

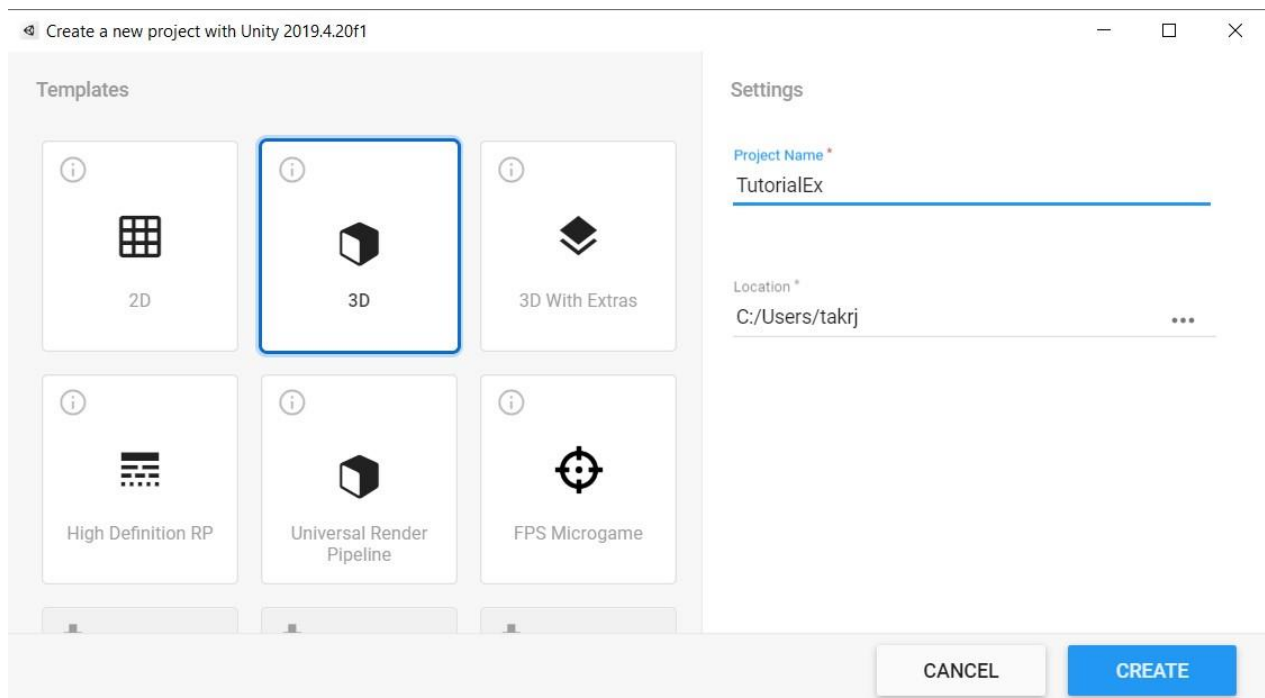
## Tutorial by :

Ripunjaya Tak (20BCG10015)

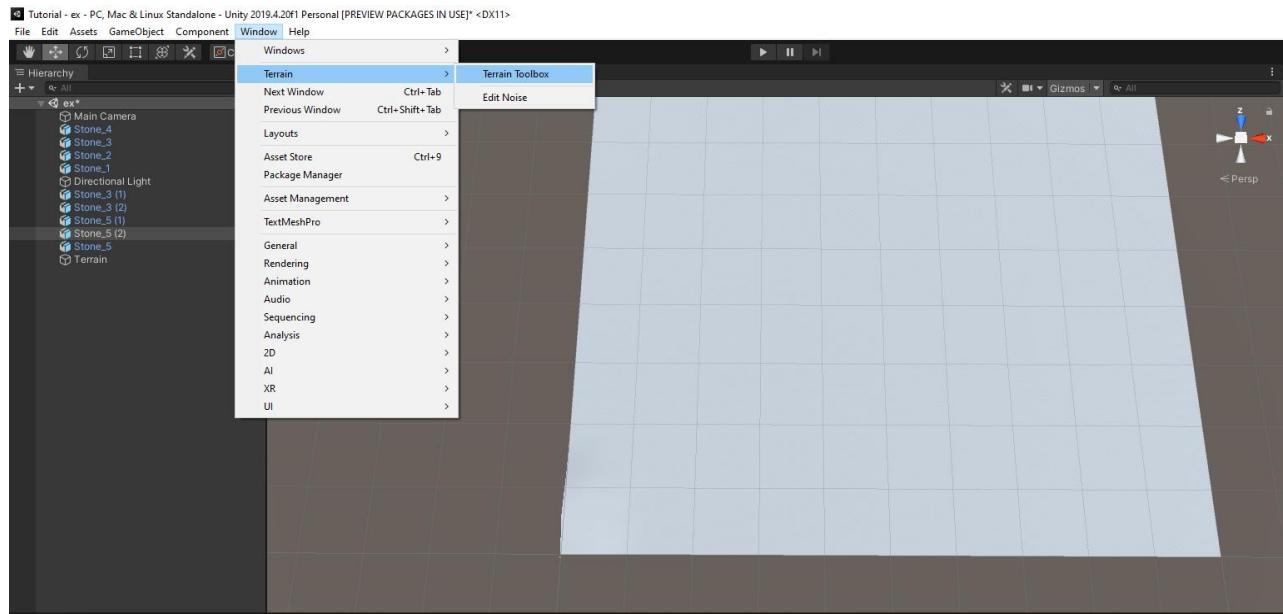
Zoya Qadri (20BCG10111)

