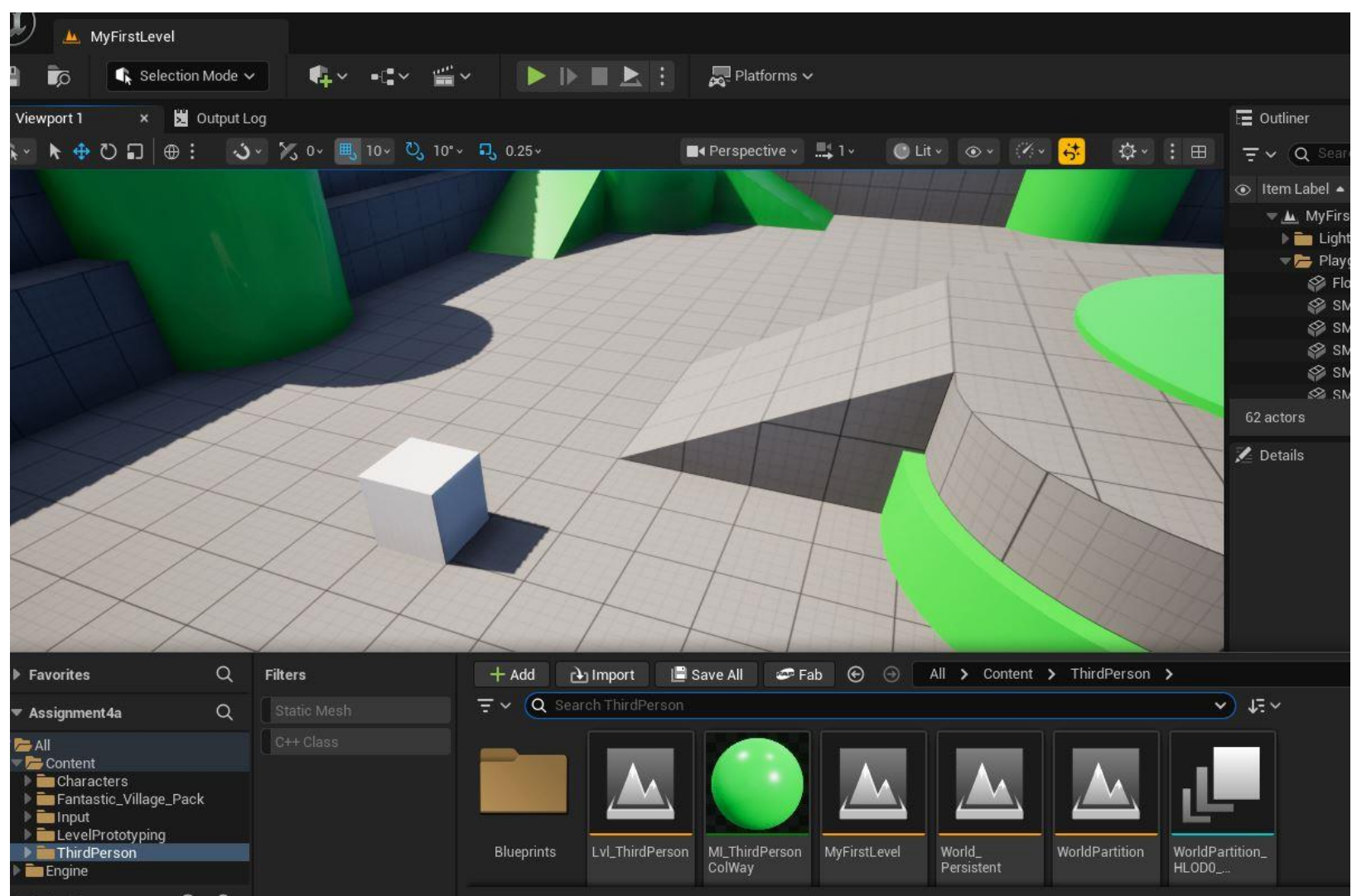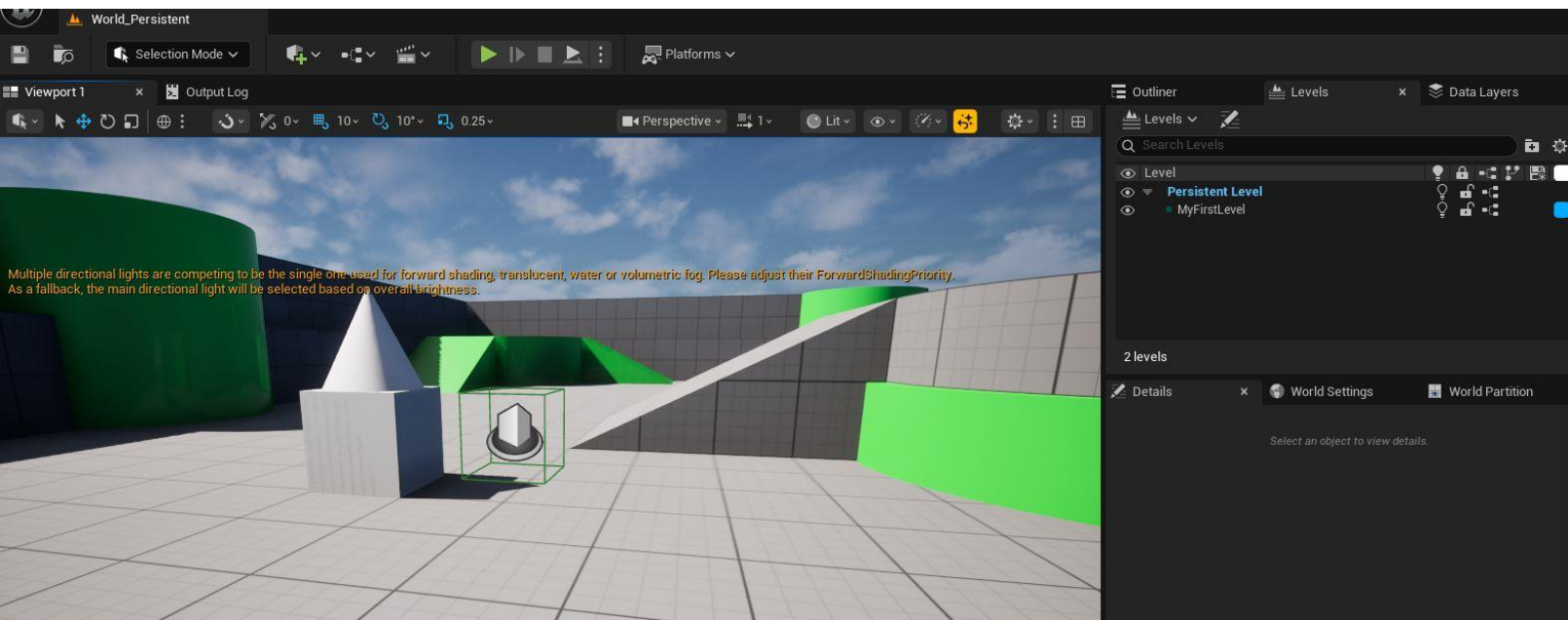