

# LAB – 9

## LEVEL DESIGN

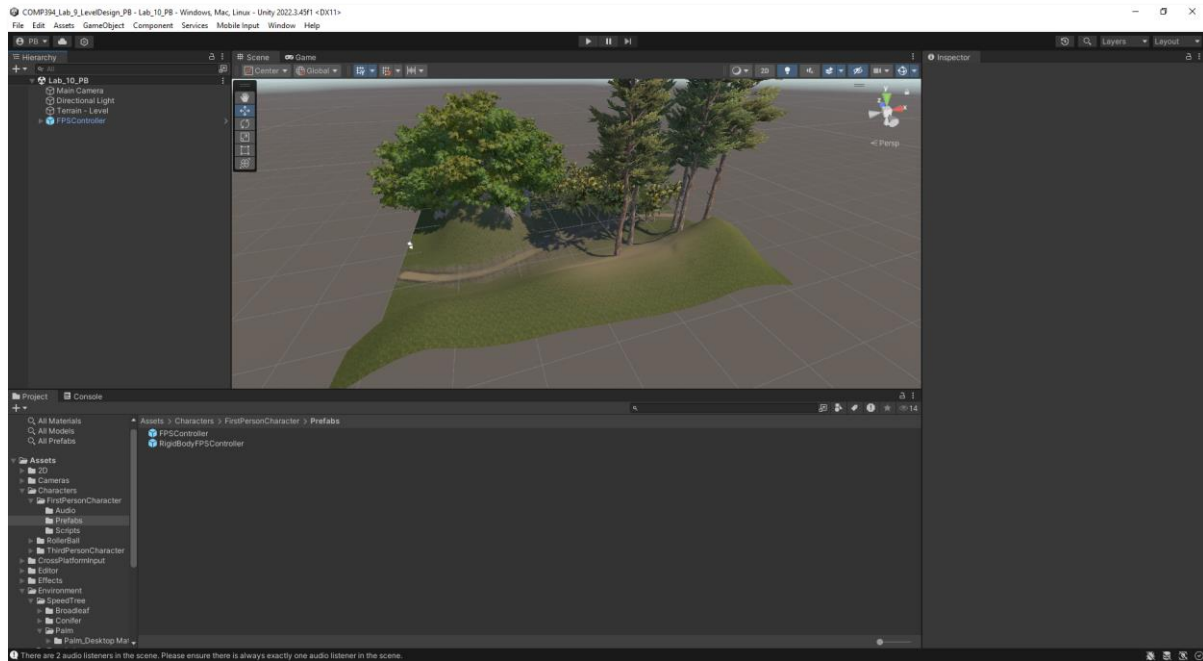


Fig 1.1: Temporary Level for Classwork

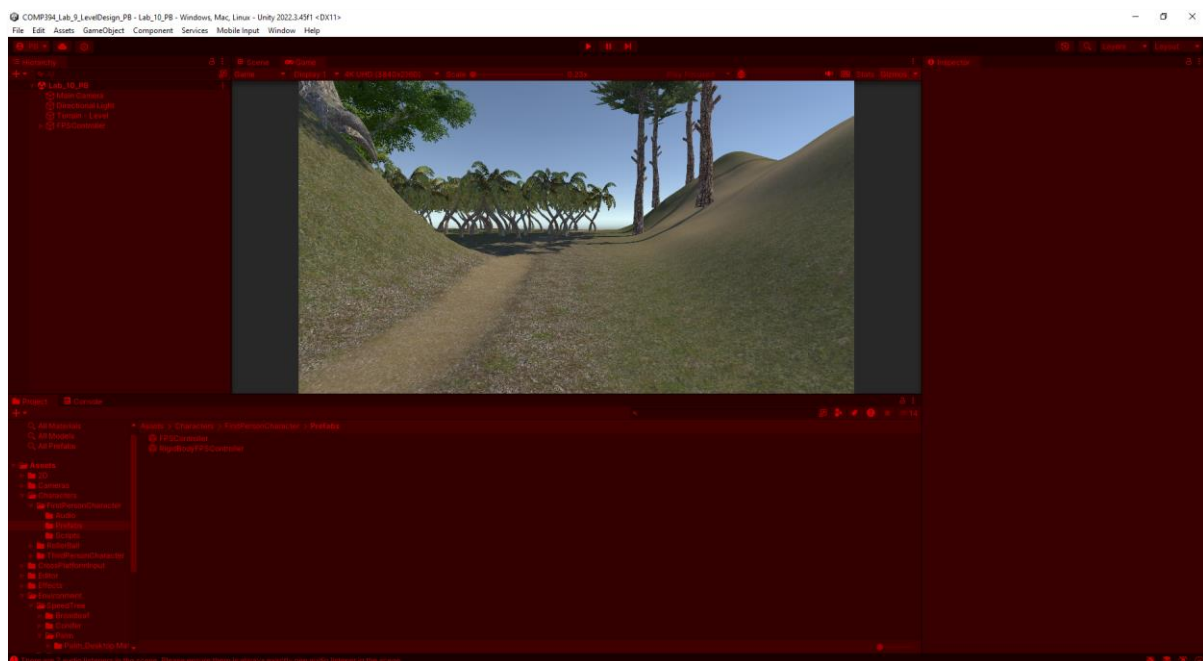


