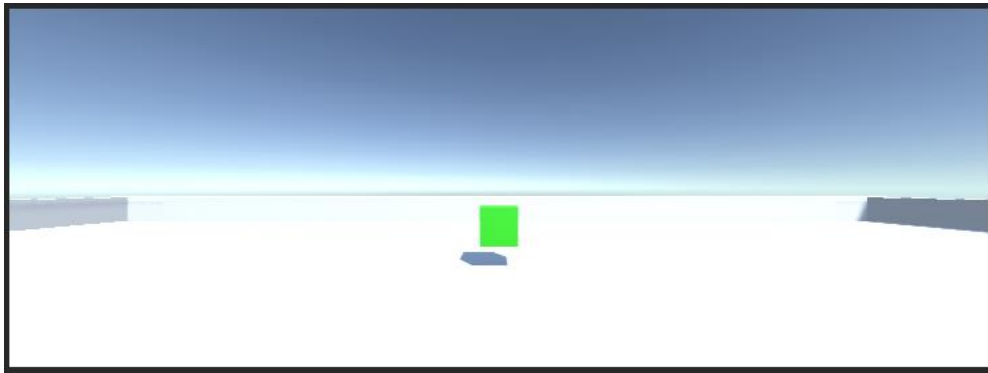
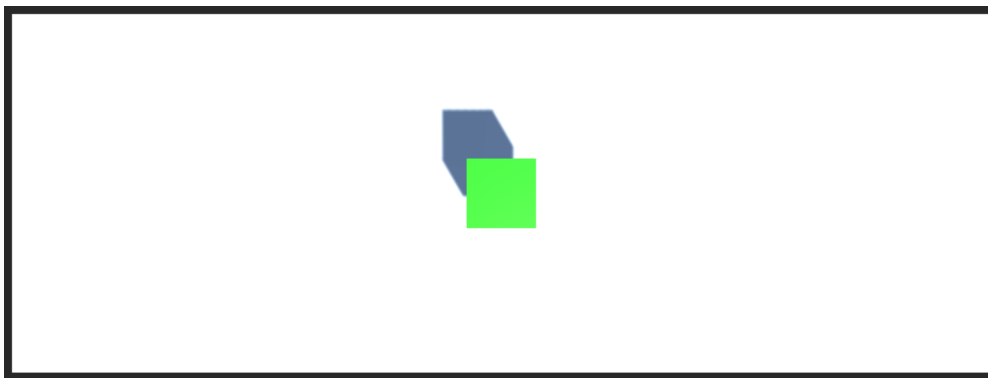


I'm responsible for part a - d.

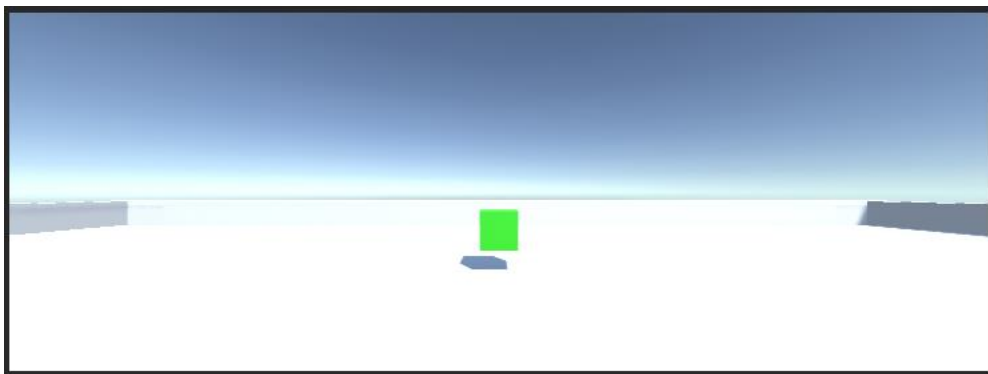
Part a)



This is a cube that moves forward, backward, left, and right using the up, down, left, and right arrow keys on the keyboard. The camera follows the cube.

