***Computer Graphics Feedback***

***By Pierre Malatesta***

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| **Feedback** | **Solution / possible solutions** |
| Use shader for forcefield | Apply shader material too forcefield and adjust appropriately to look like a forcefield |
| Shield can be triggered by an animation event | Add an animation event to forcefield, like player run animation. Add event right after animation to trigger forcefield to enable. Adding a tweener script can add some polish to the mechanic making the forcefield spawn out of the ground instead of just teleporting into existence |
| Change original forcefield texture so it doesn't just scroll down the capsule | Instead off scrolling down maybe scroll to the side for a more realistic look |
| Make crosshair appear on enemy chest instead of feet | Add empty game object attached too enemy, add target script onto that game object and position near chest |
| Fix footsteps by adding events on each run animation | Add animation event that plays footstep particles to run animation to the other animations |
| Add bloom post processing into scene | Add a volume script to the camera which contains settings for bloom which can be adjusted |

***evaluation of the technologies, techniques and programs used in the implementation***

Universal Render Pipeline (URP) was used for this project as it was easier to use compared to HDRP. Being able to use graphs is much easier than writing code for shaders. It also gives you an easier understanding of how it is meant to work.

Using the Unity assets store was a great help for getting premade particles. Instead of making my own particles I was able to grab some free professionally made particles and import them into my project.

Mixamo was a great external tool to grab animations and character assets, making animations is a challenge and takes time therefore being able to get free animations is a time saver, the same goes with character models.

**Summary**

To summarise I was able to fix some of these problems, the shield being triggered by an animation event and the forcefield shader are still not finished yet due to lack of time. Trying to add the electricity shader to the forcefield became a bigger challenge than I expected.