Fig 1.2: Temporary Level from FOV of 1<sup>st</sup> Person Controller

## STUDIO WORK

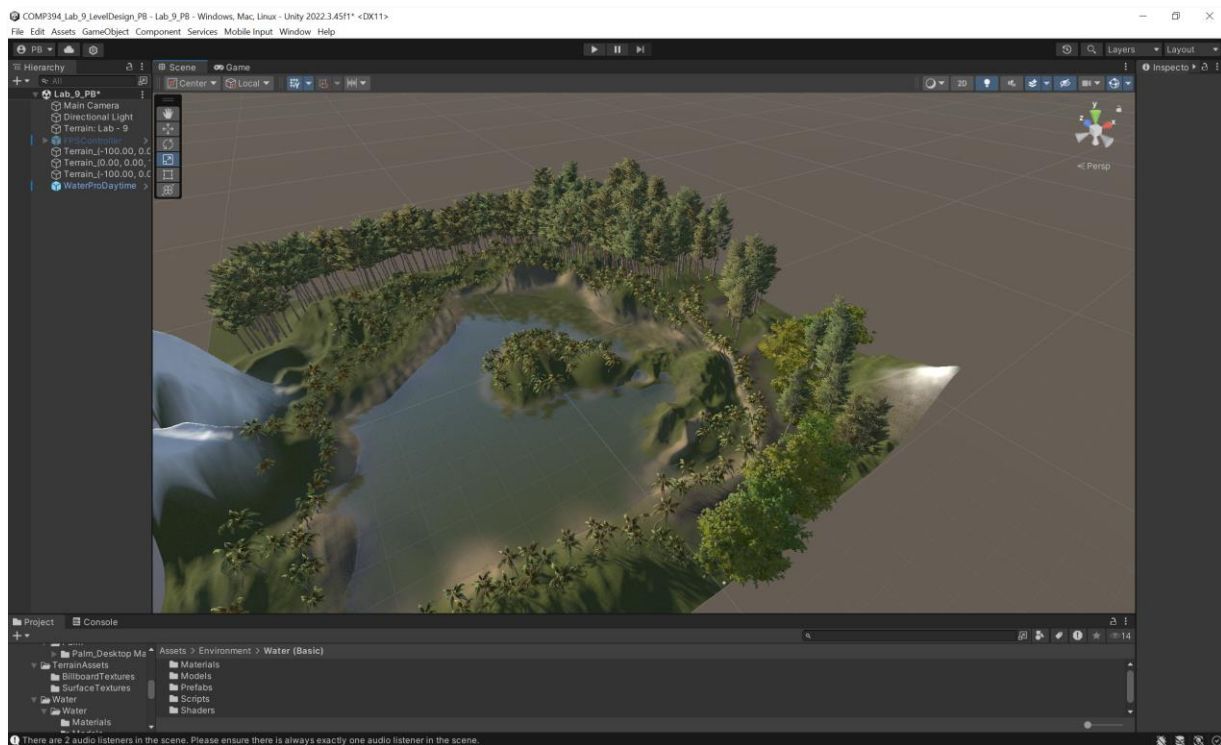


