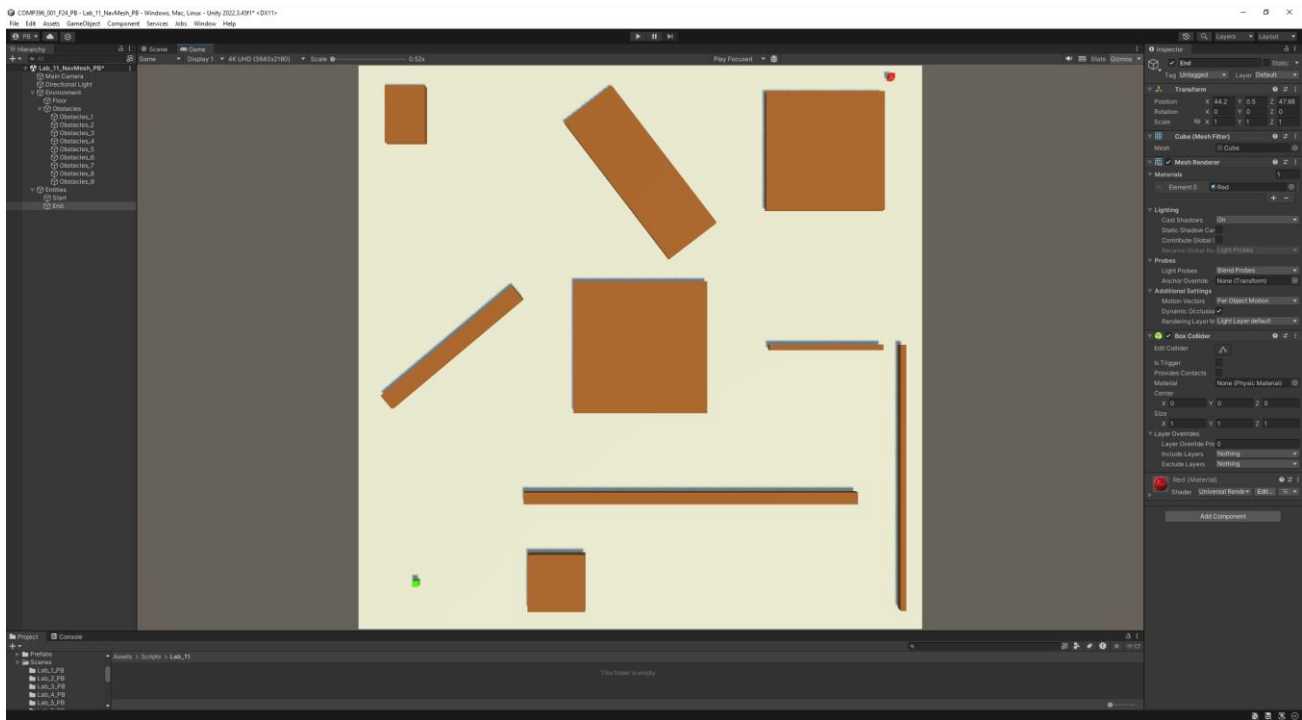# LAB – 11

Path Finding - Unity's NavMesh

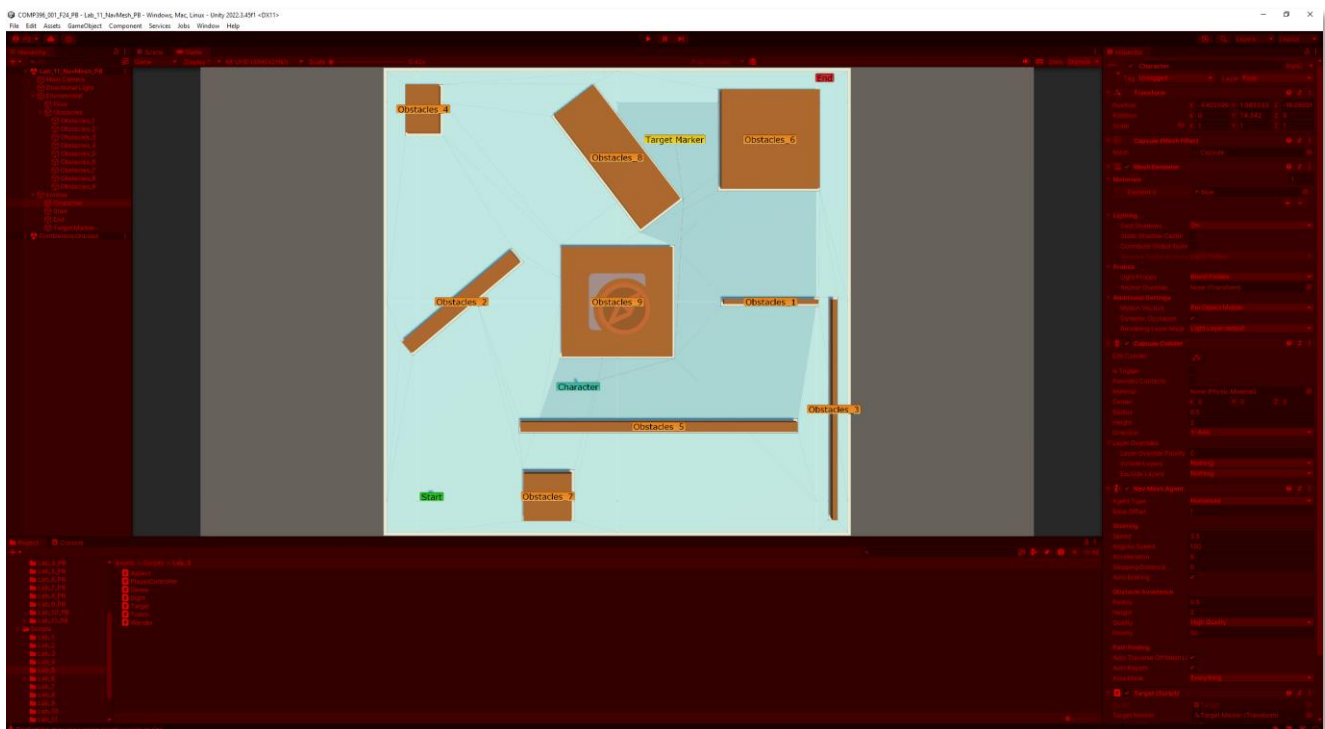*Fig 