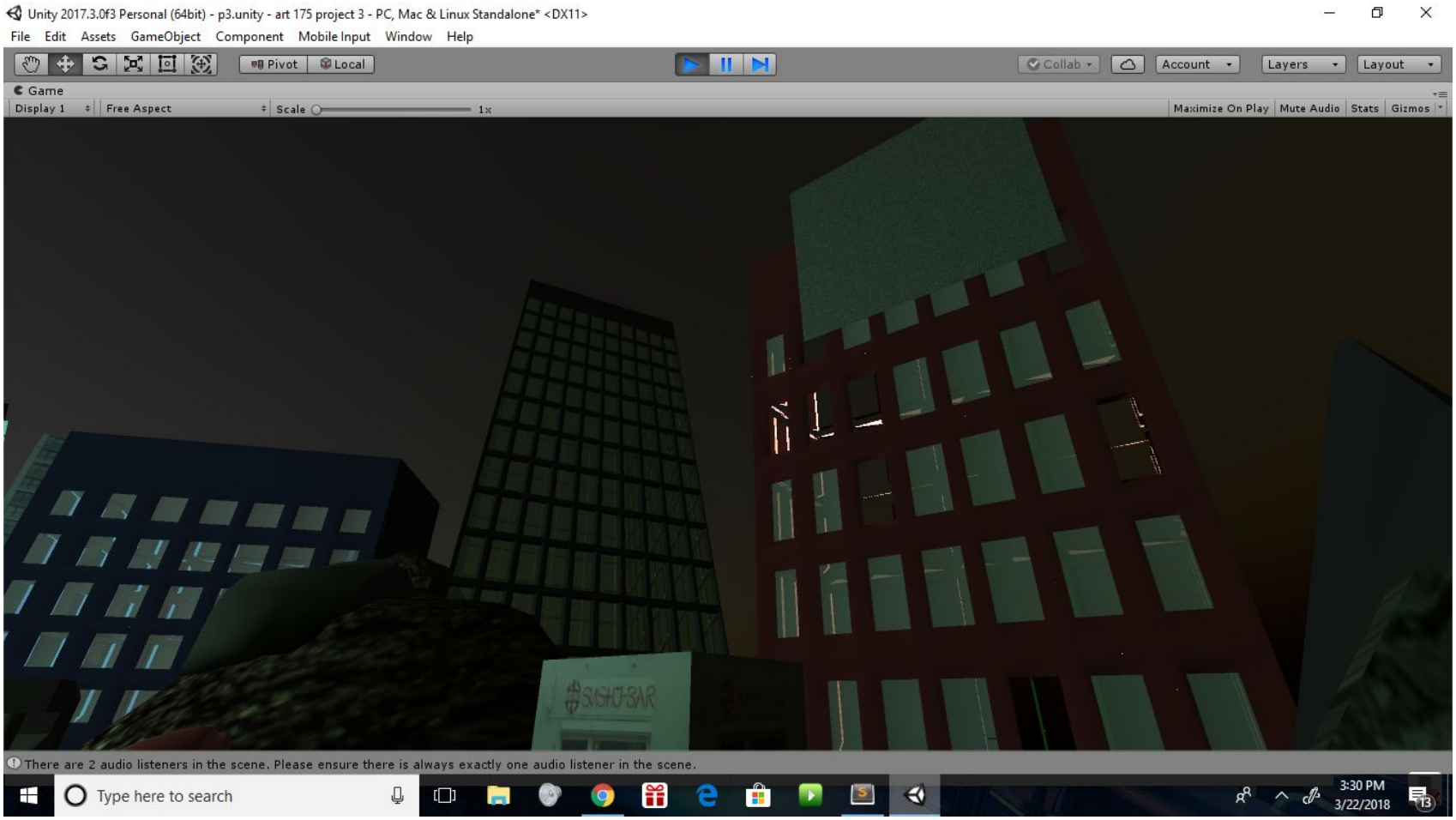
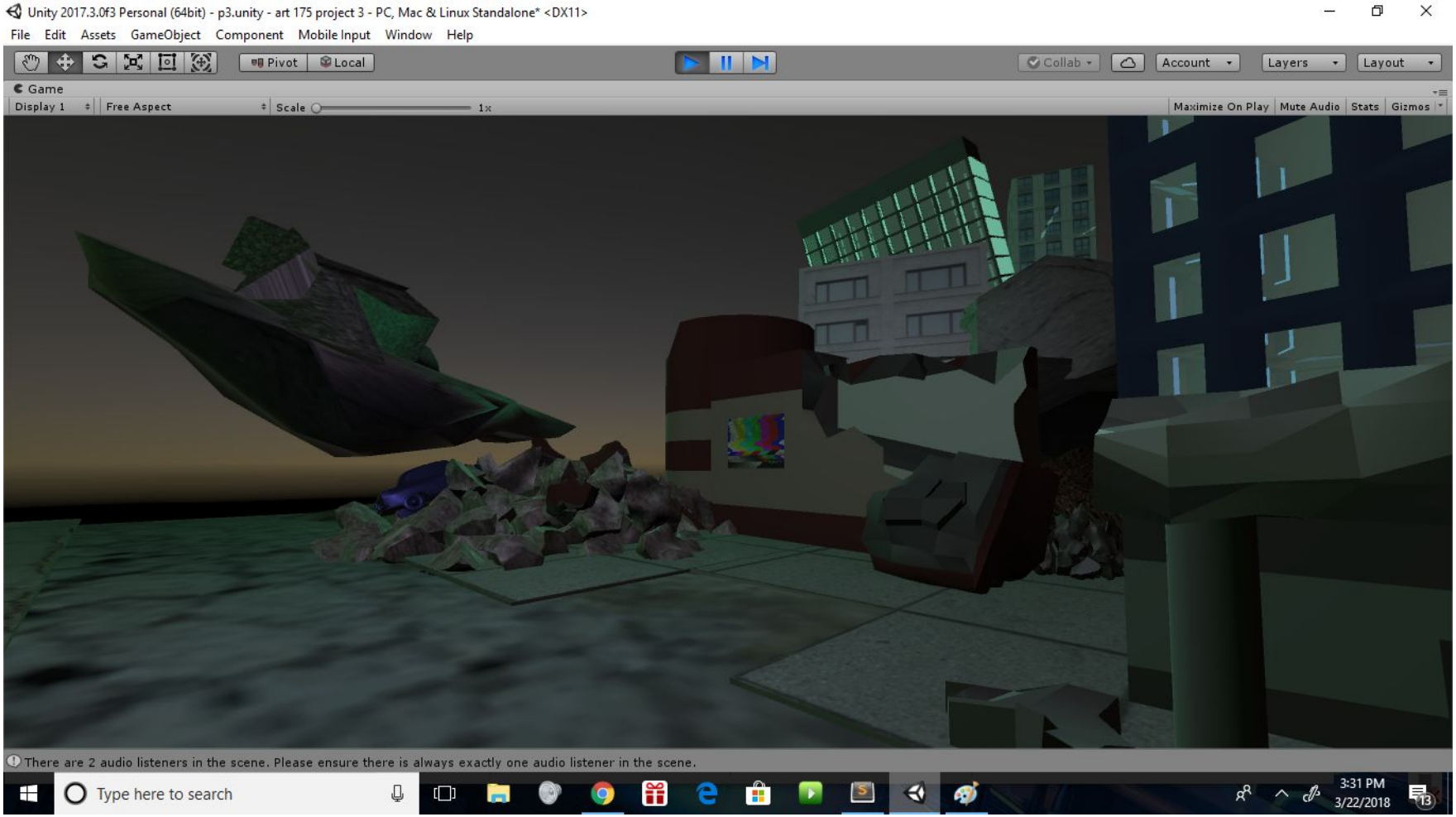
My scene for our group project is a cityscape that has been decimated due to some form of destruction. My partners, Rajeev and Justin, created a tesseract bridge and a Avatar-ish nature scene. The later scene is supposedly full of life and colorful. However, my scene is devoid of that lively feel and specifically focuses on a feeling of emptiness and post-destruction. The visual of the scene is an imagined idea of the world breaking and floating off into nothingness. Platforms of float rocks are seen throughout the area. While there is no form of life, there are still remnants of of them such as the skyscrapers and the TV screens. The only form of nature within the scene is a dying tree on the smallest floating land. My scene is basically something that is to come.