Fig 2.1: Screenshot showing Level with Foliage, wate and other textures

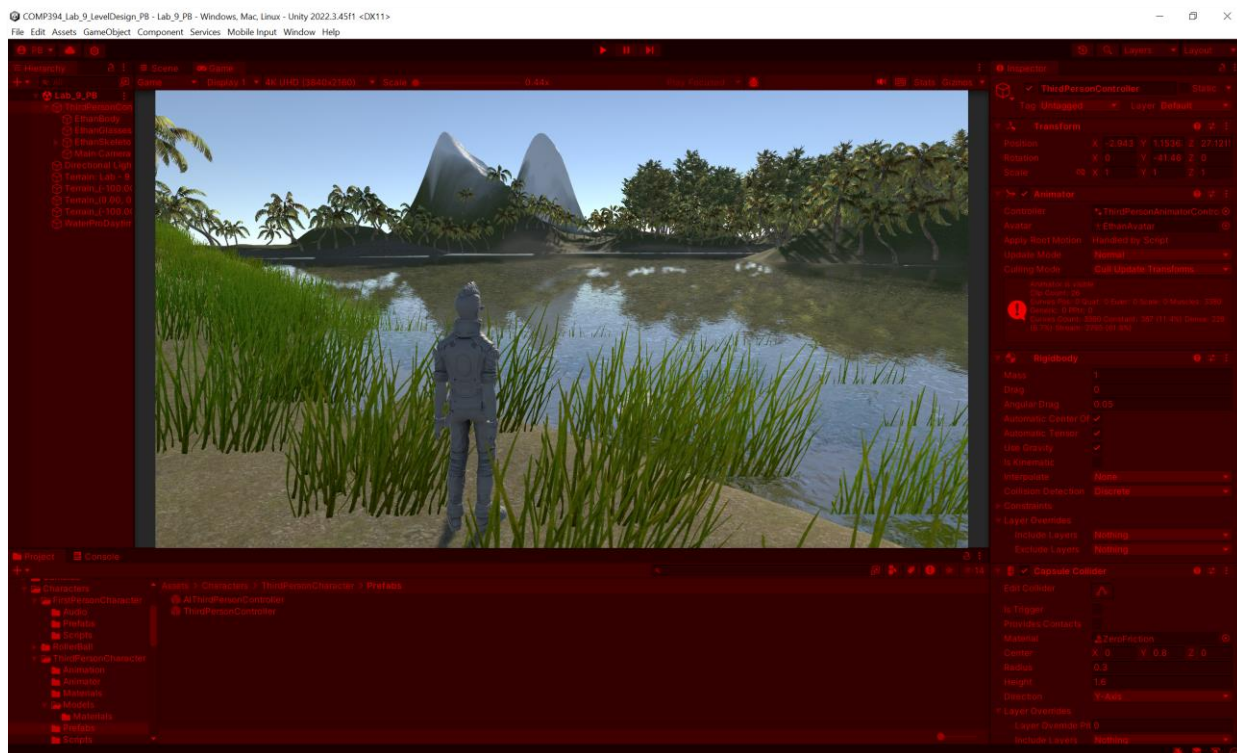


