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IGME 202, Section 5

Assignment: Project 1-Random

Description: This is Project 1: Randoms. In this project, terrain is generated using a height map filled with Perlin Noise values. This terrain is then populated with three different things: “boss” models, “horde” models, and “object” models. In my project, these are the gorillas, monkeys, and bananas respectively. The gorillas are instantiated in a semi-straight line, with varied scales generated through Gaussian values. The monkeys are instantiated behind the gorillas in a larger area and arranged in a non-uniform random pattern that results with more monkeys near the front of the pack than the back. Finally, the bananas are generated at entirely random locations across the entire terrain.

User Responsibilities: Five cameras are arranged at specific locations. These cameras can be switched between by pressing “C”. Cameras not in use are disabled to reduce what is rendered and prevent lag. Additionally, a first person view allows the user to navigate the landscape freely.

Above and Beyond: All objects are properly aligned with the terrain beneath them. I am not sure if this is technically “above and beyond”, but it did require me to learn how to use raycasting, which I felt was significant. Additionally, the bananas rotate slowly, which adds just a hint of motion to the scene.

Known Issues: None that I am aware of.

Requirements not completed:

All base project requirements were completed. I attempted to make the monkeys move up and down slowly as well, but was unable to, because I ran into an issue that was causing them to not stop and switch direction at the designated Y values. The remnants of this code is in the Update method of MonkeyMaker.cs.

Sources:

* Gorilla Character, by reallusion in the Unity Asset Store.
  + Link: <https://assetstore.unity.com/packages/3d/characters/animals/gorilla-character-5108>
* 6x 3D Cute Toy Models, by Psionic Games on the Unity Asset Store
  + Link: <https://assetstore.unity.com/packages/3d/characters/6-x-3d-cute-toy-models-105033>
* Fruits Pack – 3D Models, by Sevastion Marevoy on the Unity Asset Store
  + Link: <https://assetstore.unity.com/packages/3d/props/food/fruits-pack-3d-models-91669>
* Forest Floor Texture, from TextureMax
  + Link: https://www.texturemax.com/category/textures/terrain/forest-floor-terrain/