# Assignment 4.A

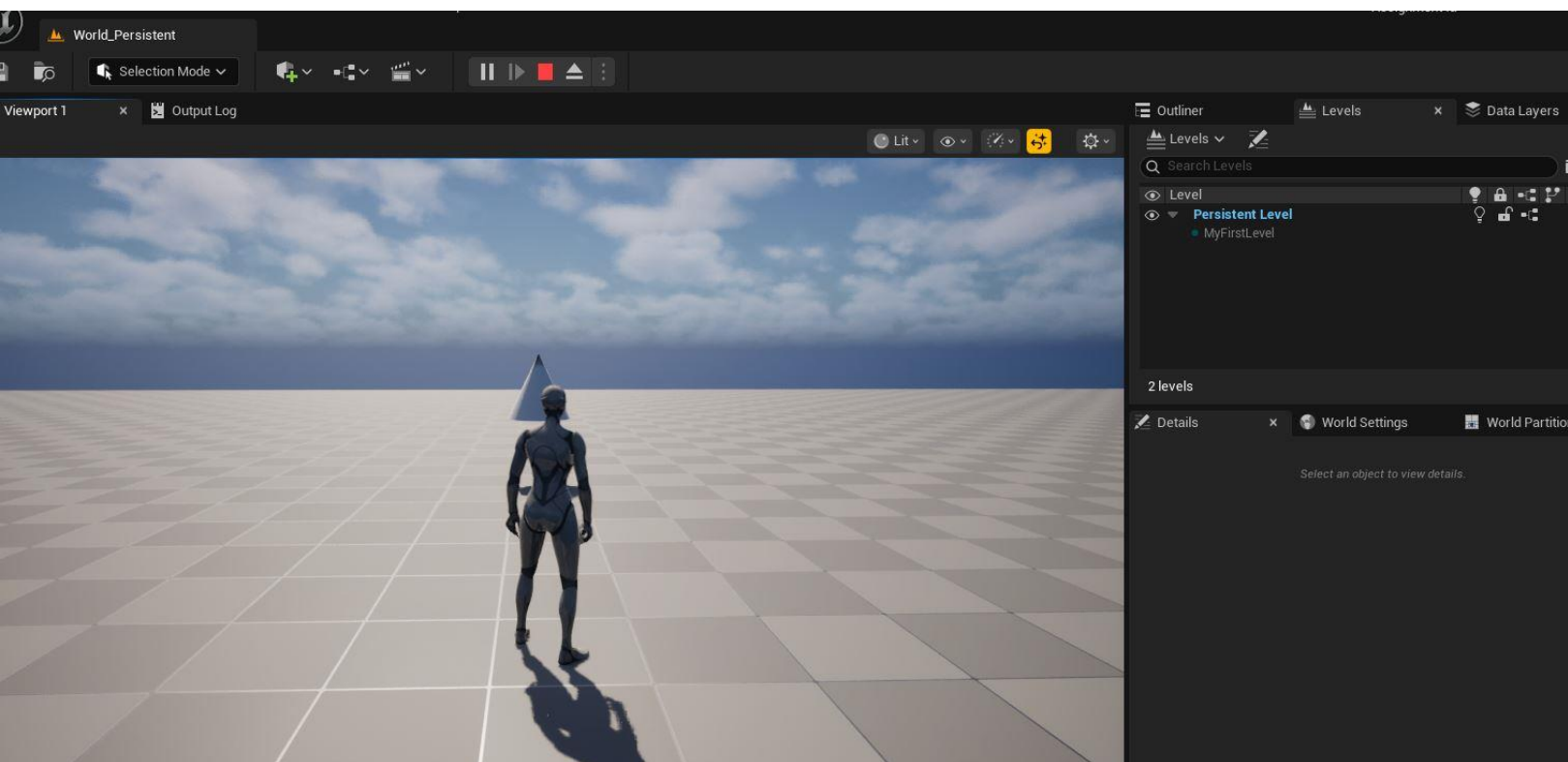