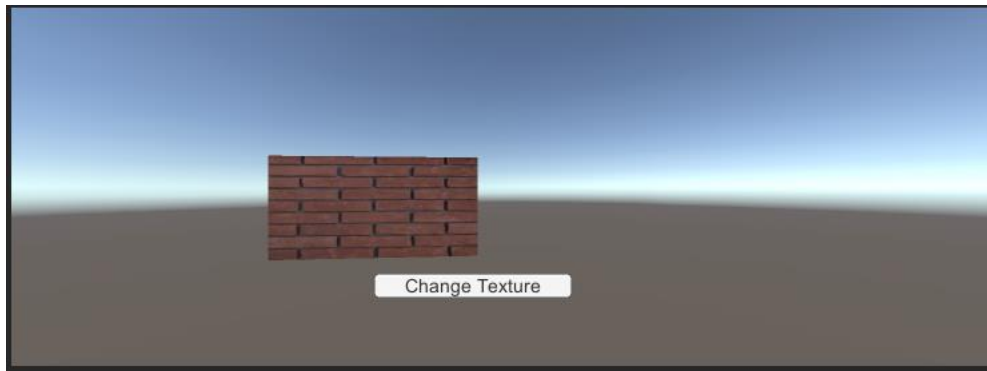


The cube switches to a top-down view by pressing the space bar. Pressing the space bar again switches it back to the original view.

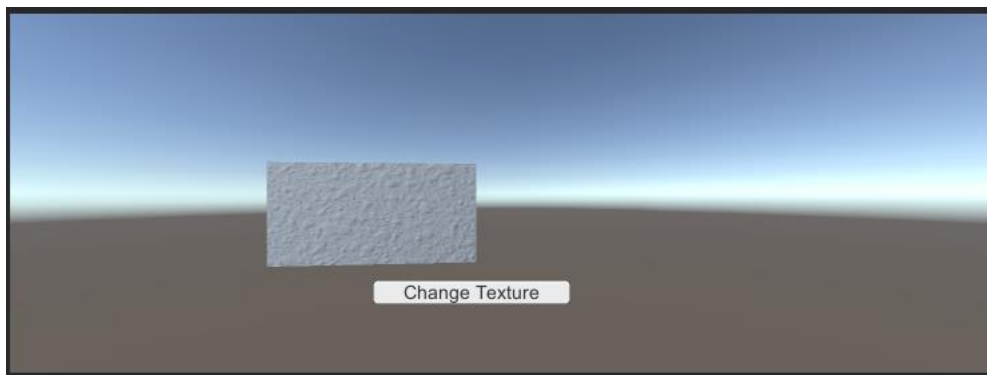


The original view.

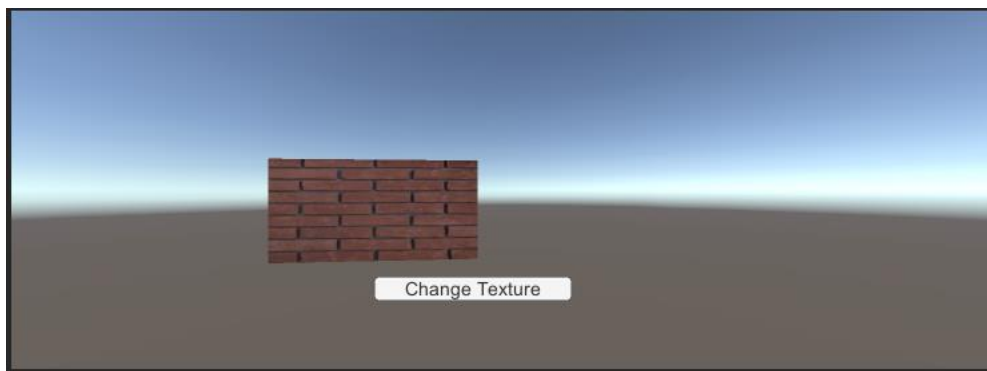
Part b)



A rectangular slab was created with brick texture. Clicking the Change Texture button will change its texture to orange peel.

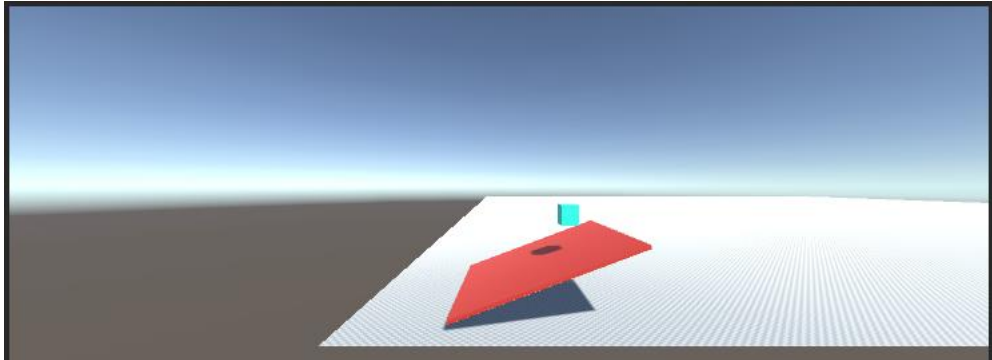


This is the orange peel texture. Clicking on the Change Texture button again will switch it to the brick texture again.