Unity 2017.3.0f3 Personal (64bit) - p3.unity - art 175 project 3 - PC, Mac & Linux Standalone* <DX11>
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Pivot Local
Collab Account Layers Layout
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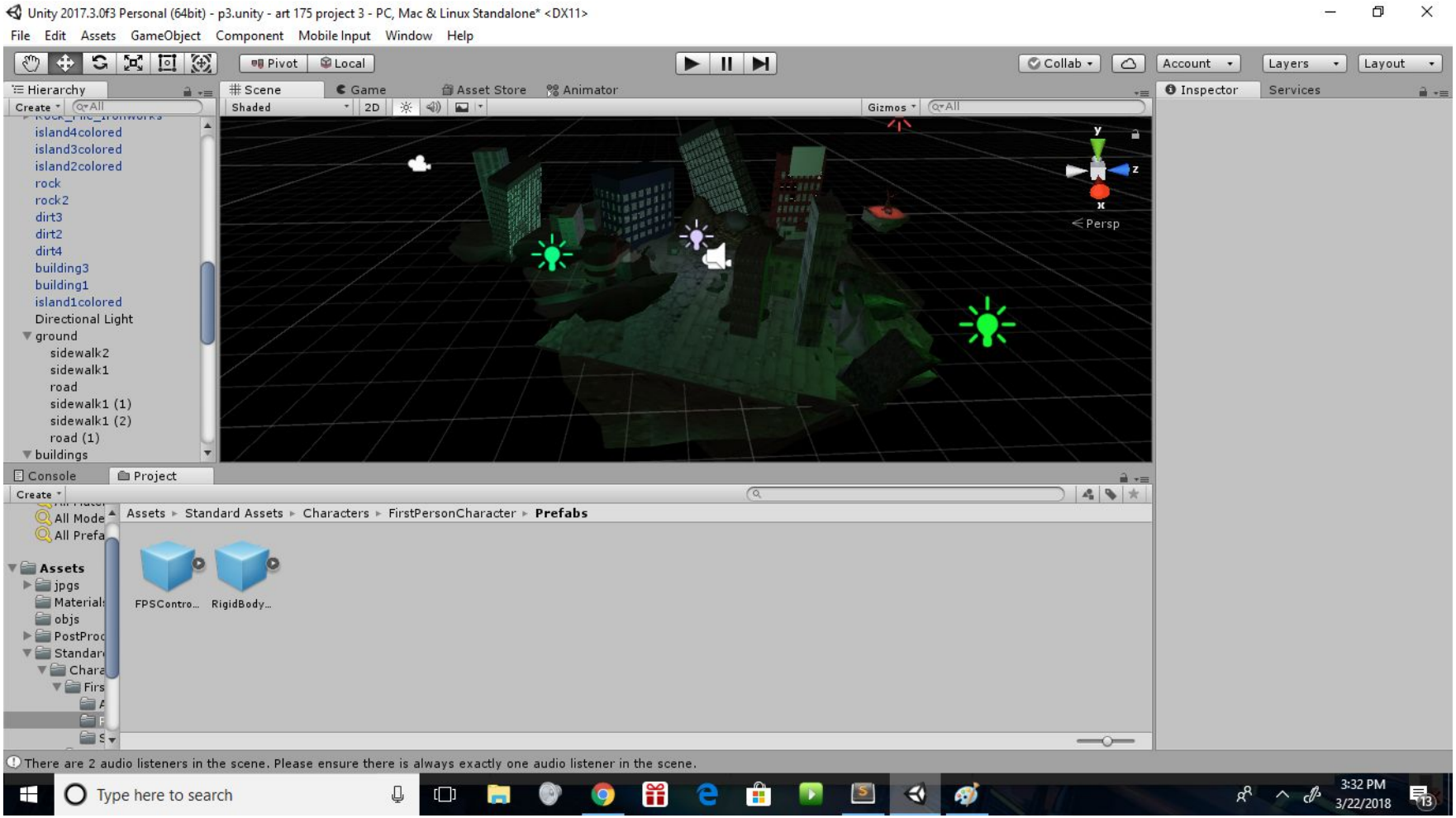
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File Edit Assets GameObject Component Mobile Input Window Help
Pivot Local
Collab Account Layers Layout
Hierarchy
Create
island4colored
island3colored
island2colored
rock
rock2
dirt3
dirt2
dirt4
building3
building1
island1colored
Directional Light
ground
sidewalk2
sidewalk1
road
sidewalk1 (1)
sidewalk1 (2)
road (1)
buildings
Scene Game Asset Store Animator
Shaded 2D Gizmos
Persp
Inspector Services
Console Project
Create
Assets ▸ Standard Assets ▸ Characters ▸ FirstPersonCharacter ▸ Prefabs