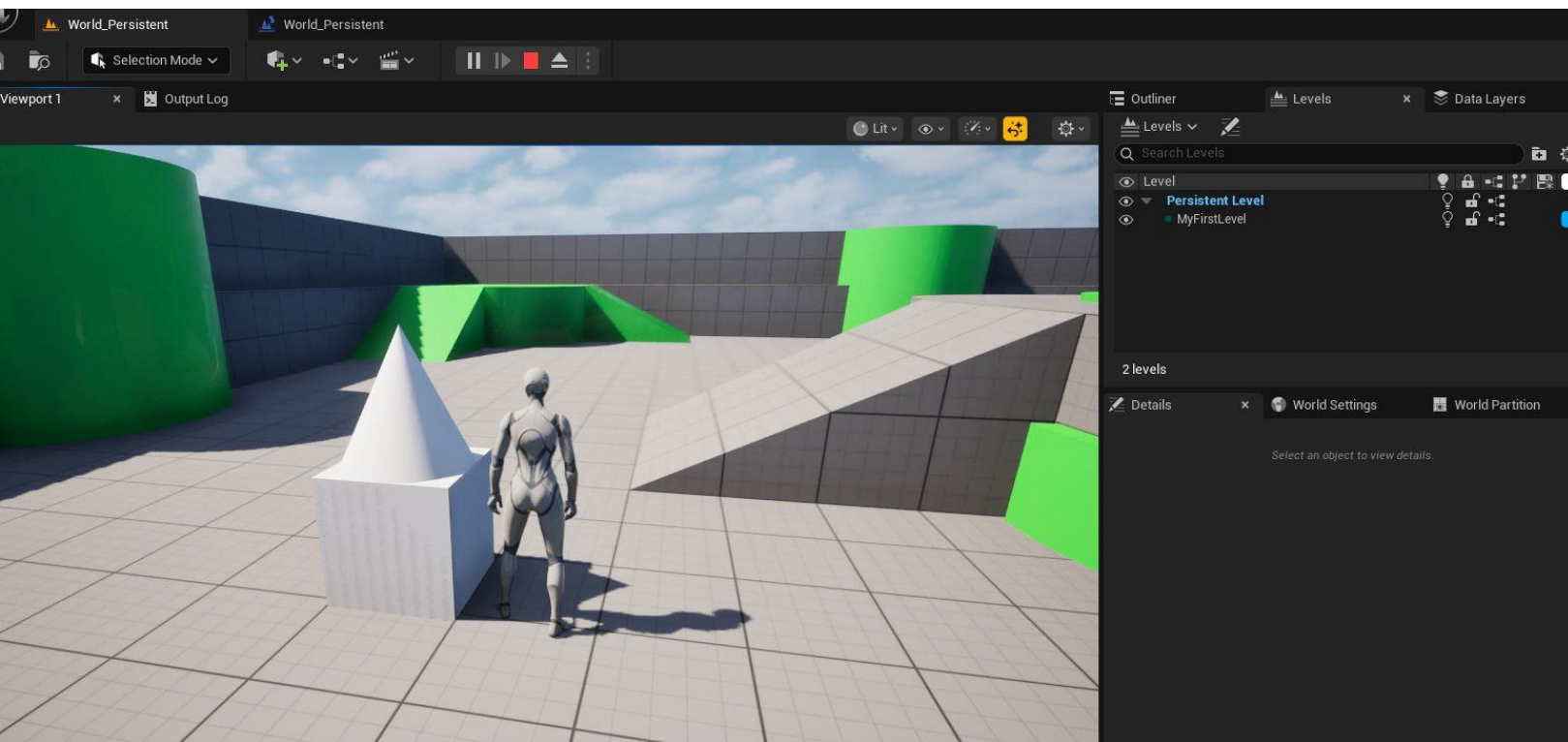## Part 1 ~ Placed cube and saved as MyFirstLevel.
