Session 30

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| **Objectives**  The goals of this session |
| 1. Creating basic Unity terrain 2. Importing textures for use in terrain 3. Creating terrain textures |

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| **Method Focuses**  New methods or functions that you will learn during this session |
| **N.A** |
| **Property Focuses**  Properties (variables) of classes you will learn during this session |
| No new properties |
| **Documentation Links** |
| **N/A** |

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| **Session Information**  You can ignore this | |
| **Planned Information** | |
| Session Time Session Date | 5:00PM – 6:00PM AWST 6 May 2021 |
| **Real Information** | |
| Session Time Session Date |  |
| Github Name | Session30Examples |
| Session Length | 1 hour |
| Activities Completed | |  |  | | --- | --- | | □ | Transparent Material | | □ | Learned about rotating/centre of rotation for prefabs | | □ | Created advanced prefab (car) | |
| Signature | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  *By signing this you confirm that the session has occurred and the subjects that have been taught have been allocated on this document.* |