# *Volcano Eruption*

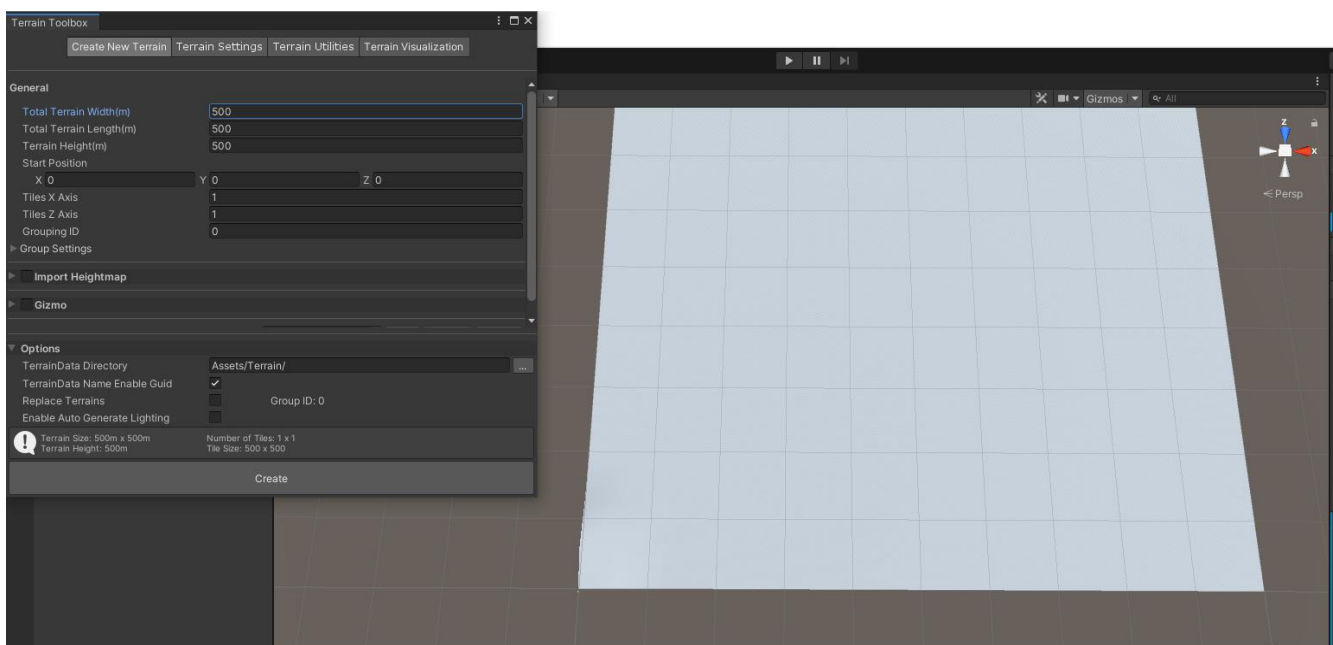
**Step 1** – The 1<sup>st</sup> step includes opening “Unity 2019.4.20f1” and clicking on the new project option and naming our project.