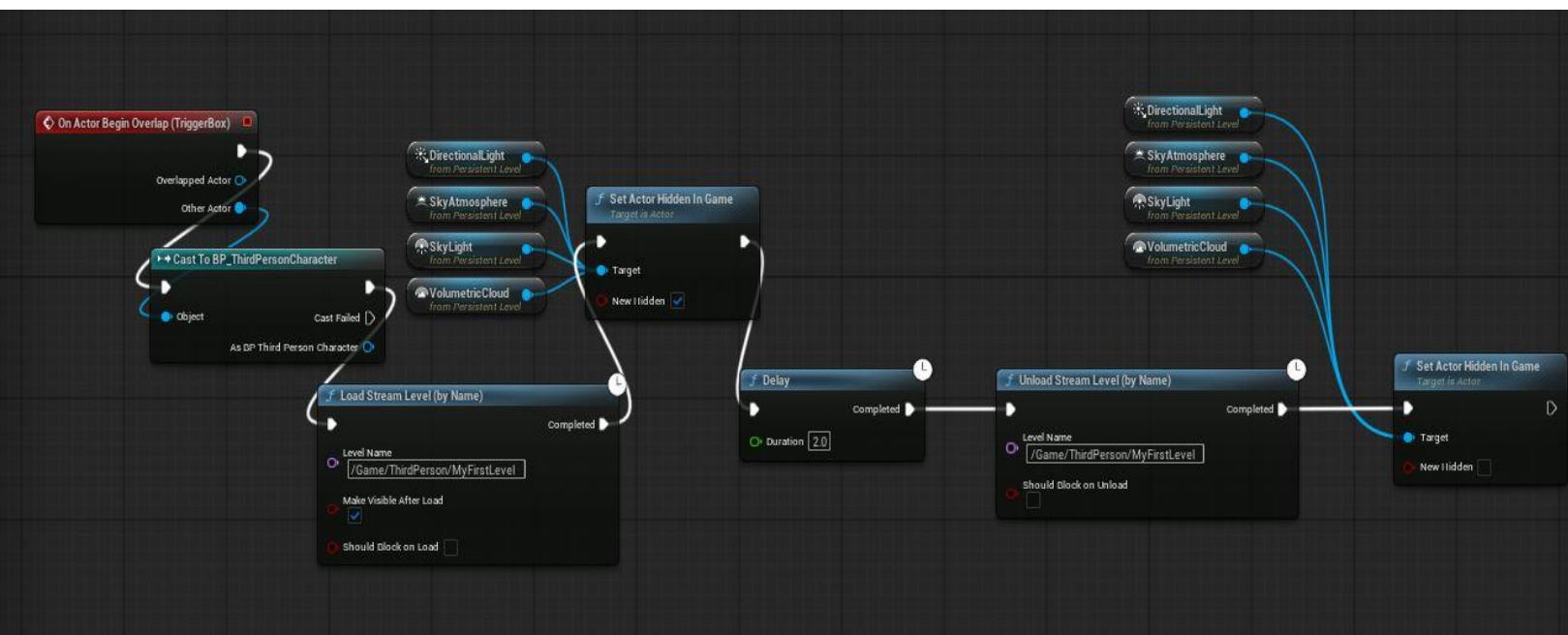
Part 2.1 ~ Created World_Persistent.

Part 2.2 ~ Setting MyFirstLevel to unload on play.

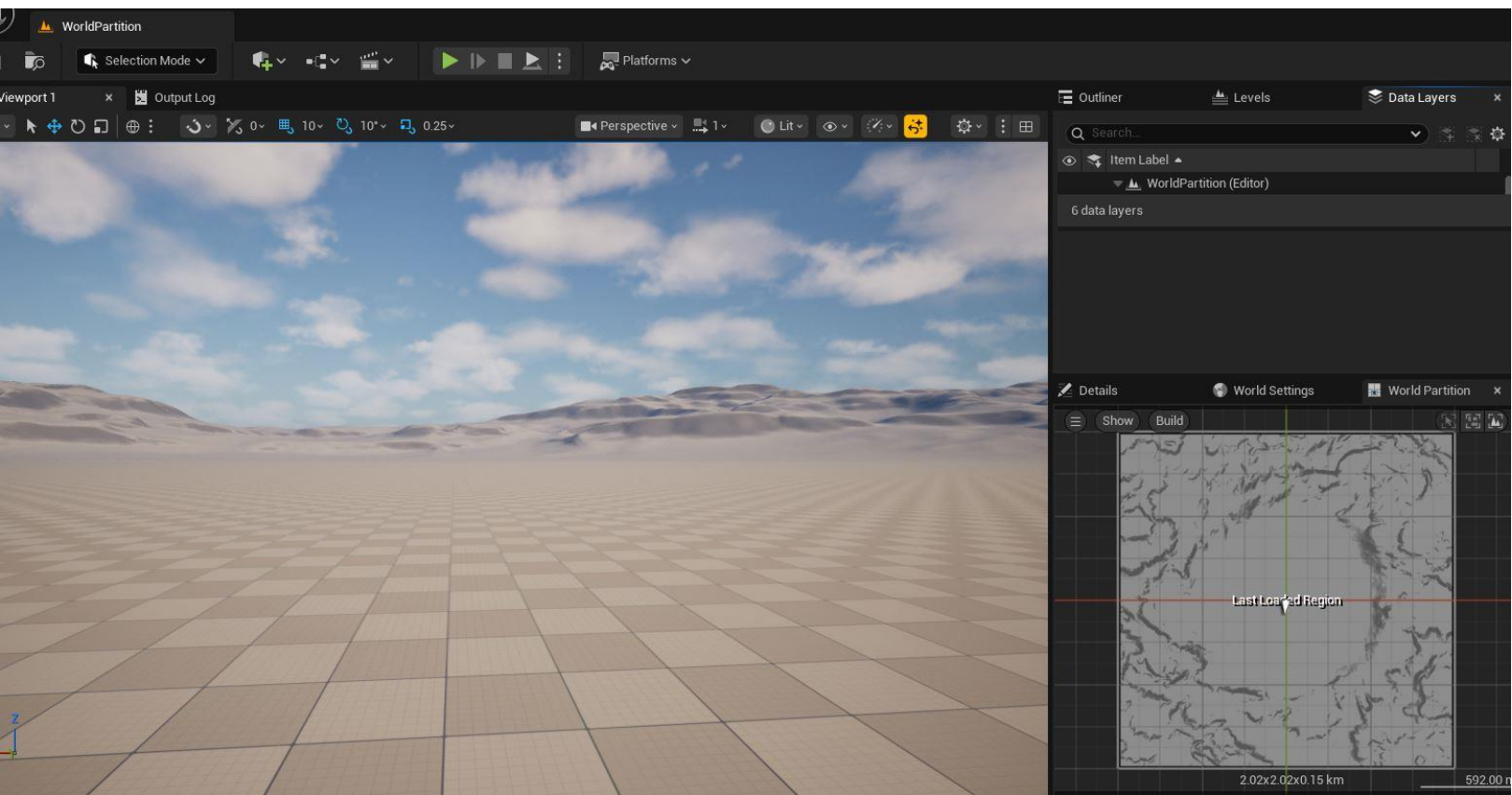## Part 2.3 ~ When hitting trigger box MyFirstLevel Loaded.
