

CSC8502 Coursework

Screenshots

The Default rendered scene



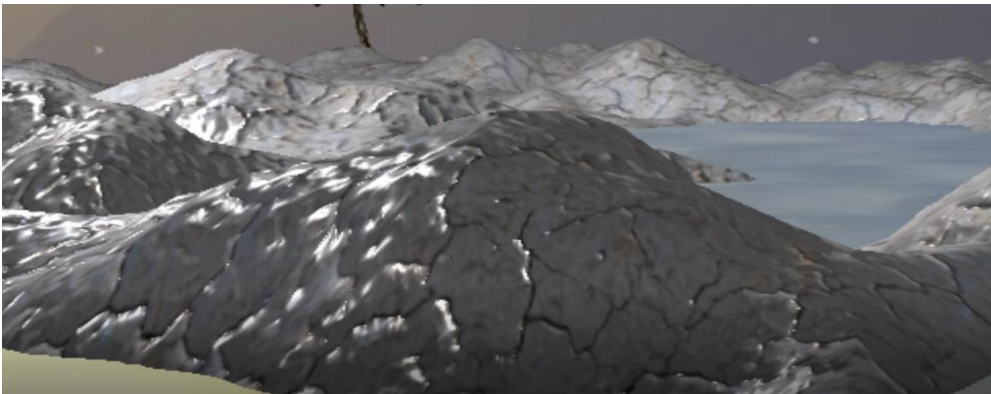
Deferred Rendering with multiple lights



General scene with landscape, environment, reflective water, tree, snowing day, advanced light and moving NPC.



A lighted realistic terrain with texture and bump



Moving water



Addition scene element (trees) and Skeletal animation (NPC)



Weather system (Snow)



Key presses

Press 1: Normal Camera

Press 2: Automatic Camera

Press 3: Default Rendered Scene

Press 4: Deferred Rendering

YouTube links

<https://youtu.be/eUWshc63YVM>

Reference

Tree meshes

<https://opengameart.org/content/free-palm-treez-v3>

<https://assetstore.unity.com/?category=3d%2Fvegetation%2Ftrees&free=true&orderBy=1>

Snow

<https://www.pinterest.com/pin/snowflake-png-design-element--591941944777046557/>