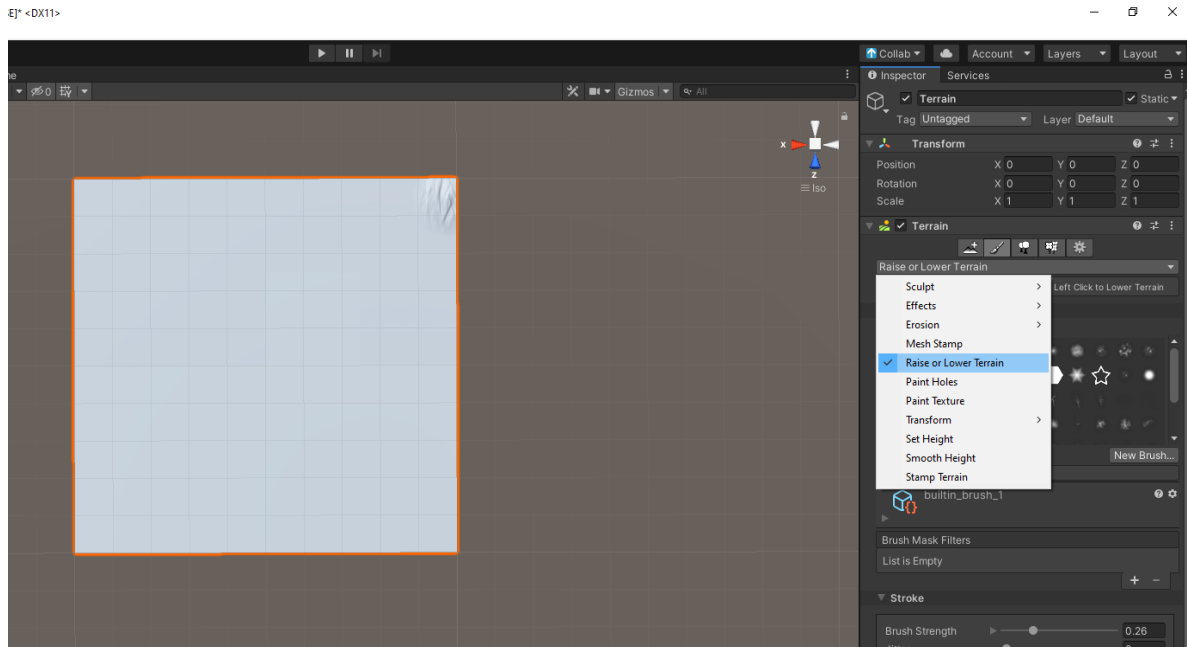
**Step 2** – As the project opens go to “Windows” option, select “Terrain” then “Terrain Toolbox”.



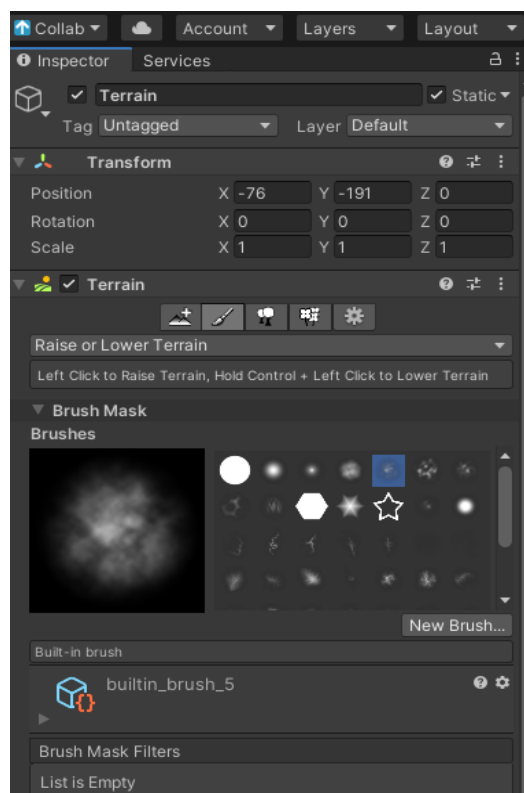
**Step 3** – Adjust Terrain’s width, length and height according to your need then click on create.



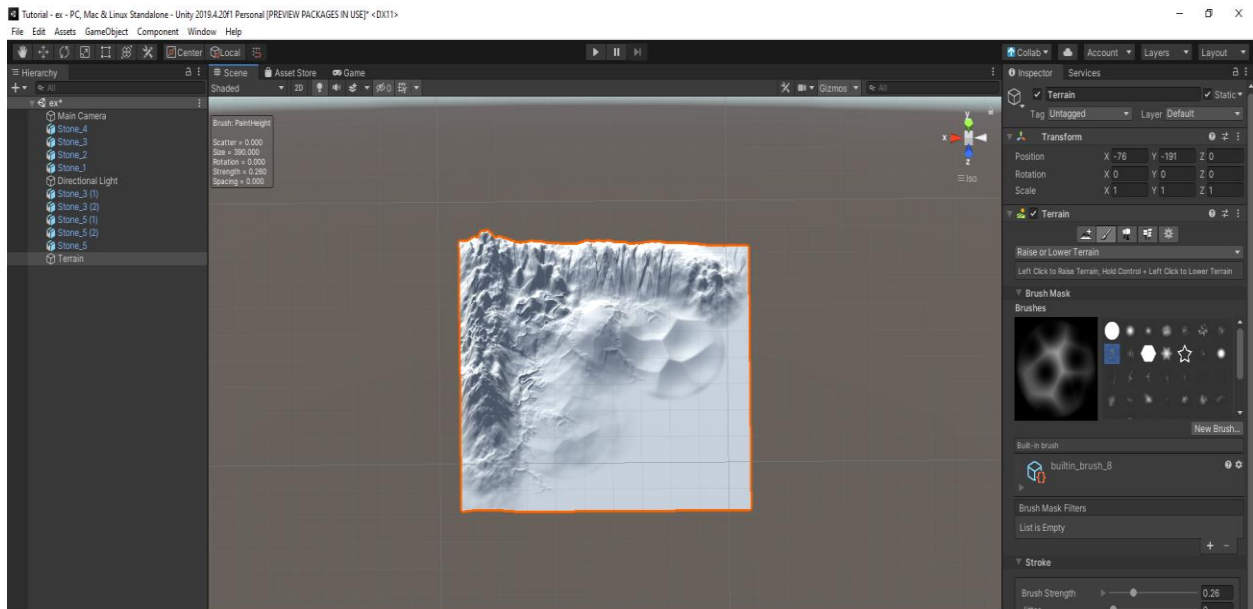
**Step 4** – Go to “Inspector” window and select “Brush” option in terrain section then choose “Raise or Lower Terrain”.