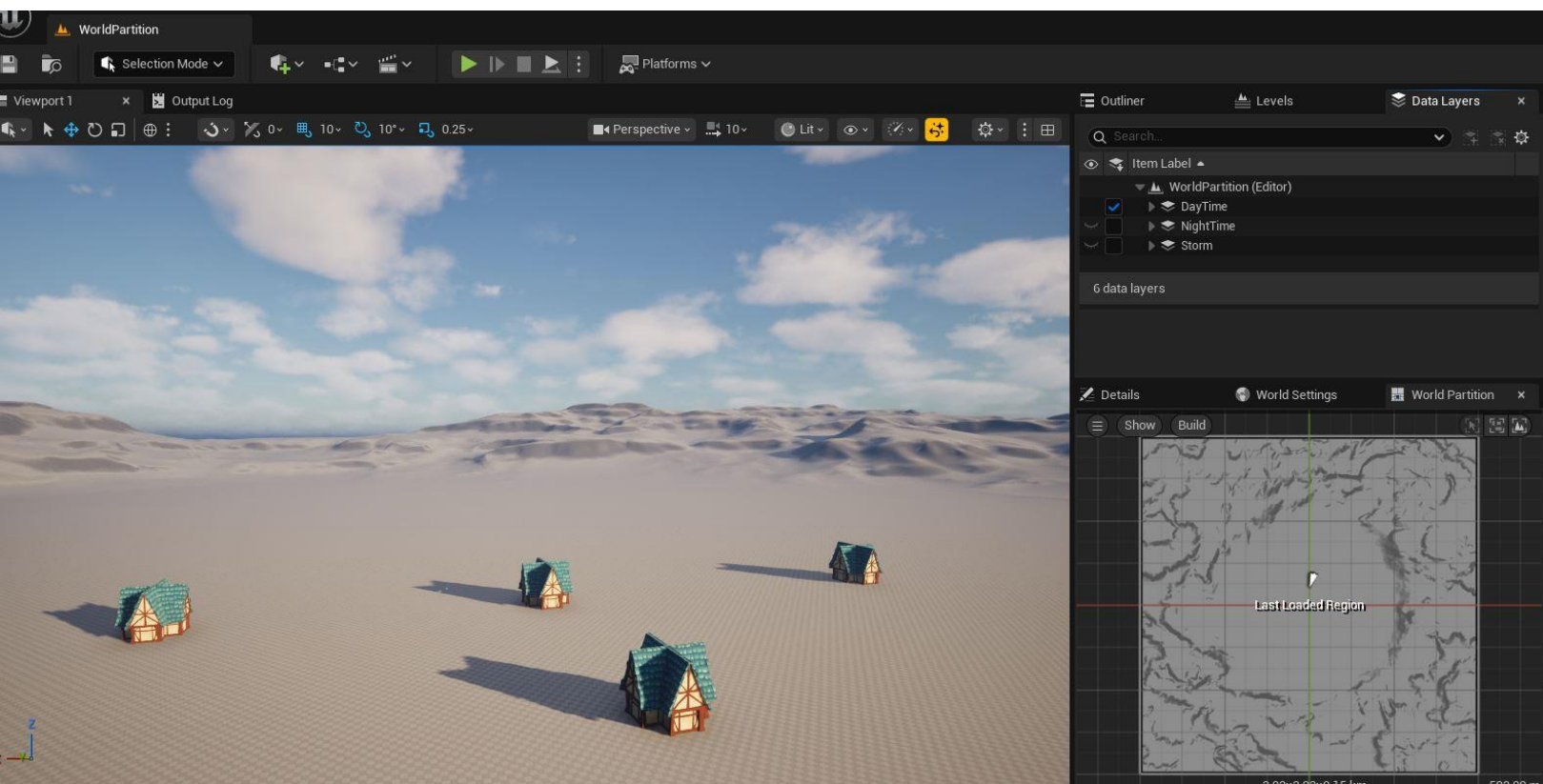