e-Yantra Robotics Competition (eYRC- 2016)
Task 2 – Model a Terrain

This task is divided into two parts:
- Theory
- Practice

You will find the following sub-folders in *Model_a_Terrain* folder along with this Read Me file.

1. **Theory:**
   Please find the following files in this folder:
   - Blender Game Engine Modules
     Go through the **'Blender Game Engine Modules'** file. Watch the videos and practice the concepts of Game Engine in Blender.

   - Blender Game Engine using Python
     Go through the **'Blender Game Engine using Python'** file. Links for resources are also provided.

2. **Practice:**
   Please find the following files in this folder:
   - Problem Statement 1
   - Problem Statement 2
   - Problem Statement 3
   - Problem Statement Read Me

   These files contain problem statements based on the concepts learnt in the Theory section. The teams are expected to understand the problems and use Blender Game Engine to find solutions.

   Follow the instructions given in Problem Statement Read Me file for Task 2 submission.

Note: Check that you have downloaded the correct folder. After extracting the zip file, check the name of the folder. In case you have received incorrect theme, write to us at helpdesk@e-yantra.org or submit a query on piazza forum.