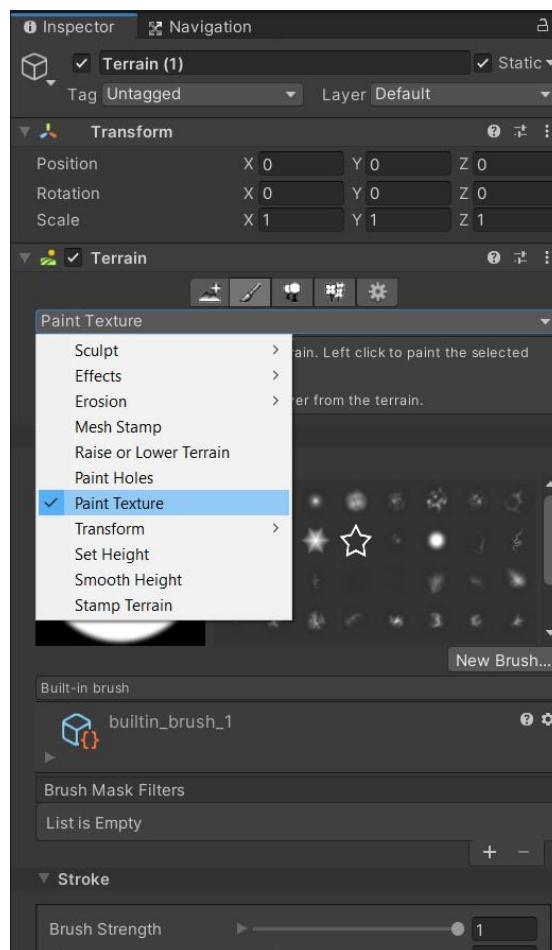
**Step 5** – Choose the brushes from “Brushes Mask” to create terrain in different shapes and sizes.



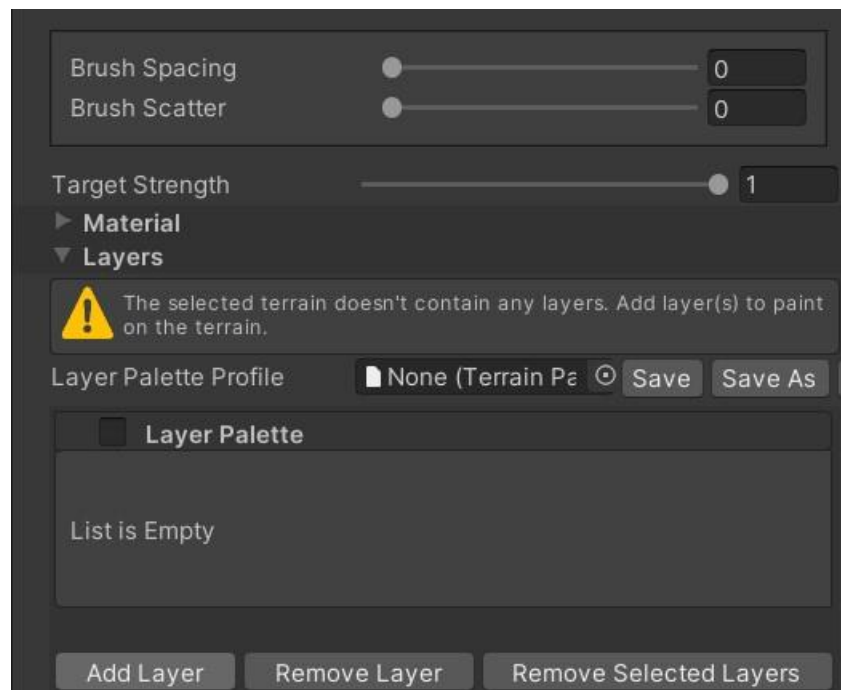
Here is an example of terrain.