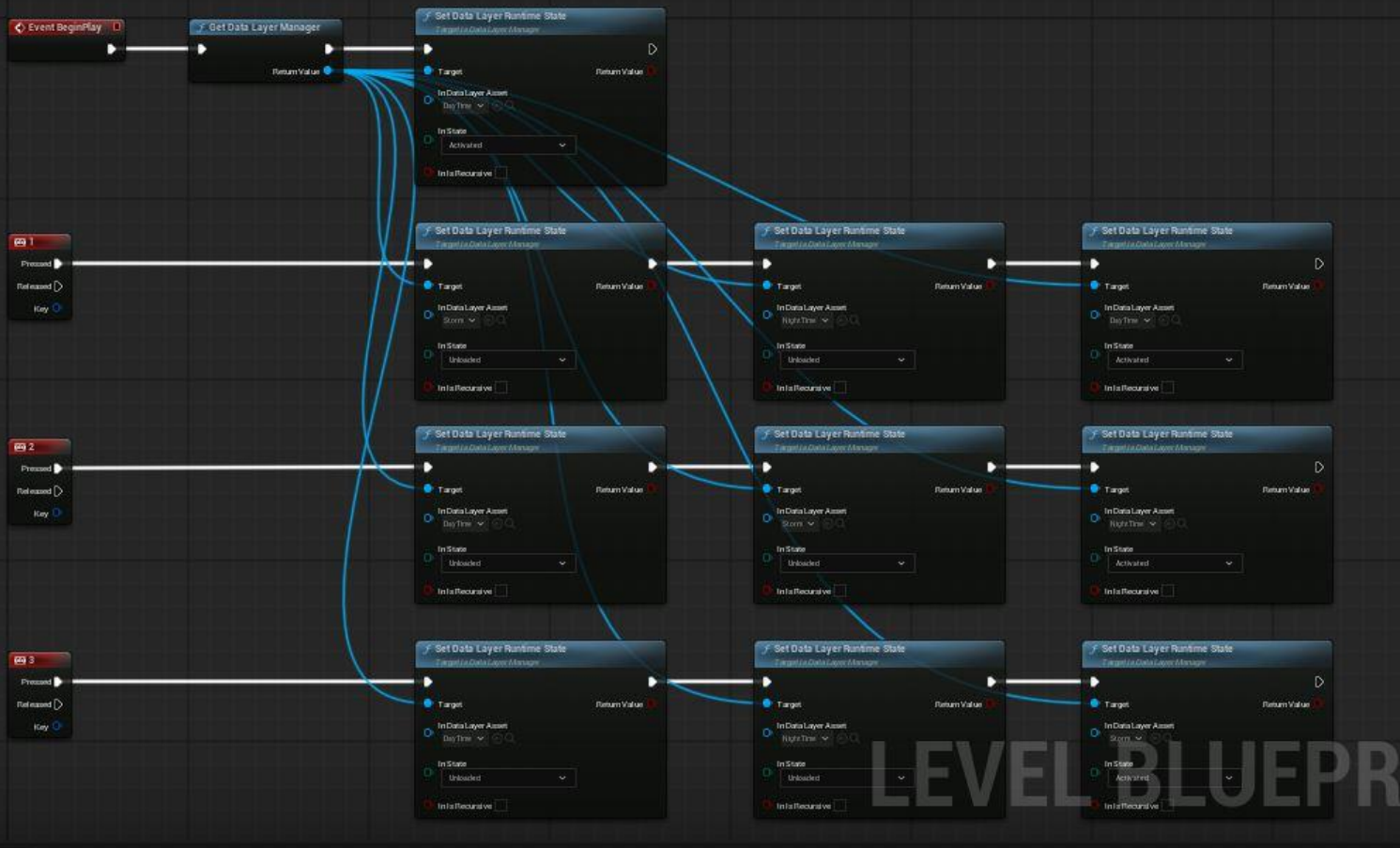

Part 2.4 ~ Code for the trigger box.

