

GAME PROGRAMMING

LAB I:3D Model Building in UNITY

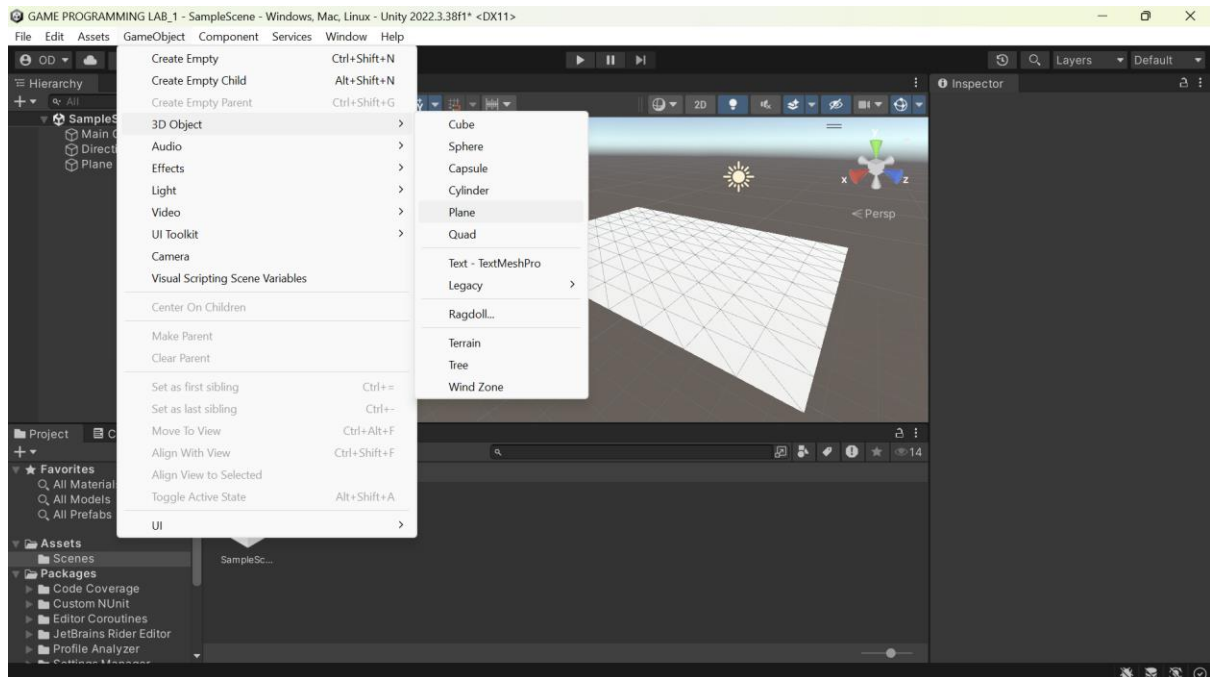
21BA11876

NAME : OM SUBRATO DEY

