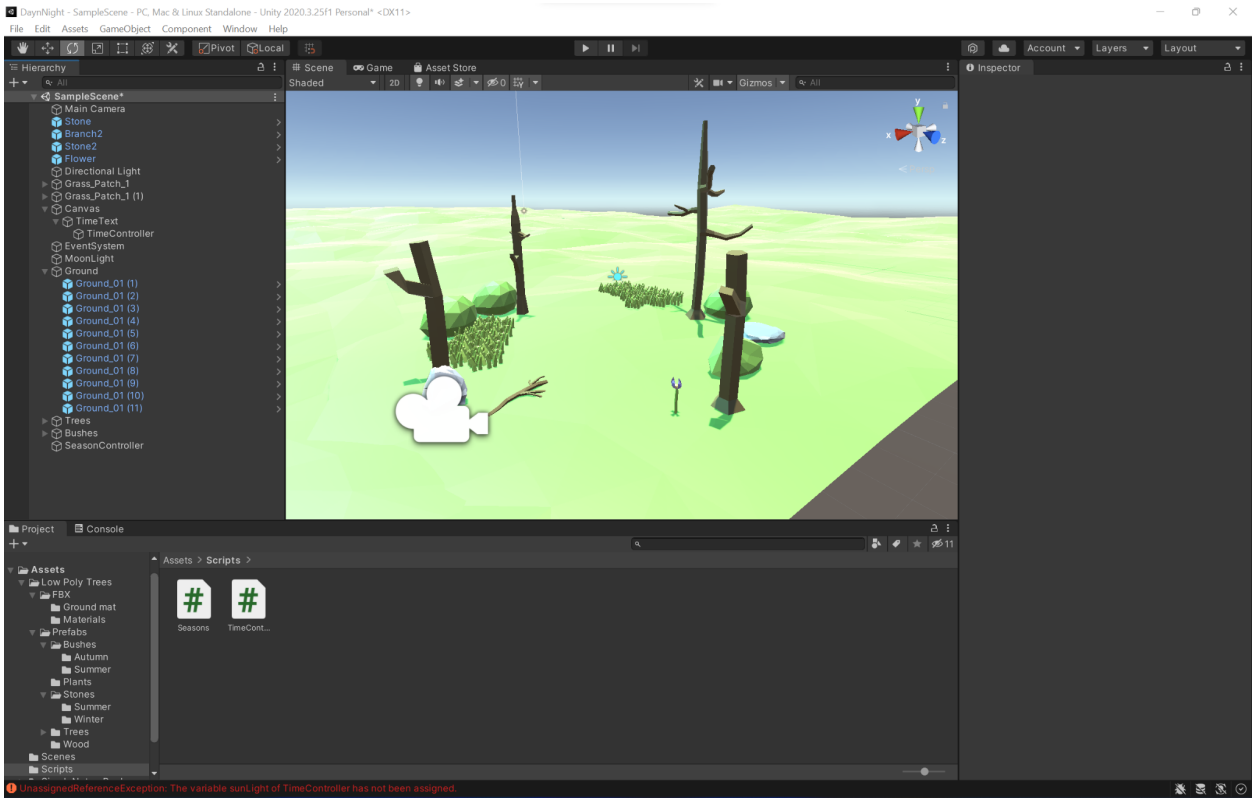
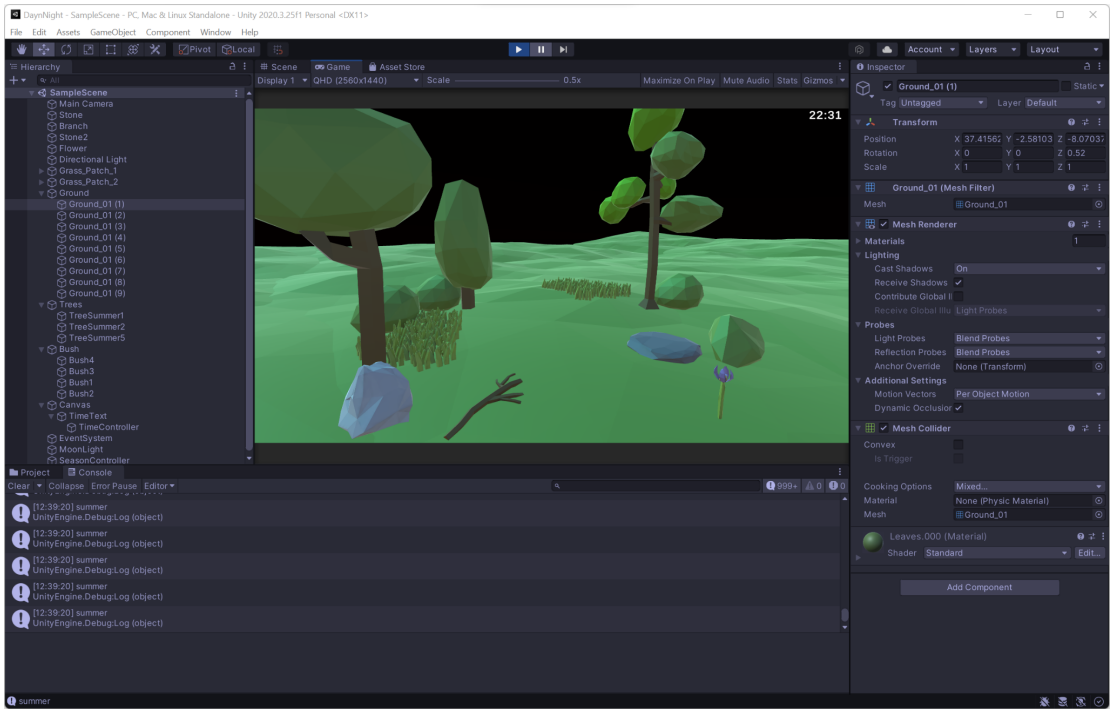
For this weeks prototype, I wanted to work on something that expressed the theme of ‘change’. When working with unity, we have such immense power to change variables, conditions, and game objects. I decided to portray a scene of a forest with a day and night and seasonal cycle. I wanted to examine the feelings evoked form a user when immersed in a world which embodies this concepts of change and cycles.