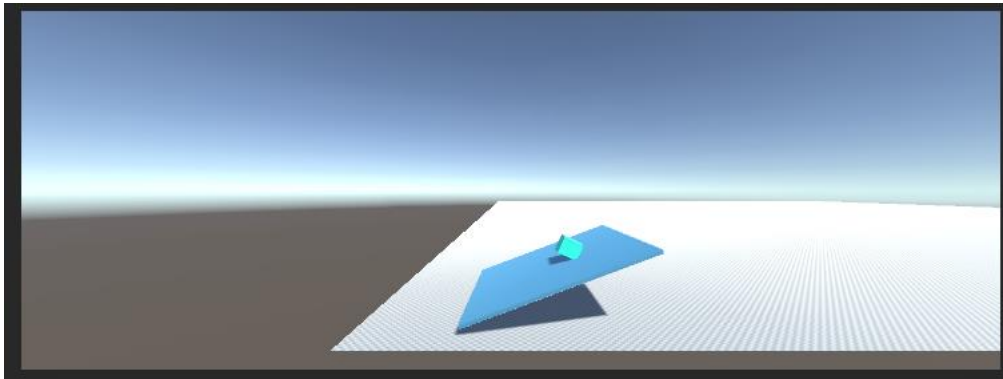


Brick texture.

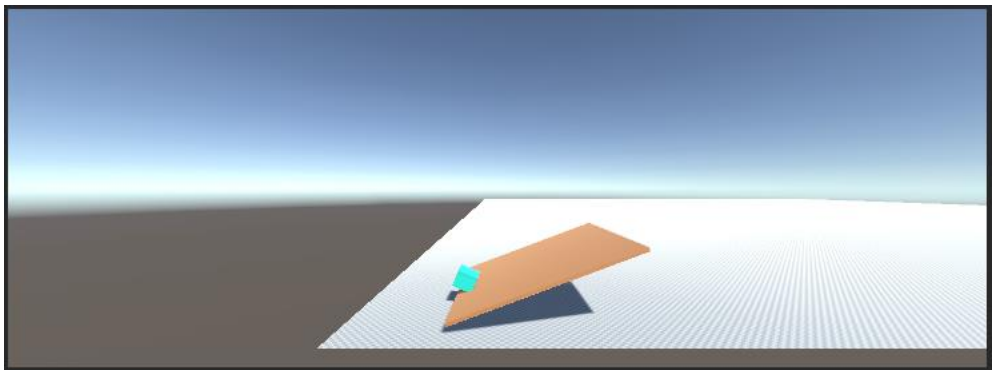
Part c)



A cube and a rectangular board were created, along with a terrain. I simulated the effect of dropping the blue cube on the red board.

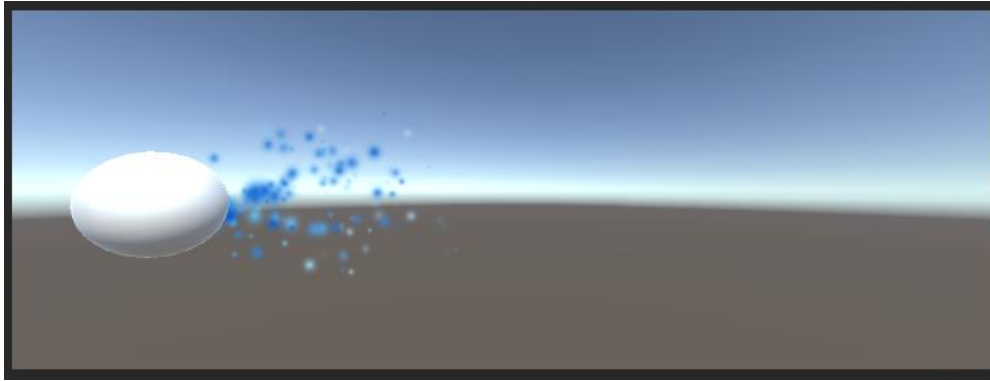


On collision, the red board changes to a random color (special effect).



Next, the cube rolls down the board (physics).

Part d)



I couldn't follow the youtube video in the link as the keyboard and mouse instructions for Blender were too fast to follow. I tried to watch the video several time and simulated the keyboard and mouse instructions but to no avail. Therefore, I created a sphere that emits blue particles. The duration, start lifetime, start speed, start size, start color, emission, shape, and color over lifetime were adjusted to achieve this effect.