Fig 2.2: Screenshot showing Level 3<sup>rd</sup> Person Camera

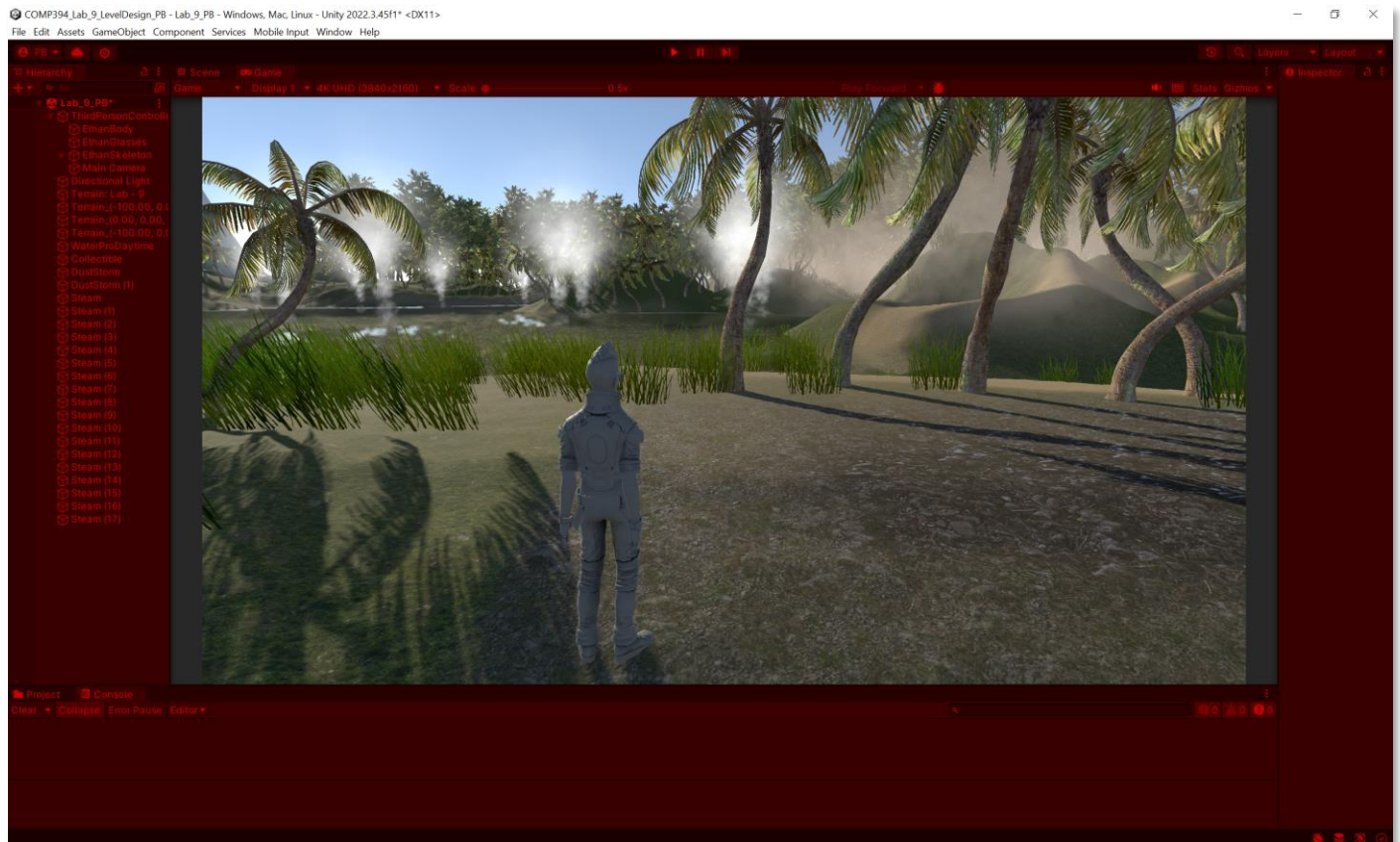


Fig 2.3: Screenshot showing