1. New Project-Stealth Video
2. Model-env-stealth-static

* Location: (0,0,0)

1. Model-prop\_battleBus

* Location: (-11,0,17.5)
* Rotation: (0, 270, 0)

1. Highlight env\_stealth\_static

* Create mesh collider (Find in models/env\_stealth\_collision/env\_stealth\_collision\_001)
* Drag element into “mesh” part in “Mesh Collider”

1. Main Camera

* Change “rendering path” to “deferred lighting”
* Background-To black
* Clipping Plane – Far (Set it to 100)

1. Prefab-“lights\_baked”

* Drag onto “Hierarchy”

1. Edit-Render Settings

* Enable “Fog”
* Fog Color to 57,43,204
* Density to 0.04
* Linear Fog Start to 3
* Linear Fog End to 24
* Ambient Light-Black

1. Edit-Quality Setting

* Good (Then, put pixels to 6)

1. Window-Lightmapping-Bake

* Mode to Directional Lightmaps
* Quality to low
* Bounces to 4
* Bounce Boost to .5
* Contrast Threshold to 0.05
* Interpolation to 0.25
* Interpolation Points to 30
* Ambient Occlusion to 1
* Max Distance to 0.25
* Contrast to 0
* Resolution to 30
* Padding to 2
* Click bake scene

1. Create (Under “Hierarchy”)-Directional Light

* Change color to 33, 45, 48
* Shadow Type to Soft Shadows
* Bias to 0.01
* Softness to 4
* Softness Fade to 0.8
* Culling Mask- Deselect Extents

1. Duplicate Directional Light (This is alarm light)

* Color to (70, 0, 0)
* Intensity to (0 or 1)- Just pick.
* Culling Mask Option to Everything

1. Extend env\_stealth\_static:

* Extend props
* Find megaphone props
* Highlight all
* Add Component Audio Source
* Drag an audio into the Audio Clip

1. Drag CCTV camera (in assets/models) into scene

* Position: (-8, 3, 16.1)
* Press f to focus
* Use “Light Probes” (Underneath Mesh Renderer)

1. Drag prop\_cctvCam\_collision (in assets/model) to CCTV camera element

* Position(0,0.15, 0.35)
* Rotation(60,0,0)
* Remove Mesh Filter and Mesh Renderer

1. Duplicate CCTV camera twice

* Camera 1 Position: (-21, 2.2, 2)
* Camera 2 Position: (-23, 1.8, 24)

1. Find fx\_laserfence\_lasers in assets/models

* Press f
* Rotation: (0,90,0)
* Scale (1, 1, 3.62)
* Position: (-8, 1.21, 5.62)

1. Add Component: Physics-Box Collider
2. Add Component: Rendering-Light

* Color: (255, 40, 0)
* Range: 5
* Intensity (.6)
* Lightmapping – RealtimeOnly

1. Duplicate laser

* Position: (-8, 1.21, 9.23)

1. Duplicate laser

* Position(-17.93, 1.21, 24.08)

1. Duplicate laser

* Position(-23.92, 1.21, 26.1)
* Rotation(0,0,0)

1. Duplicate laser

* Position(-8.95, 1.21, 25.99)
* Scale(1, 1, 5.6)

1. Duplicate laser

* Position(-8.95, 1.21, 29.96)
* Scale (1,1, 5.6)

1. Find SwitchUnit (in Models)

* Position(-11.5, 0, 11.3)
* Rotate (0, 180, 0)

1. Duplicate switchunit

* Position(-1.6, 0, 11.3)

1. Duplicate again

* Position(-17.7, 0, 33.3)

1. Duplicate again

* Position(-30, 0, 33.3)

1. Drag char\_ethan into scene (in assets/models)

* Position(-2.5,0,0)

1. Highlight all child objects except skeleton

* Check “Use Light Probes” box under Skinned Mesh Renderer

1. Add Capsule Collider

* Center: (0,1,0)
* Radius: 0.4
* Height: 2

1. Drag prop\_keyCard into scene

* Position: (-22, 0.4, 32)

1. Add Light

* Range: 2.3
* Color: (0, 159, 255)
* Intensity: 2.5

1. Click on child object of it

* Under Mesh Renderer, click on “Use Light Probes”

1. Door\_generic\_slide into scene

* Position(-6, 0, 7)
* Rotation(0,90,0)
* Use Light Probes under child object-mesh renderer

1. Duplicate door twice

* Position(-15.9,0,7)
* Position(-7.9, 0, 37)

1. Models/door\_exitOuter

* Position(-22, 0, 46)
* Rotate (0, 270, 0)
* Press f to focus
* Enable Light Probes in child components

1. Drag Models/prop\_liftExit

* Position(-21.85, 1.5, 48)
* Rotate (270)
* Enable Light Probes (Highlight door\_inner\_left and right, and all wires)