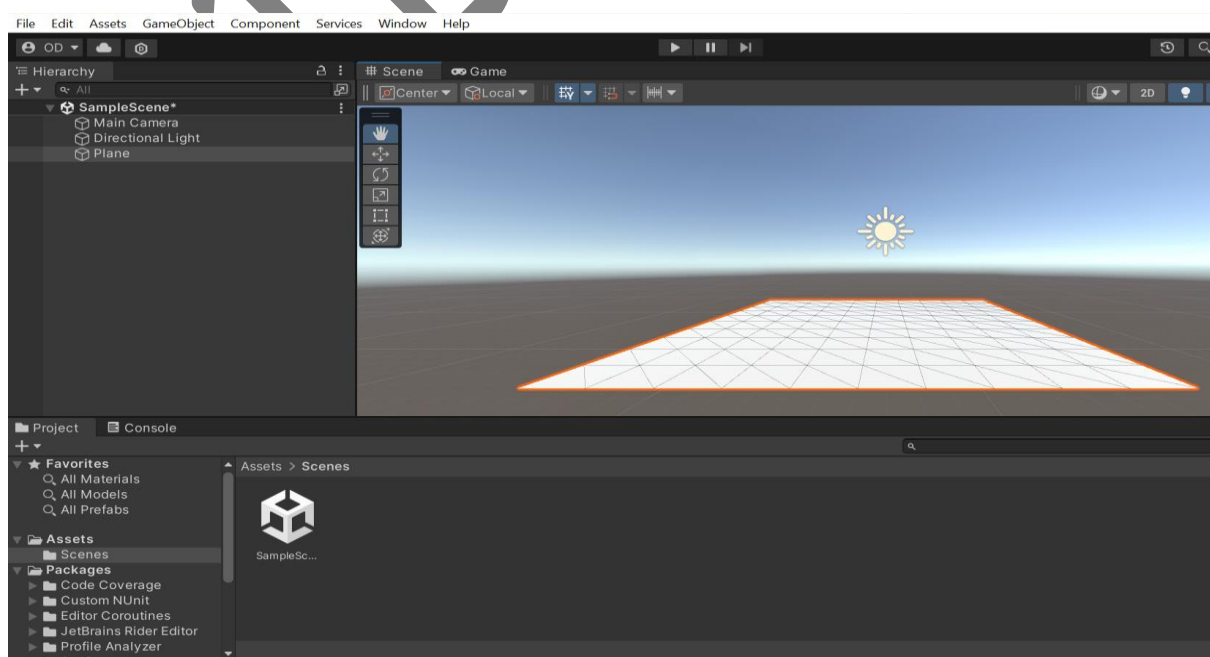
REGISTER NUMBER : 21BA11876

Step 1: Open Unity Hub and then for the my desired model, I am adding a plane