Level 3<sup>rd</sup> Person Camera and effects

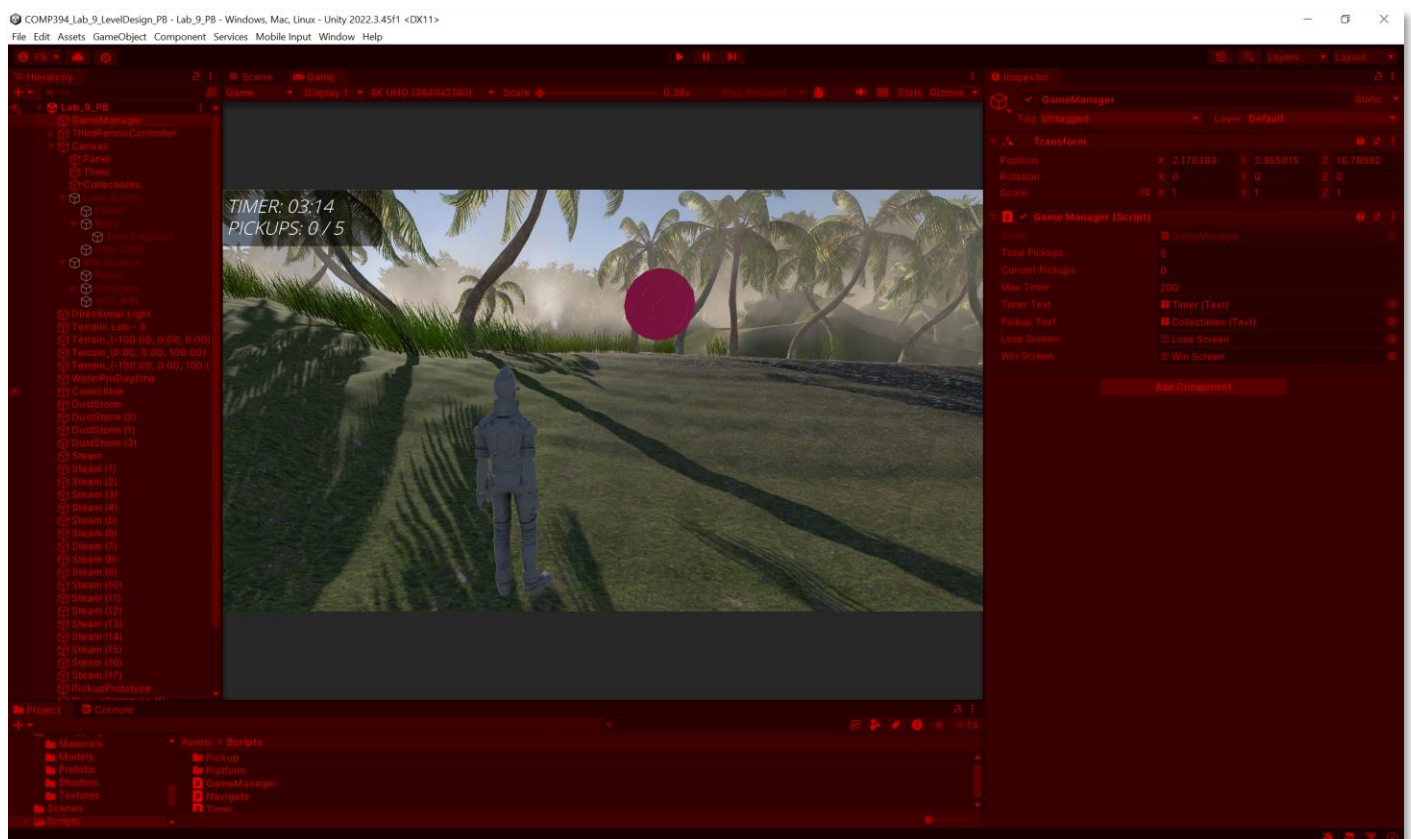


Fig 2.4: Screenshot showing Level Timer and Pickups