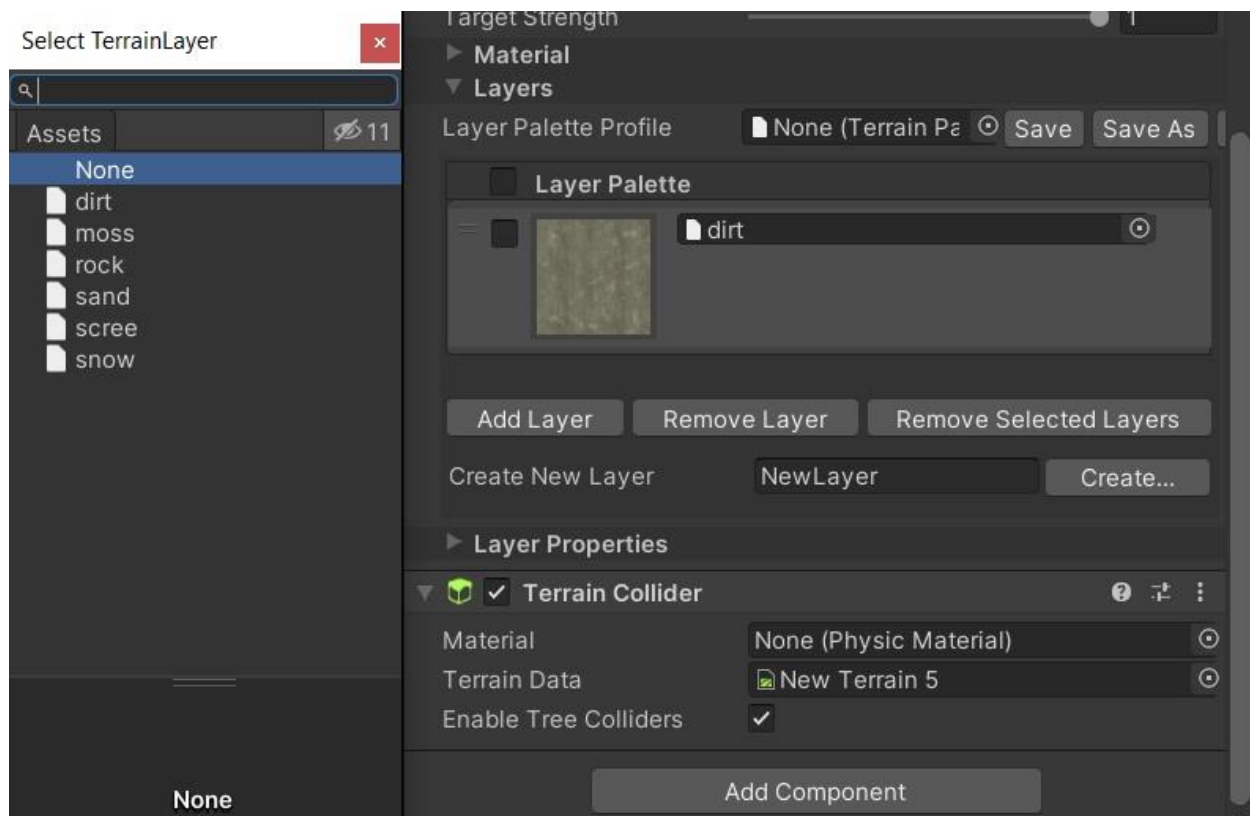
**Step 6** – Now go to “Paint Texture” from the brush icon in terrain section.