1.1: Screenshot showing the layout of the map*

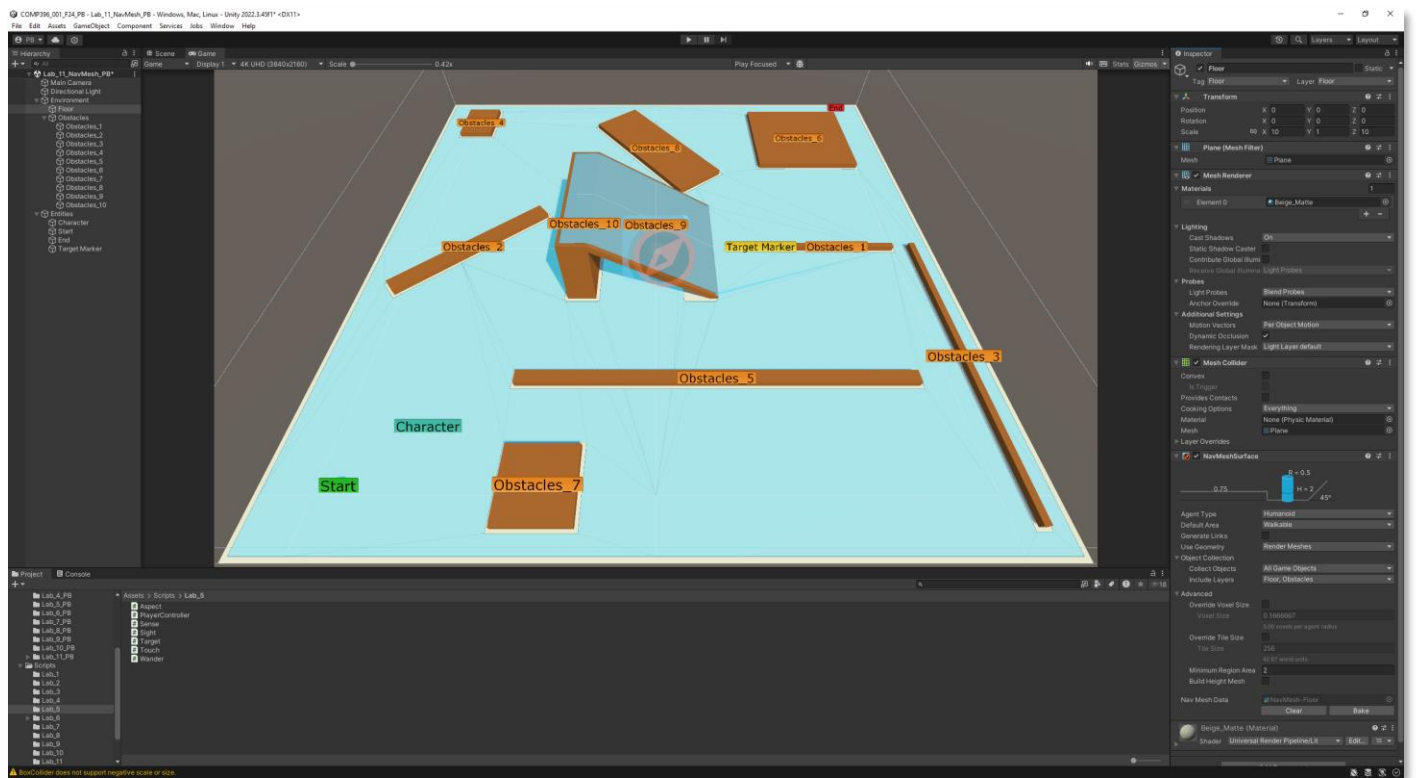*Fig 1.2: Screenshot showing the NavMesh in Action*