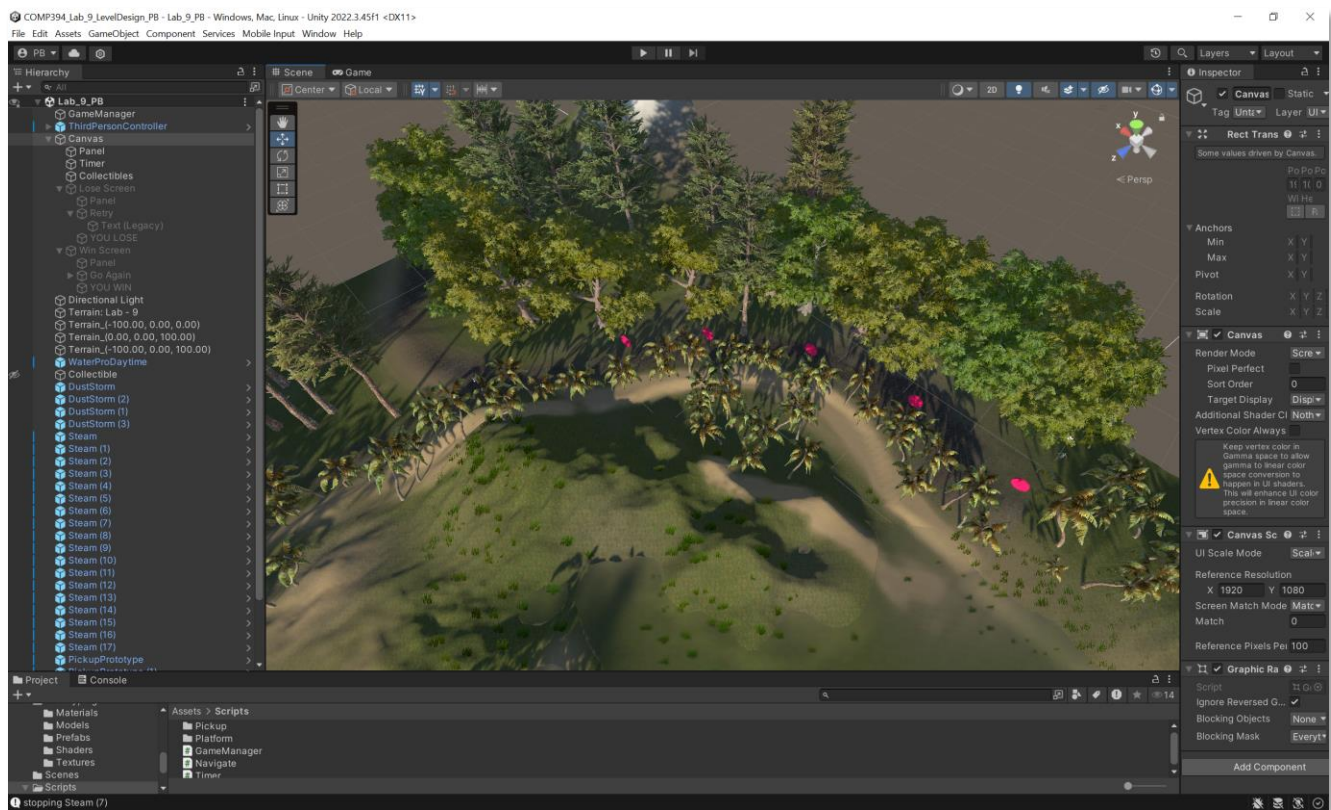


Fig 2.5: Screenshot showing the Pickups across level

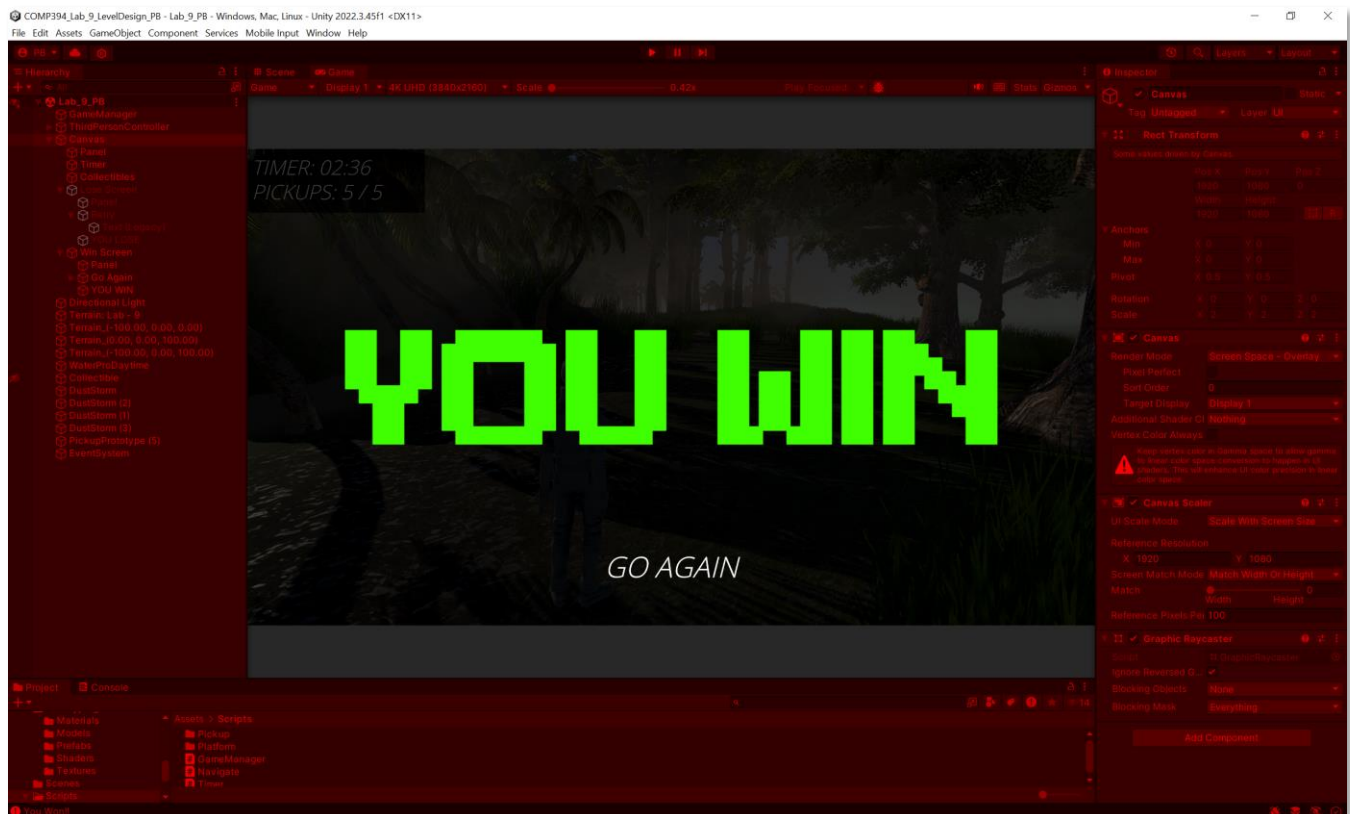