**Step 7** – Click on “Layers” at the bottom of the Inspector window and click on “Add Layer”.



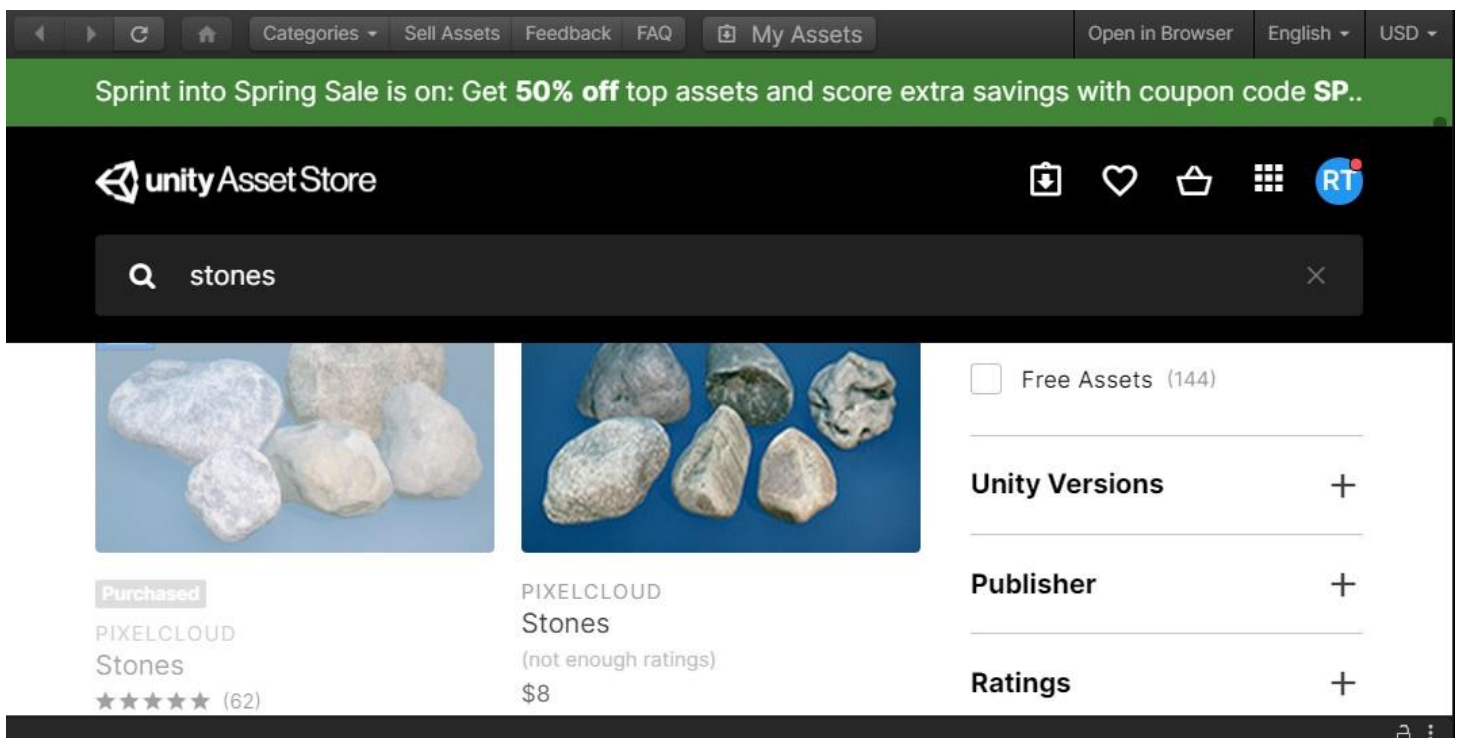
**Step 8** – Select layers from new pop-up window named “Select TerrainLayer”, you can see the layer in the “Layer Palette”. Click on the checkbox to use the layer.