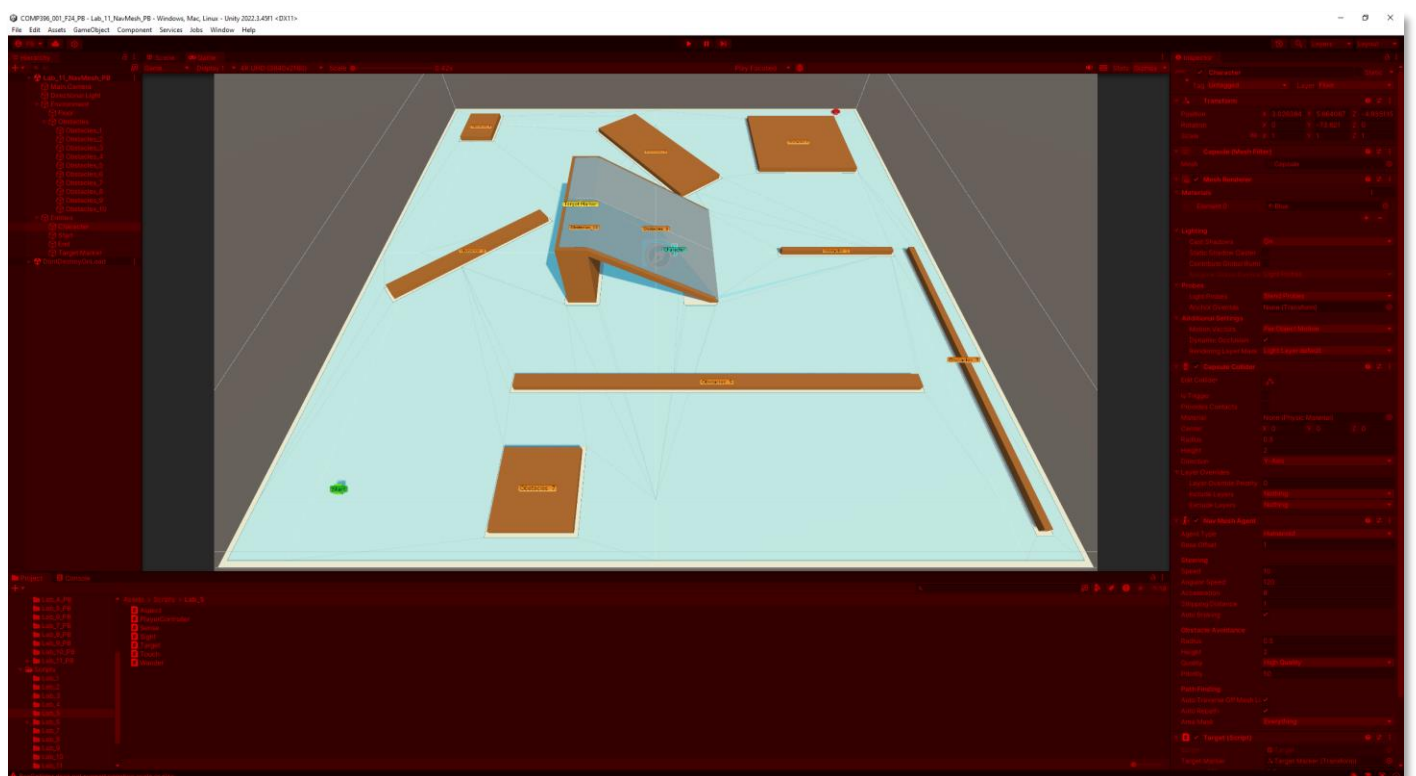*Fig 1.3: Screenshot showing Navmesh with Baking of Slope*

