Assignment 3 Short Essay

This short essay describes assignment 3 of the course which involves the create of a 3d character and a weapon which should then be imported to and animated with unity.

A simple 3d sword was created using blender to demonstrate the accumulated knowledge throughout the course. The sword is a mixture of finely adjusted cylindrical shapes. The sword was colored black to complement the 3D game character. The 3D Robot Character was created through a mixture of shapes including cylinders, squares, etc. The color of choice for the robot was a orange/yellow mixture to make the character more unique. Mesh was added to the character to ensure the weight was equally distributed for movement and to prevent distortions. Of course, adding a bone structure was also necessary to creature a fully mobile character and to ensure proper rigging. The character and sword were then exported and imported to unity to proceed with the animation and addition of movement script. Five animations were created which include Idle, Walk, Attack, Jump and Crouch to ensure that the character moves to its full potential. Key binds were assigned to the animations for ease of use. To walk/run W, A, S and D were used as per usual. The attack key was set to J, the jump key to K and crouch was set to L. The final product can be described as a Sword Fiend Robot.