

# LAB – 9

## LEVEL DESIGN

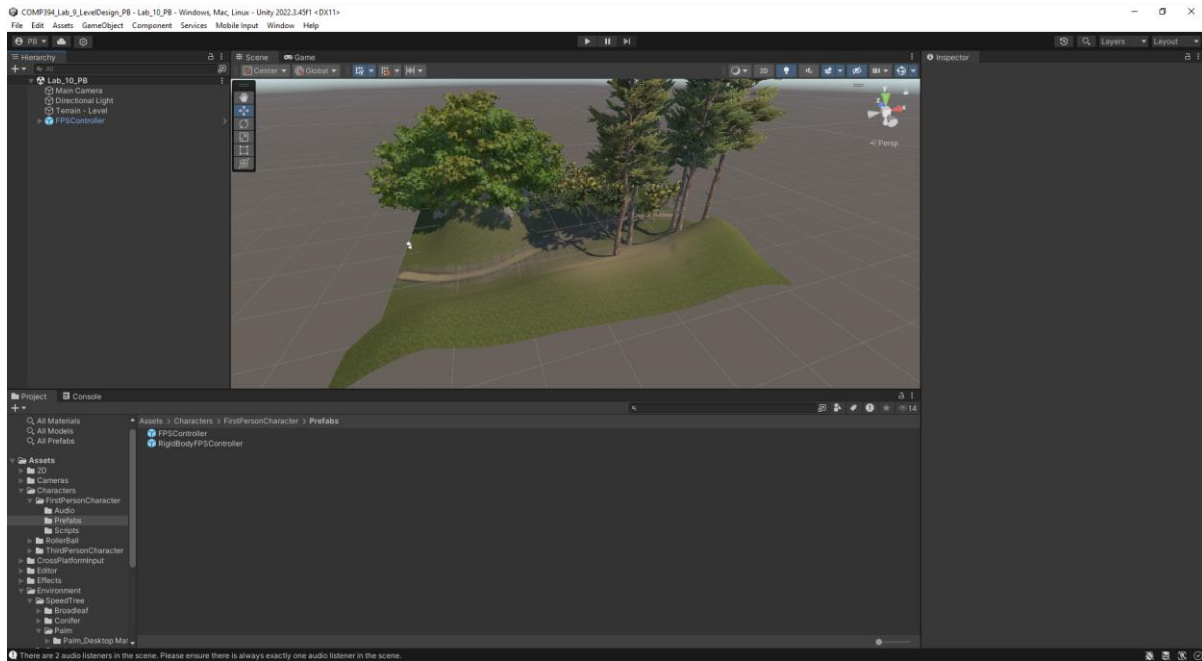


Fig 1.1: Temporary Level for Classwork

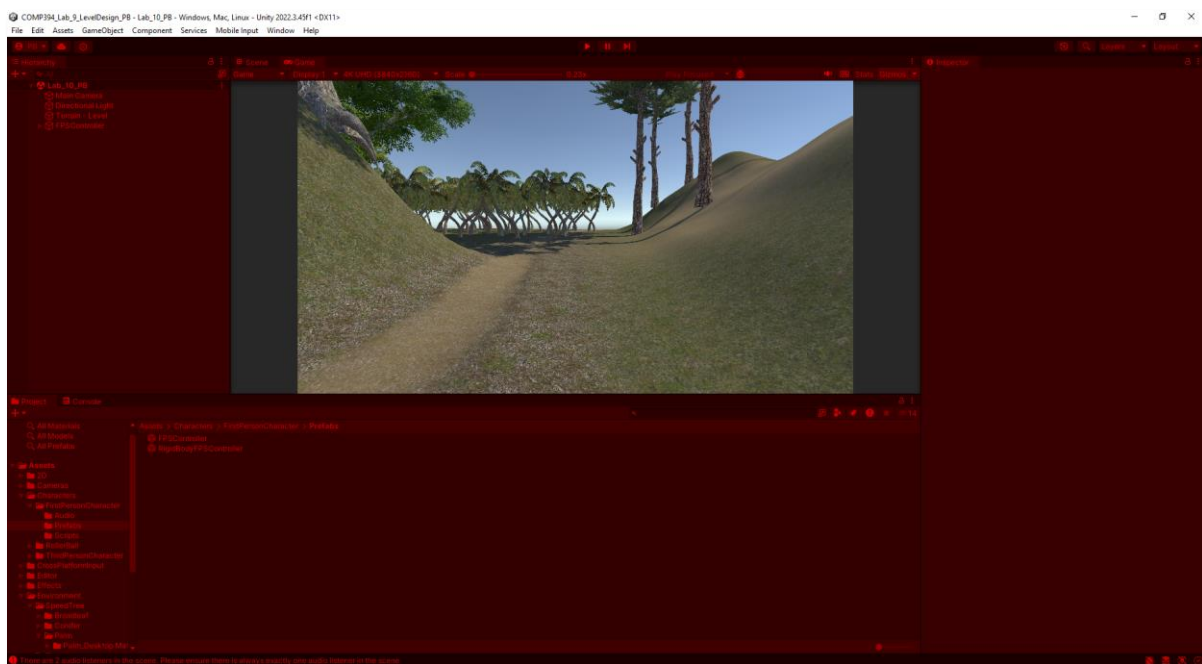


Fig 1.2: Temporary Level from FOV of 1<sup>st</sup> Person Controller