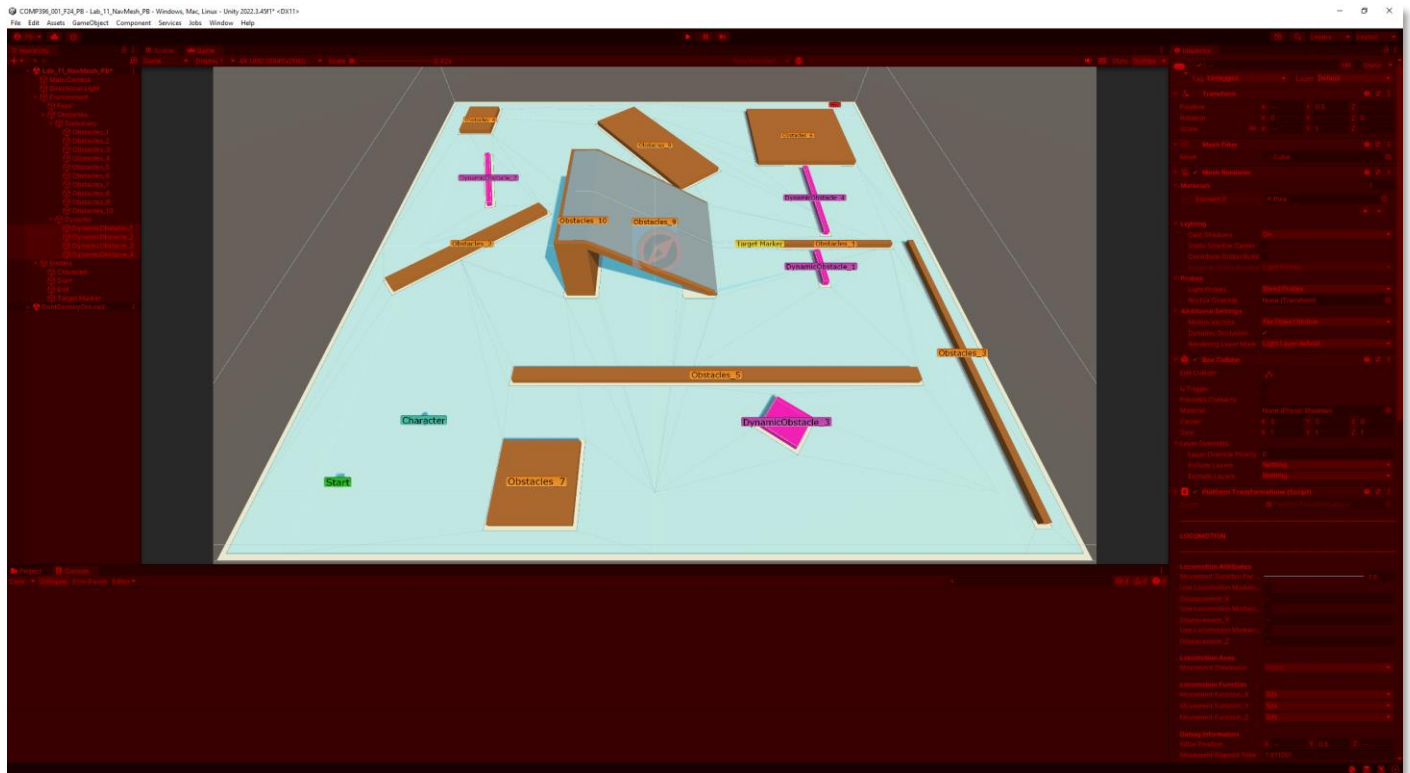*Fig 1.4: Screenshot showing Navmesh in Action*

Fig 1.5: Screenshot showing addition of Dynamic Obstacles