initially on which I will build my model

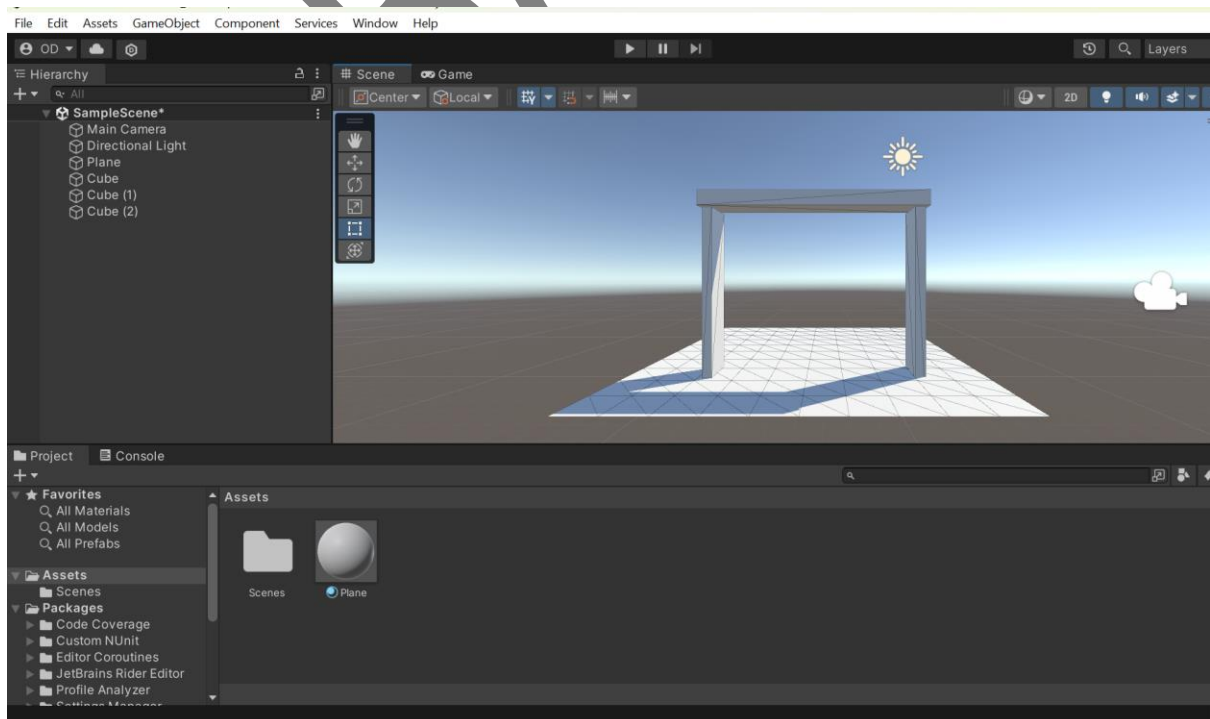
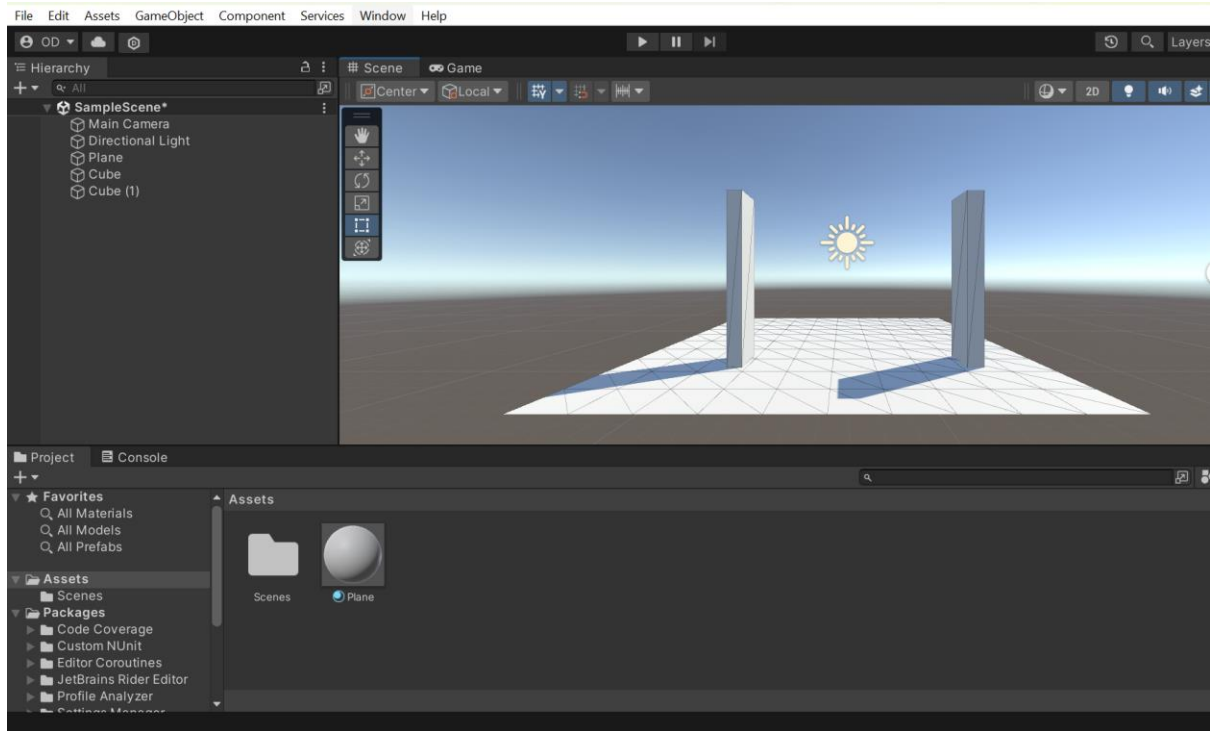
Selecting the plane:

