

# Game Development Homework#1

Due: Wednesday, 7/13/22

Using the Unity ready 3D Game Objects and provided textures create a head of Mario by creating Materials for his Skin, Mustache, Eyes, and Hat. Along with the Hat texture, use a Height Map and Normal Map to give the material a more fabric-like look. In addition, use a Wall texture to create a Tiled Pattern behind Mario and create a Transparent Glass Material to enclose his head in. An example of Mario head is below.

The creation and use of each material will be worth 1 Point [6 Points total] and the creation and use of the Model will be worth 4 Points.

Once you've completed your homework, commit and push the project files to your GitHub account, then submit it by either uploading the project's GitHub URL to Google Classrooms Assignment or emailing me at [sgrygorczuk@gmail.com](mailto:sgrygorczuk@gmail.com) if you haven't gotten access to it yet.



GitHub link to Project Files: [https://github.com/Sgrygorczuk/HW\\_1](https://github.com/Sgrygorczuk/HW_1)