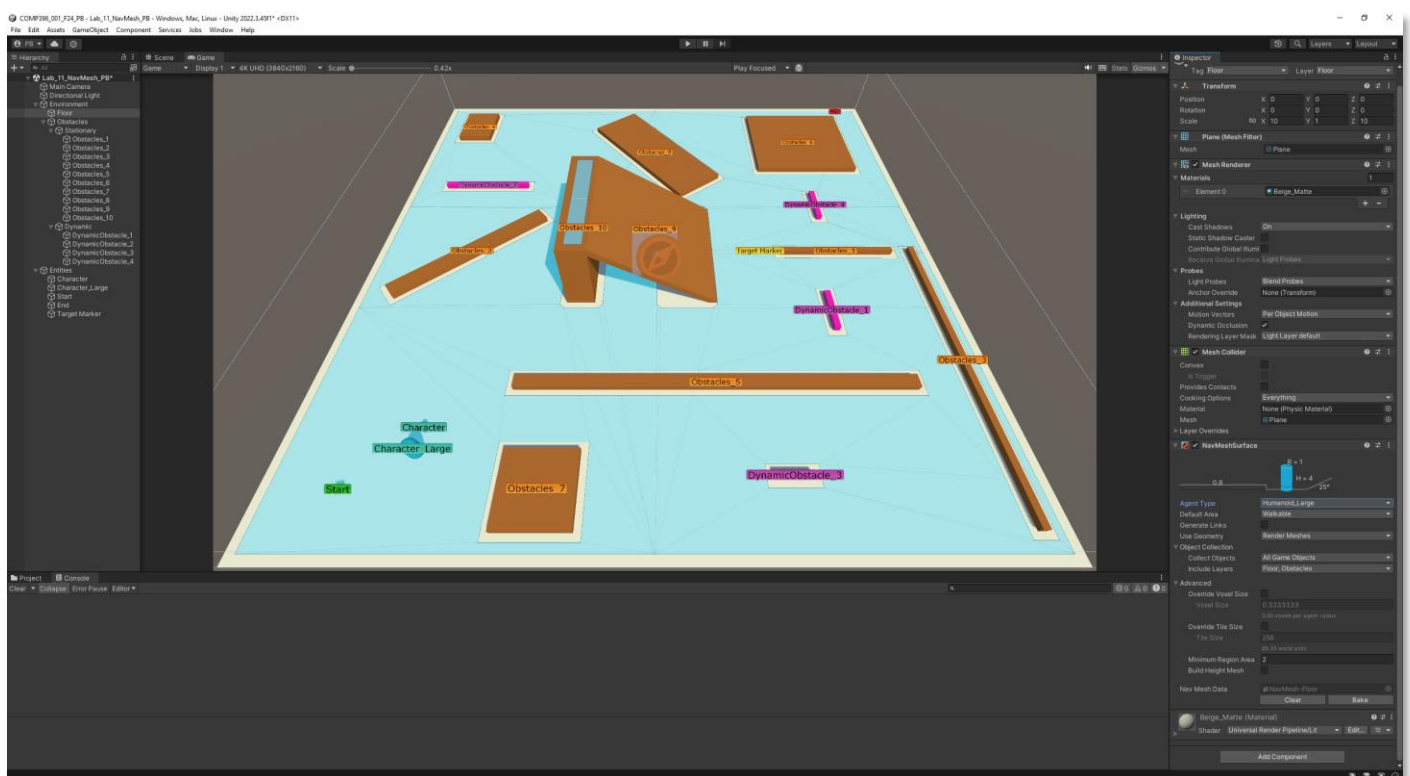

Fig 1.6: Screenshot showing addition of Large Character and new baked navmesh