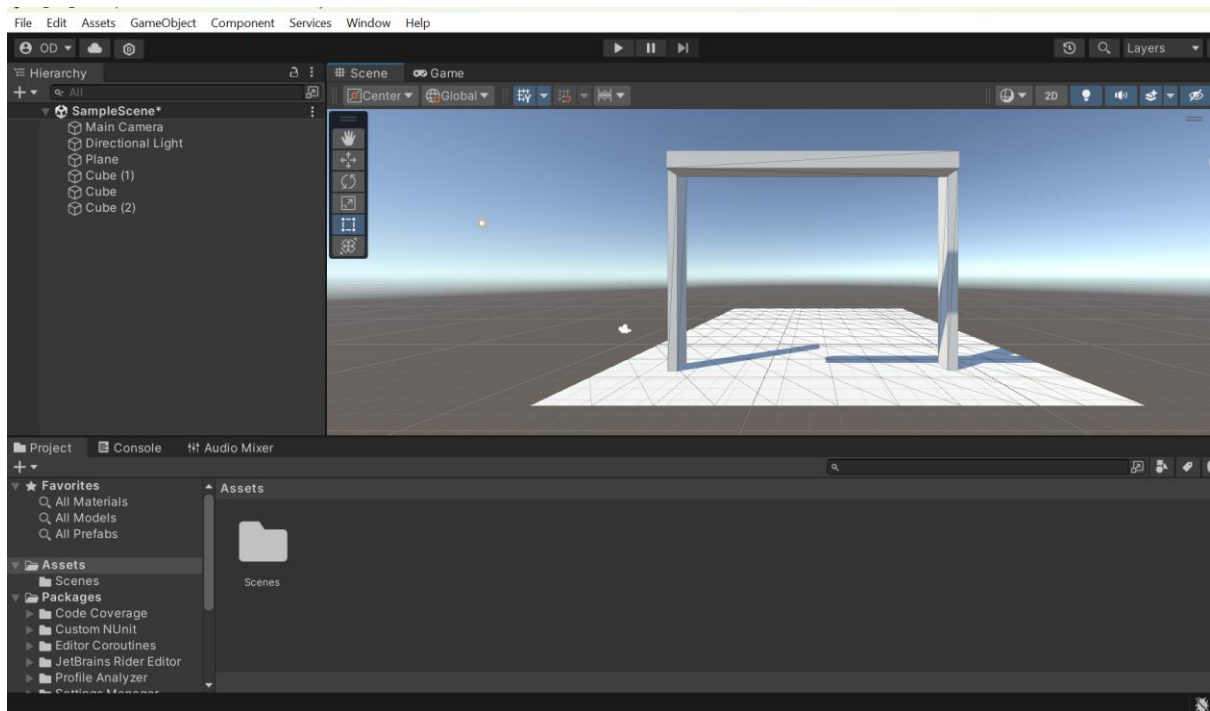


Changing the view angle:

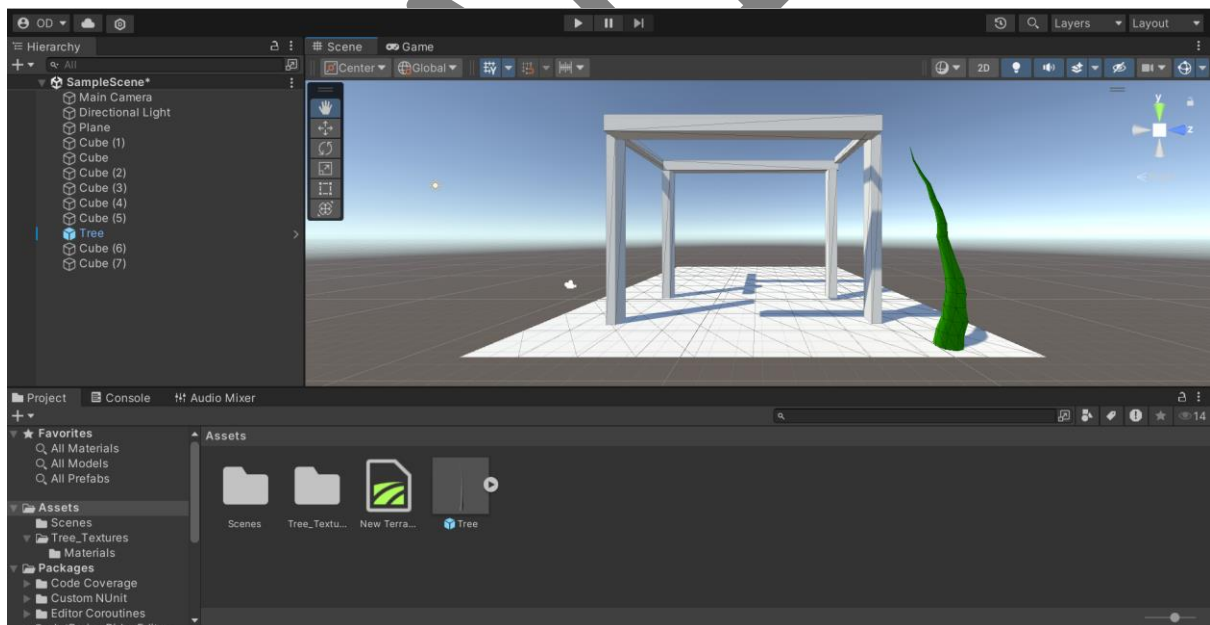
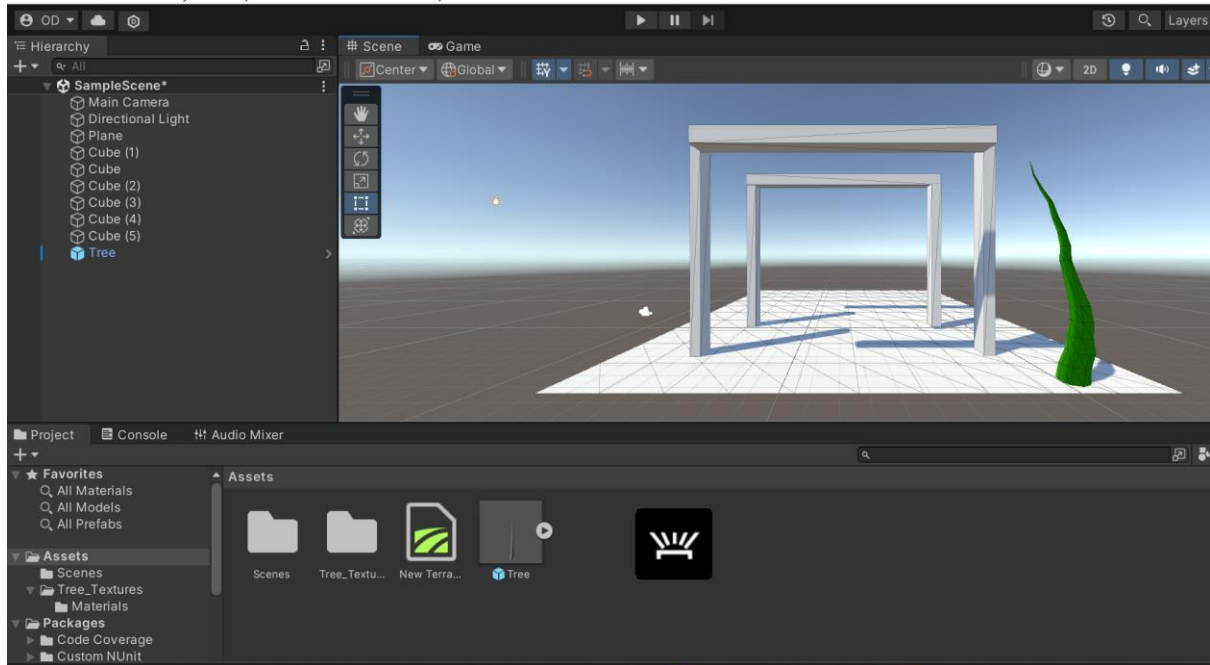