Part 3 ~ Created the WorldPartition
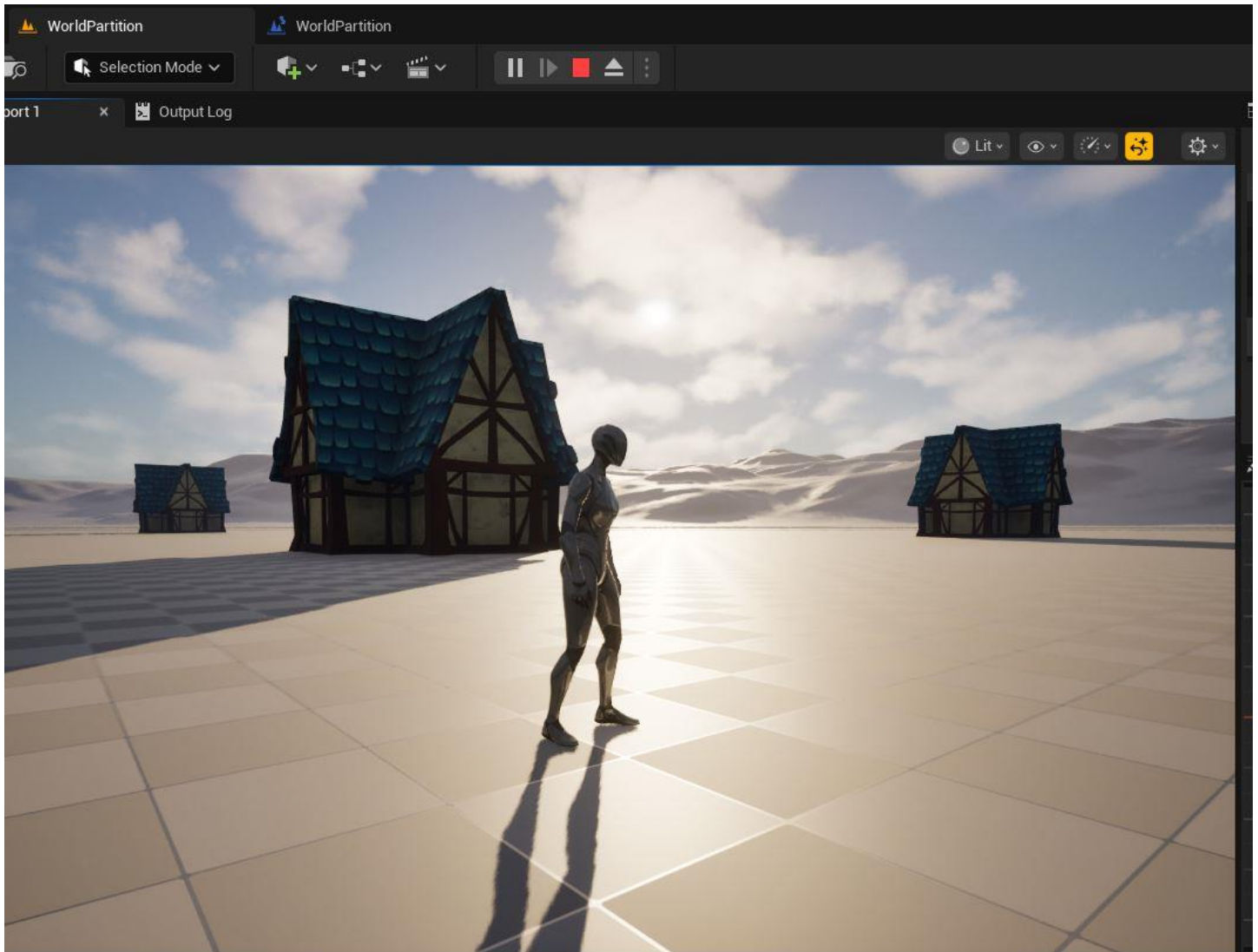
Part 4.1 ~ Created the new data layers
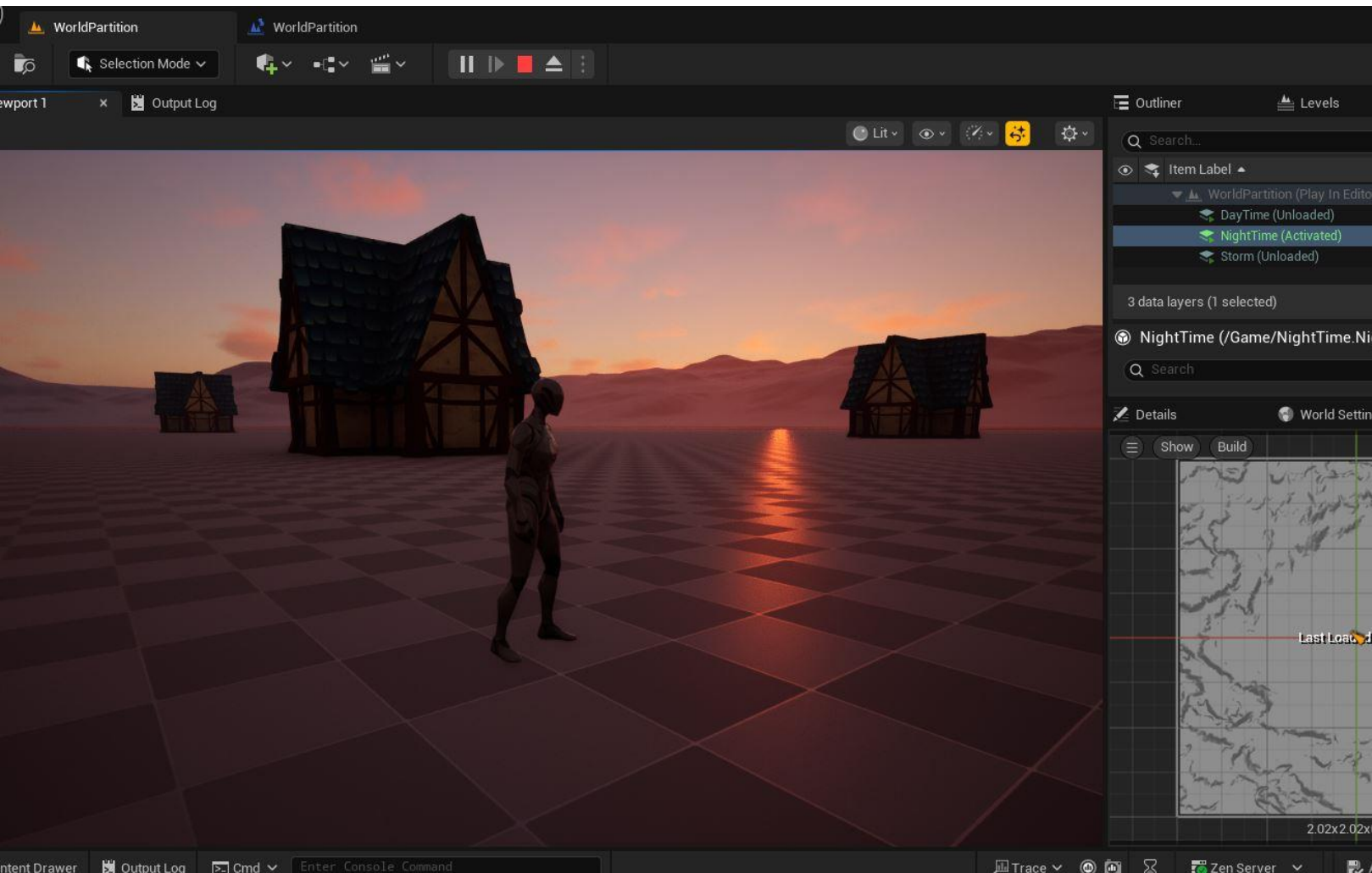