Fig 2.6: Screenshot showing Win Screen

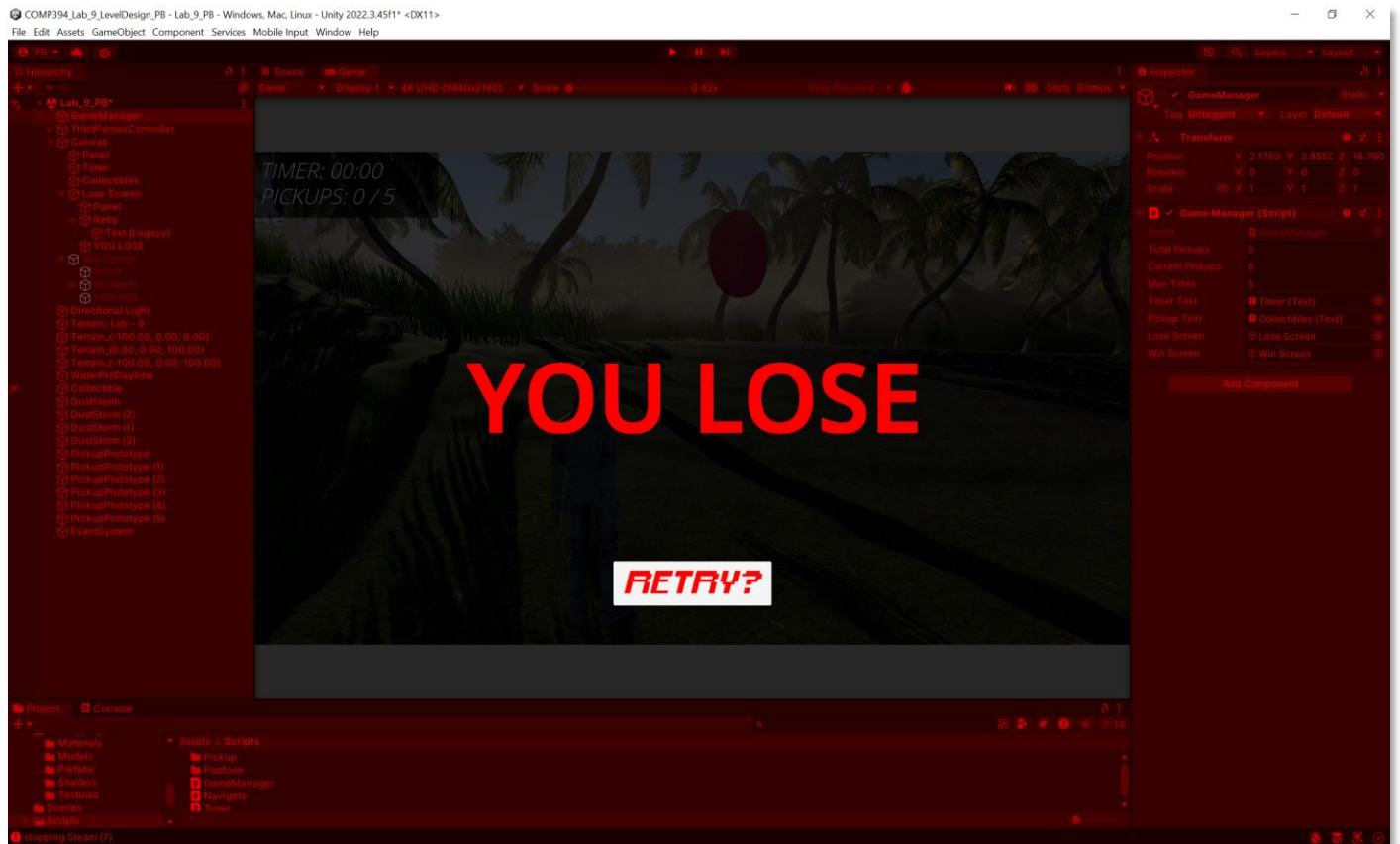


Fig 2.7: Screenshot showing Lose Screen