Step 2: Adding blocks to construct a suitable model

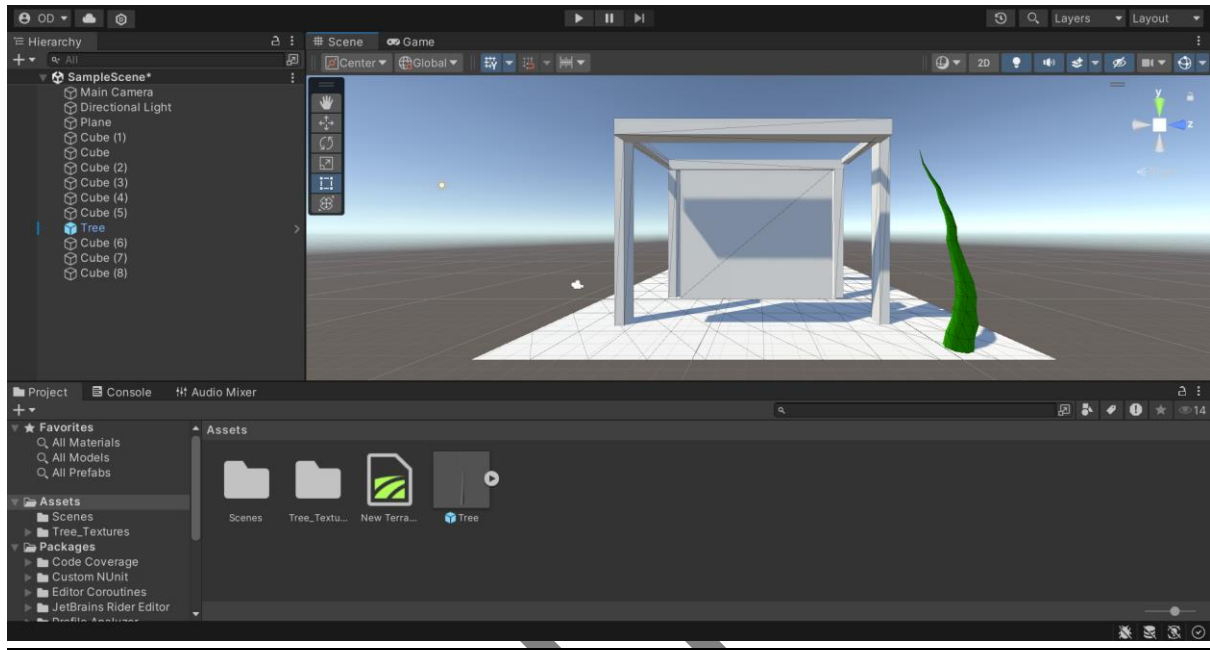




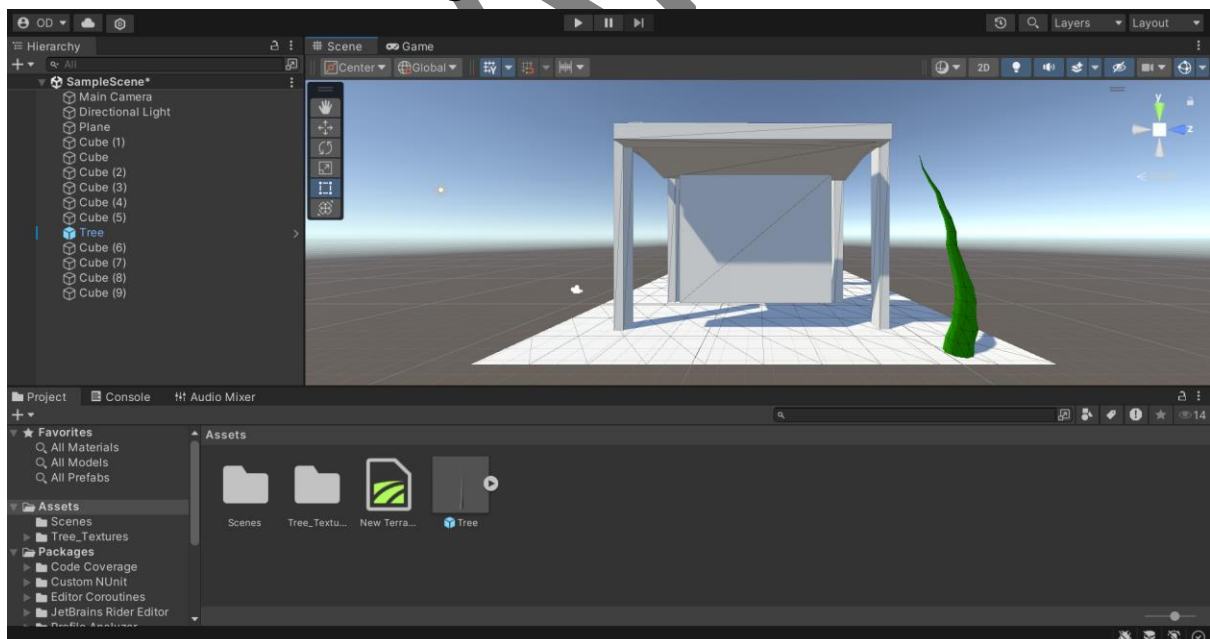
Step 3: Adding another similar set of bar blocks