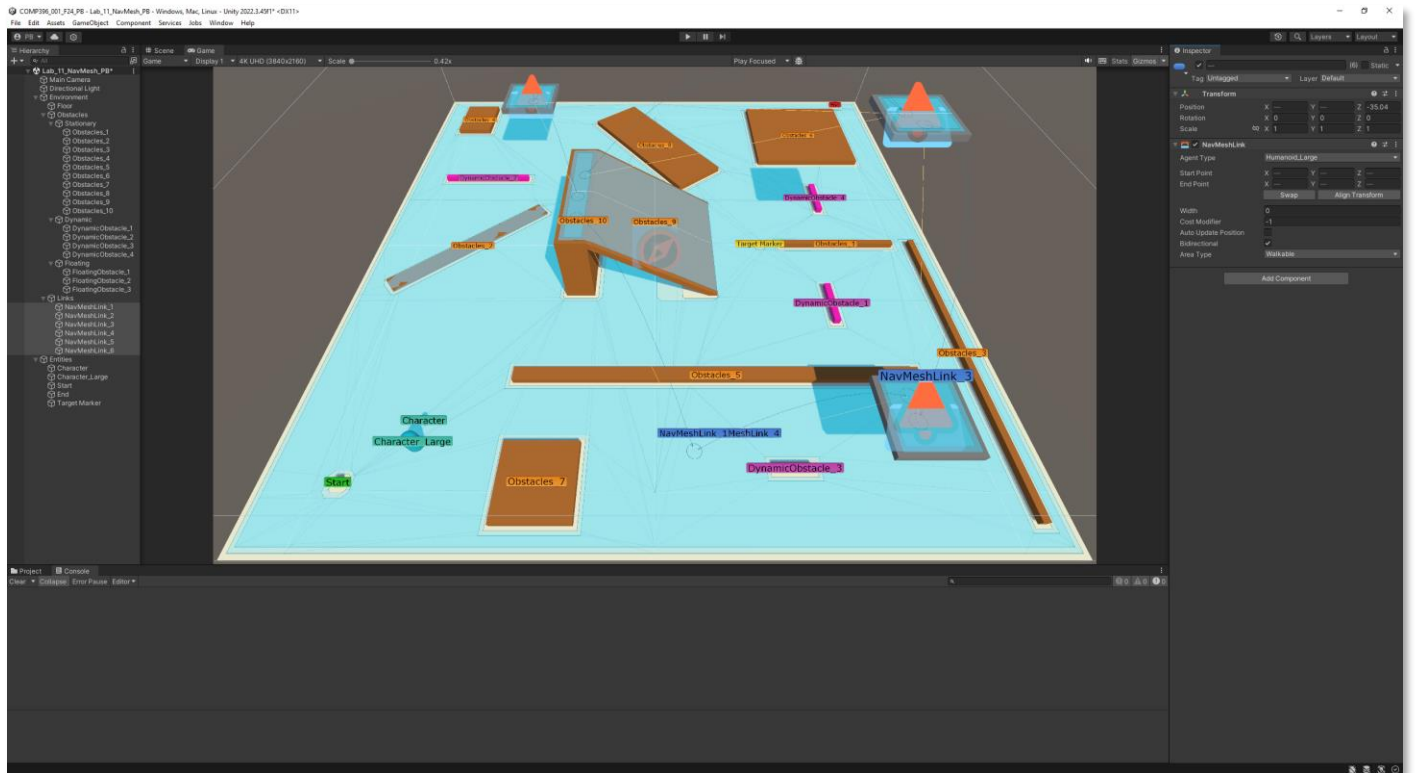
Fig 1.7: Screenshot showing addition of NavOffMeshLinks for Characte_Large