**This is how terrain will look after applying layers on them.**

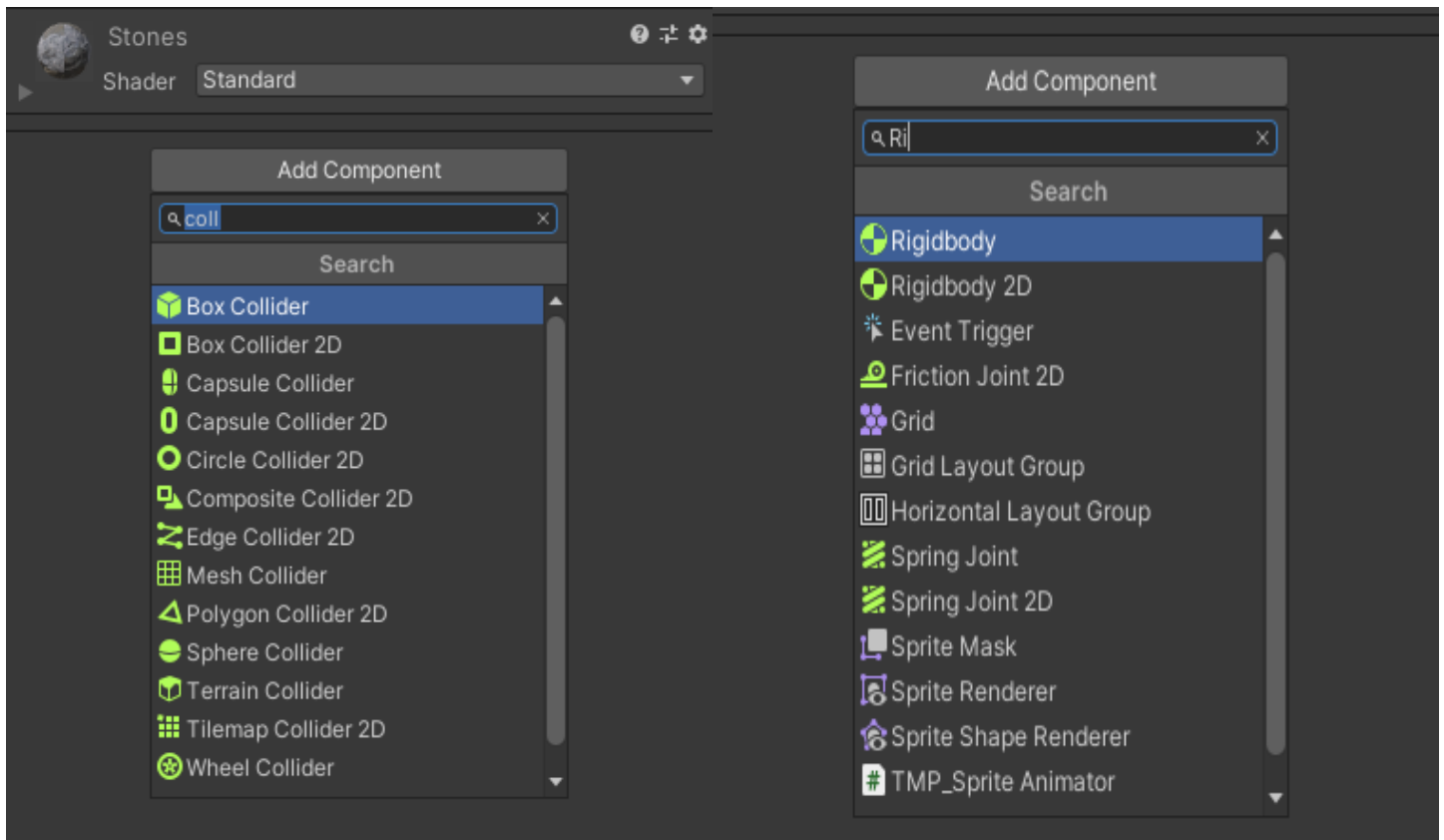


**Step 9** – Go to “Asset Store” then search “Stones” and import the stones in the scene.

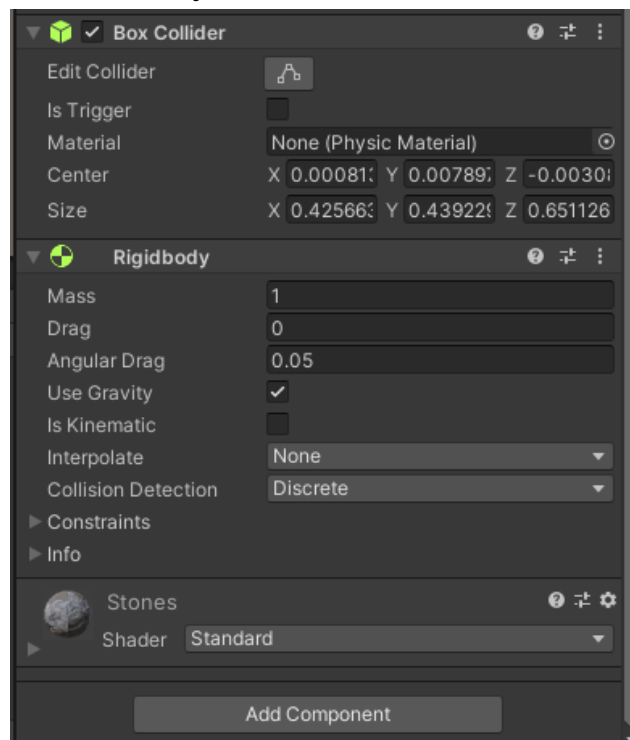




**Step 10** – Click on “Add Components” and search “Box Collider” and “Rigidbody” to apply physics on the stones.



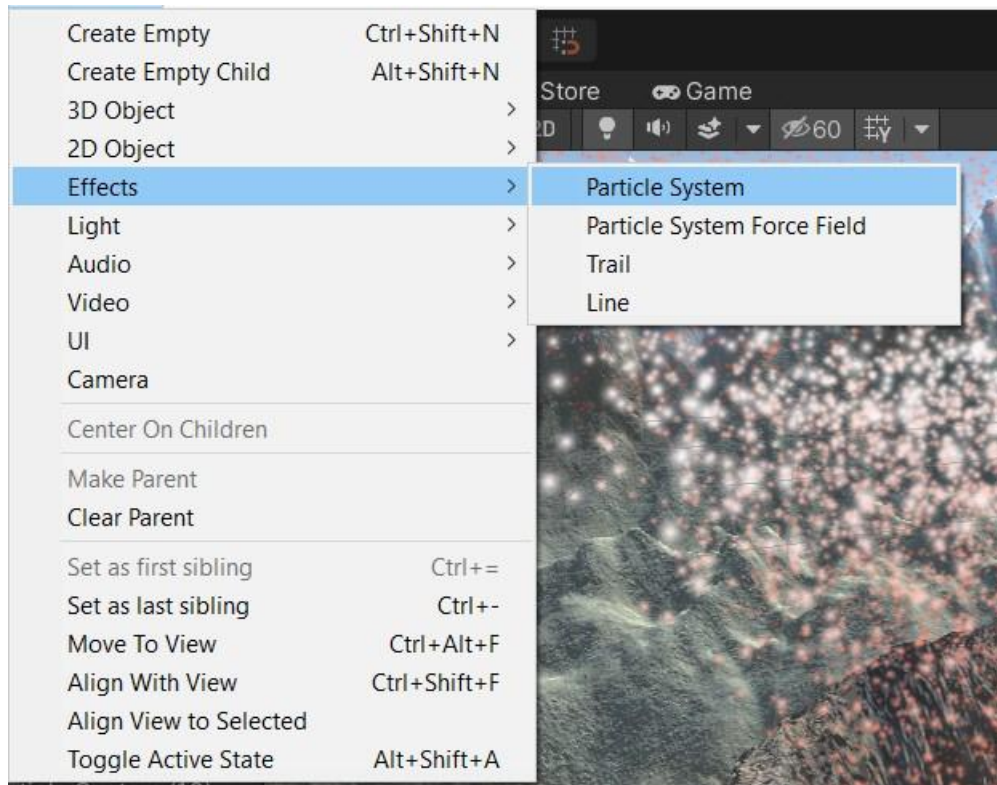