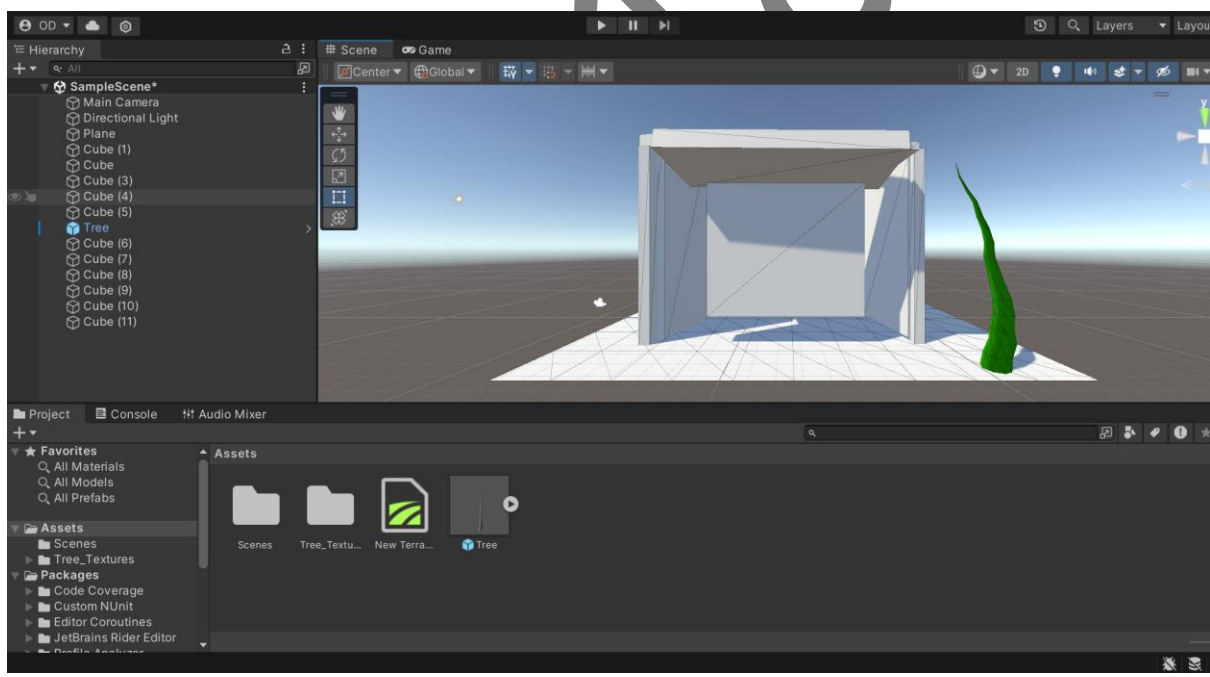
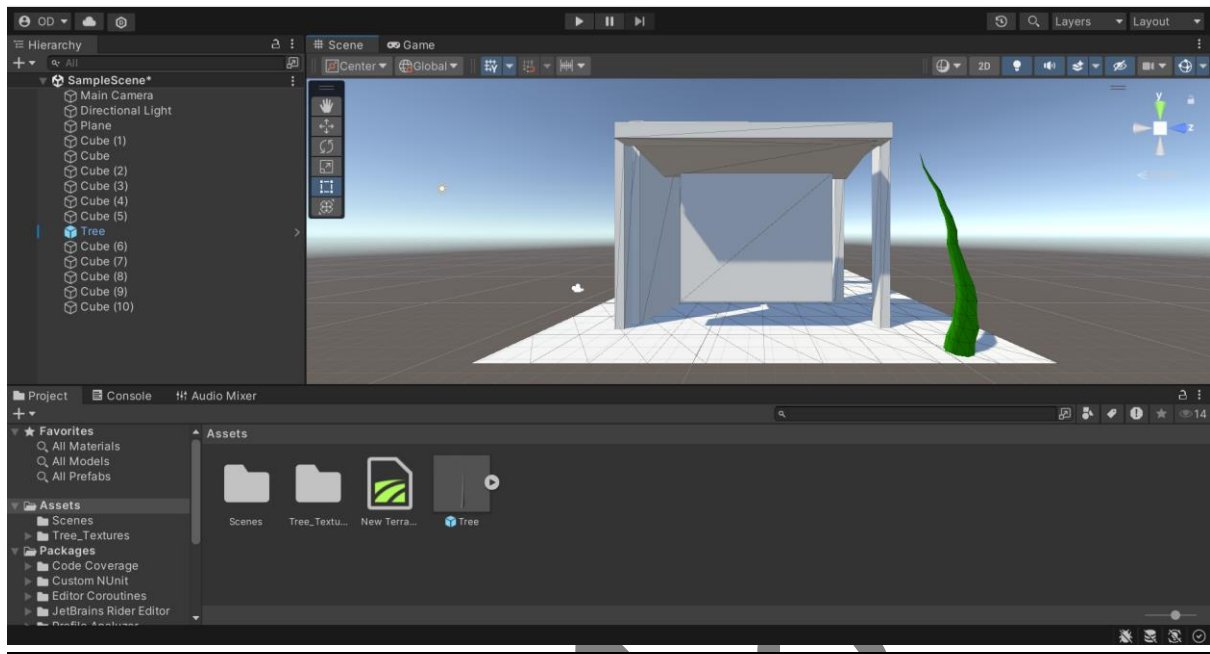
Step 4: Covering one end area of the blocks



Step 5: Covering top to provide roof



Step 6: Adding blocks on sides



Step 7: Add a car so to show that the house-like model built can be used as garage.