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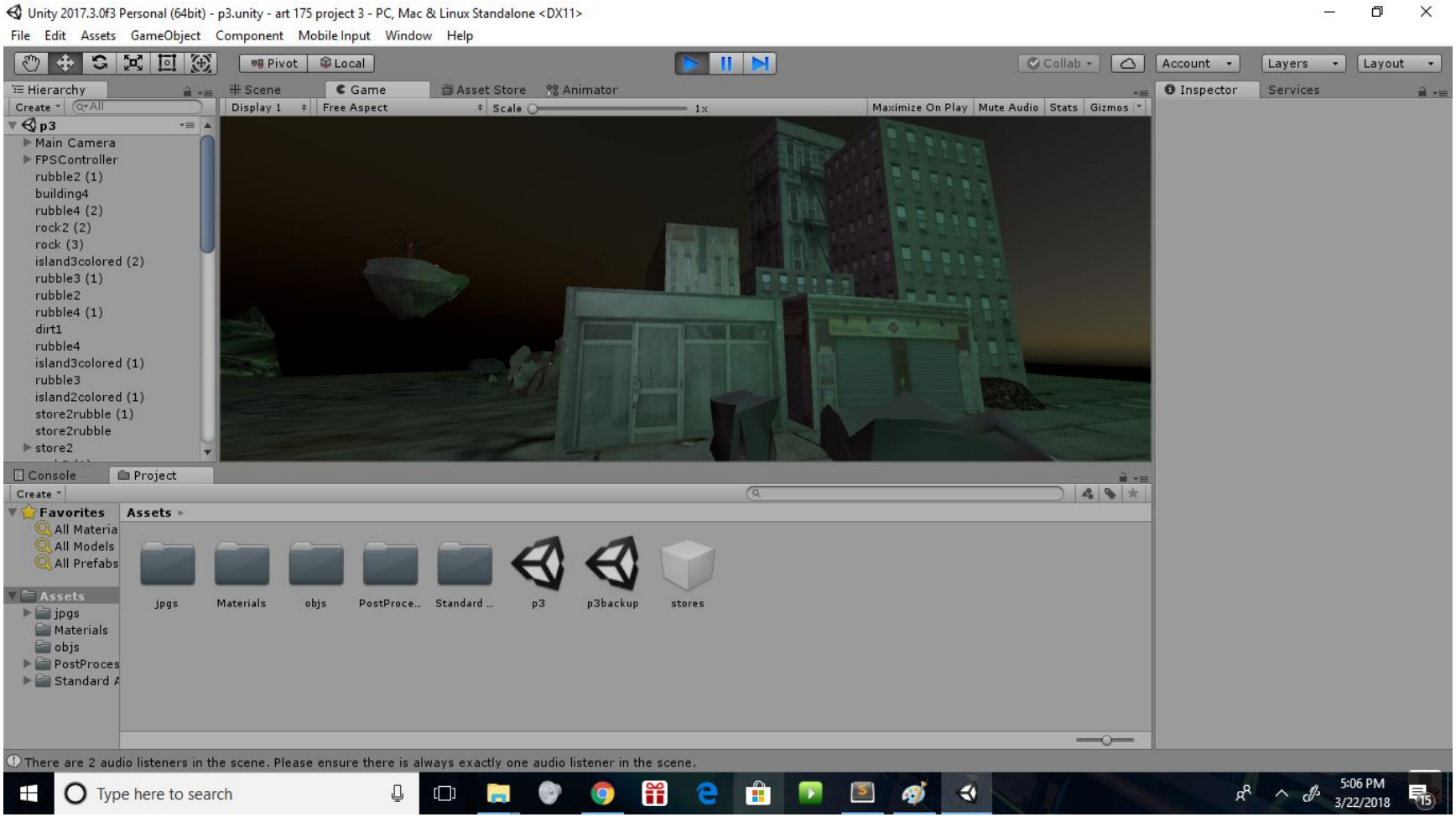
Unity 2017.3.0f3 Personal (64bit) - p3.unity - art 175 project 3 - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Mobile Input Window Help
Pivot Local
Collab
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Hierarchy
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Asset Store
Animator
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Services
Create
Display 1
Free Aspect
Scale
1x
Maximize On Play
Mute Audio
Stats
Gizmos
p3
Main Camera
FPSController
rubble2 (1)
building4
rubble4 (2)
rock2 (2)
rock (3)
island3colored (2)
rubble3 (1)
rubble2
rubble4 (1)
dirt1
rubble4
island3colored (1)
rubble3
island2colored (1)
store2rubble (1)
store2rubble
store2
Console
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