’ is to add the sense that there is more to the city through silhouette art. They are made from planes, and the fog has been set to allow transparency.



Figure 9

- B. Other light elements that indicate that it is night are the parking garage and subway (Fig 5), a bar, and a market's anti-theft light.

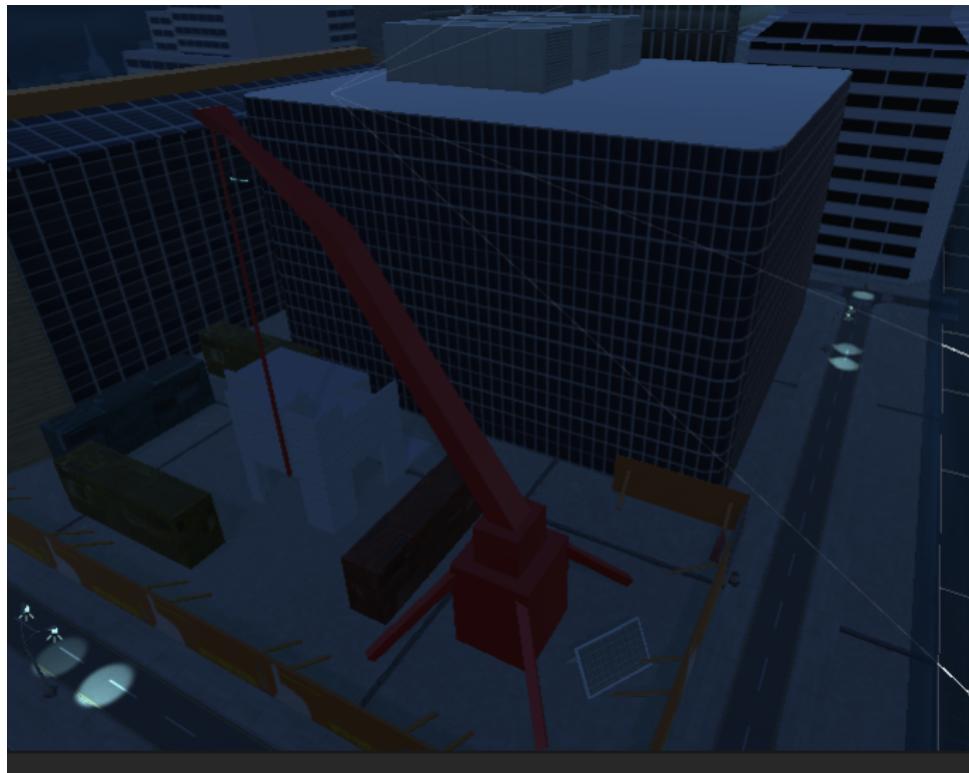


Figure 10

- C. Construction sites (one ‘in progress’ building front, one empty lot, and one blocked-off site) were added to show how cities are often being built on and expanded and to add lower levels of vision/height.
- D. Also featured are assorted prop items such as a table-and-chairs cafe area, trashcans, dumpsters with dedicated alleys, etc.

### VIII. FPC

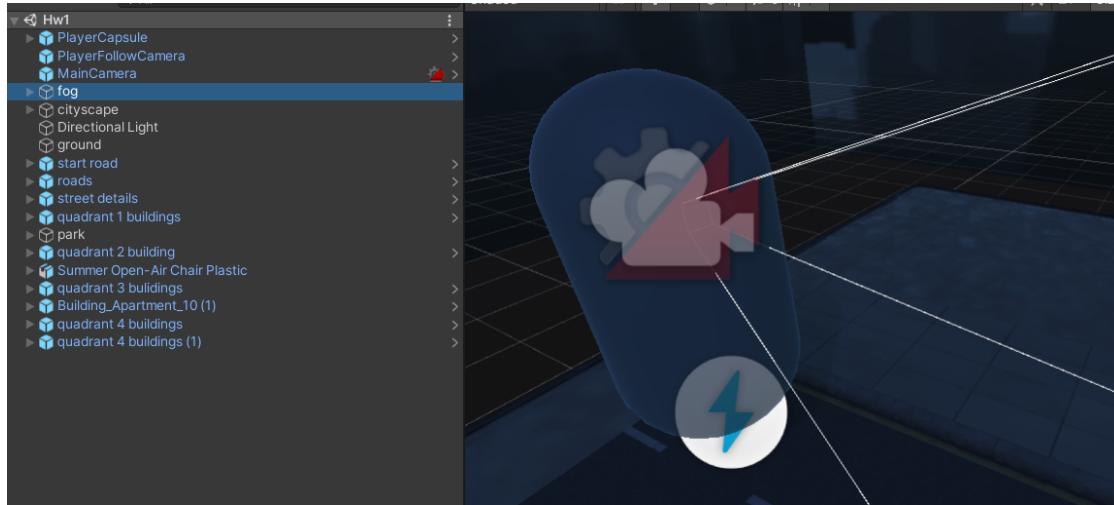


Figure 11

- A. First Person Controller was established using Starter Asset pack.