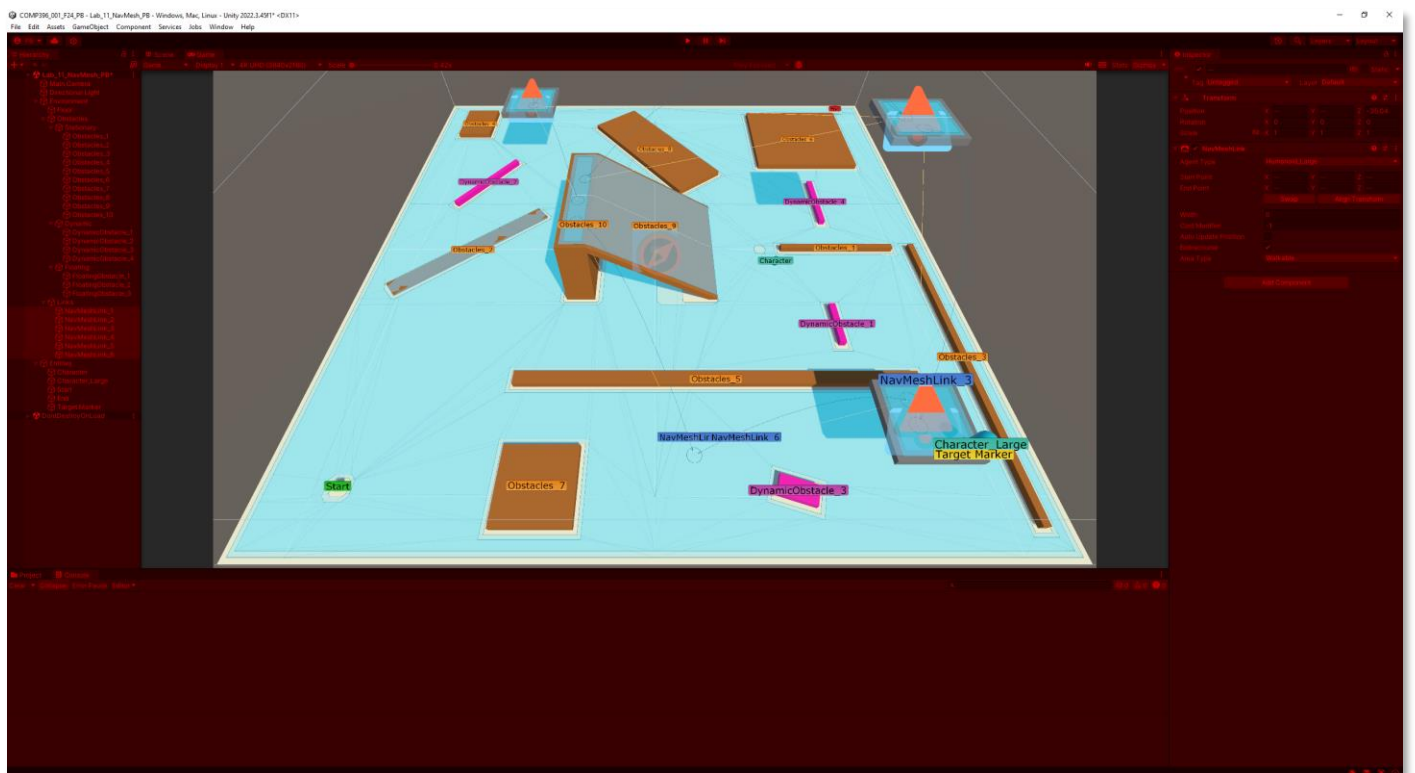

Fig 1.8: Screenshot showing addition of NavOffMeshLinks for Characte_Large in paly mode