**Step 11** – Click on the “Use Gravity” checkbox.



**Step 12** – Drag the material on the stones to apply texture on them.

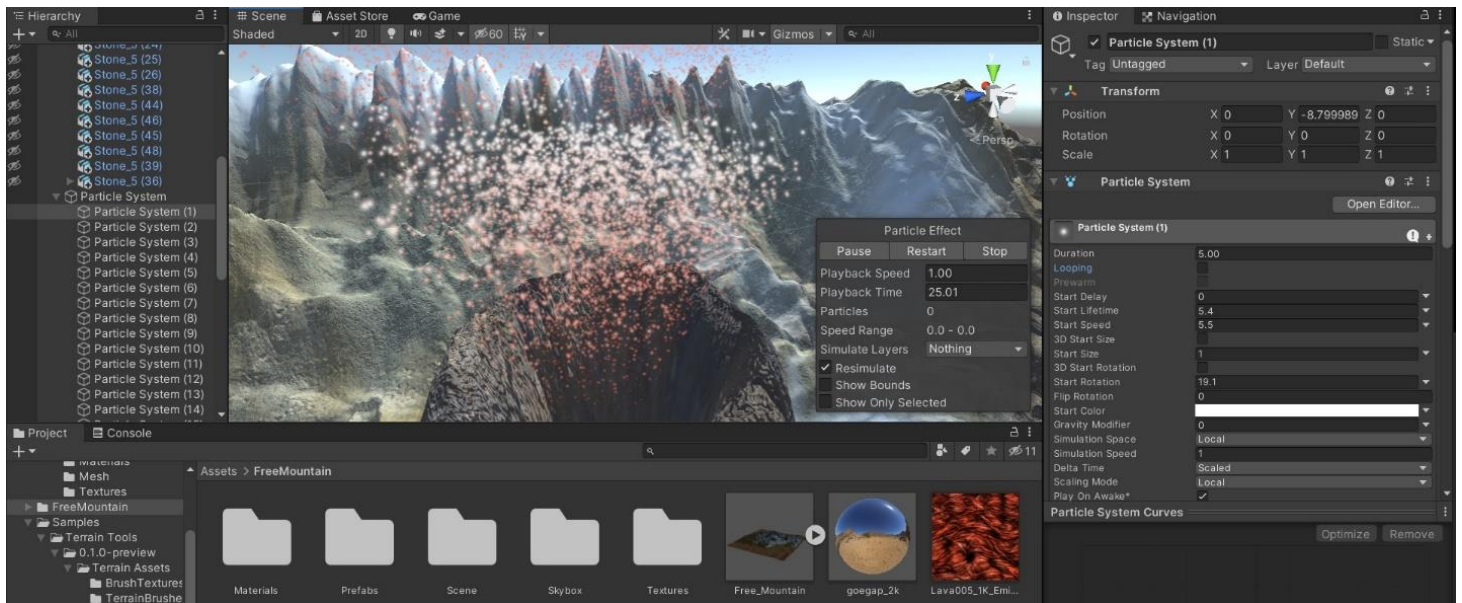


**Step 13** – Go to “GameObjects” then “Effects” then “Particle System”.





**Step 14** – Change the particle system's properties according to you from the Inspector window.



**After putting up terrain, stones and particle system together, the game scene will look something like this**