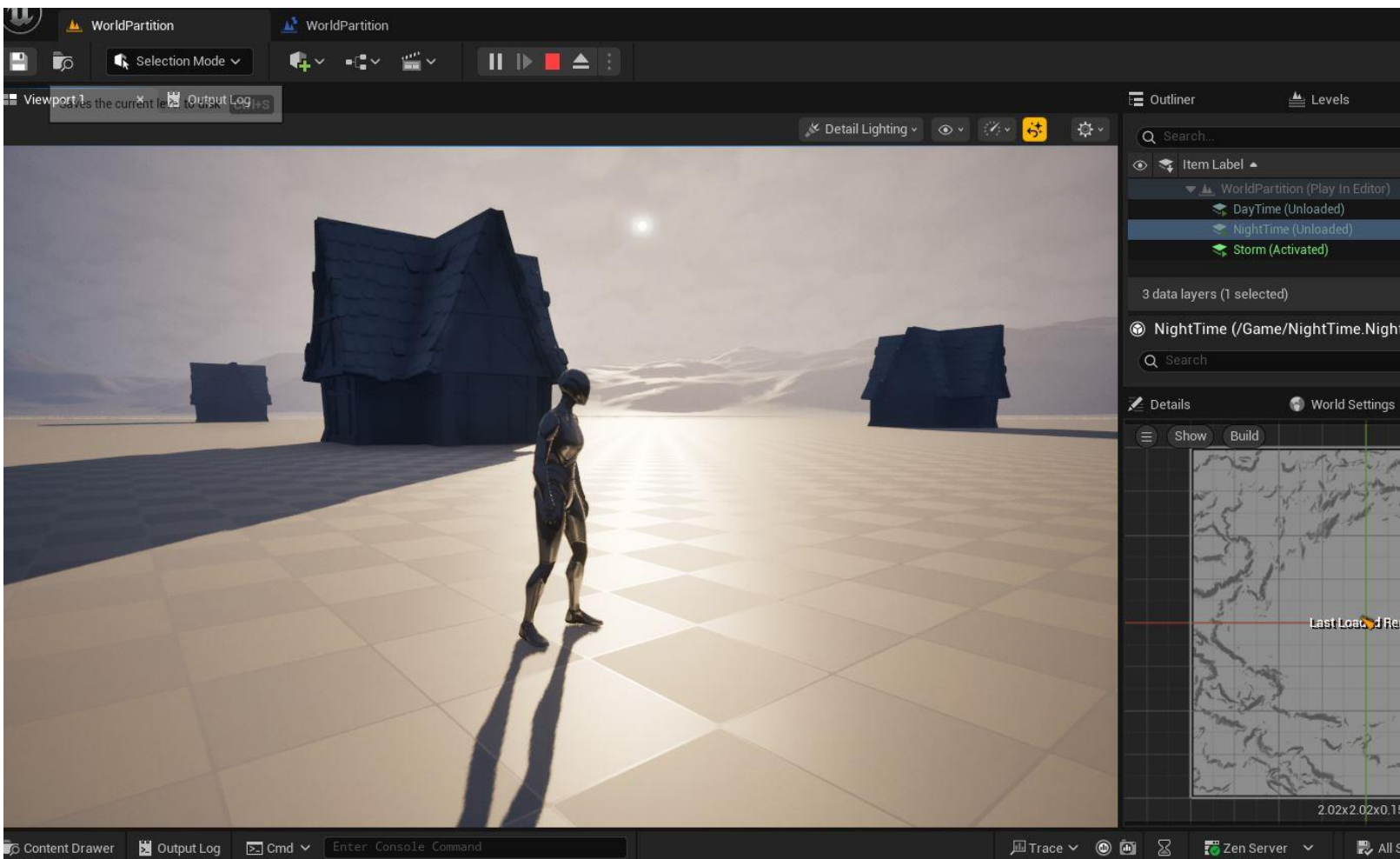# Part 4.2 ~ Code for switching environments.

Part 4.3

Daytime

Nighttime

Storm

Part 5 ~ HLOD Enabled