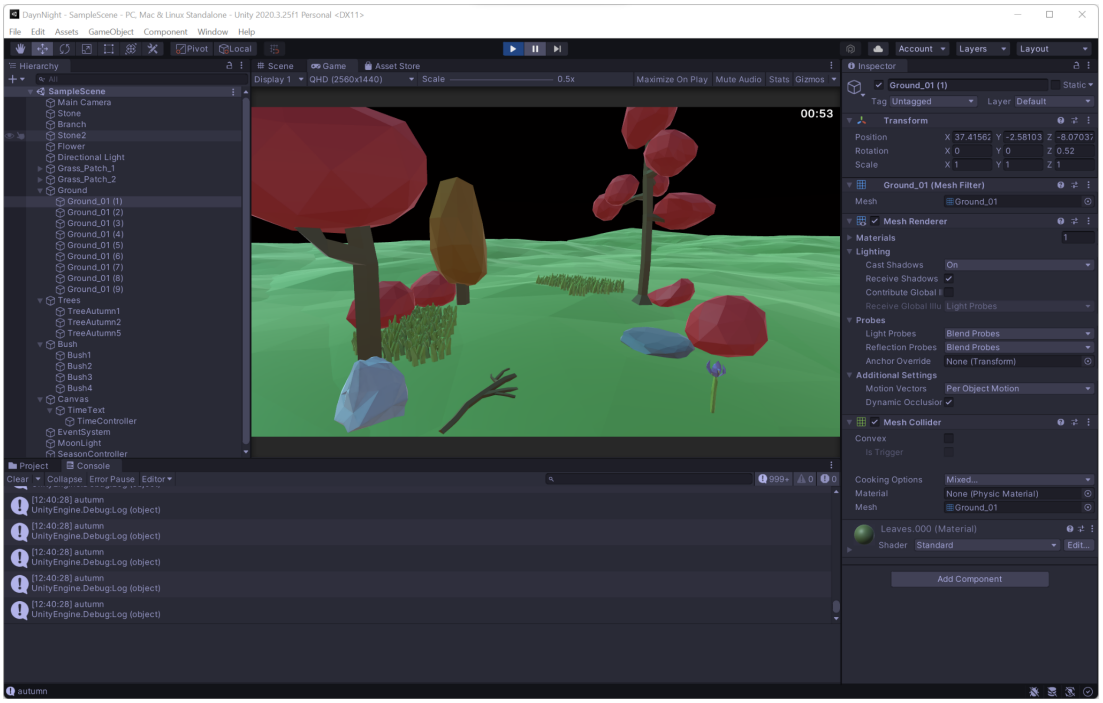


I set up a small scene and, and downloaded an asset pack which contained a variety of prefabs of objects for each of the 4 seasons.

First order of business was working on the day night cycle. This was mostly done with the help of the tutorial below. It involved establishing a 24 hour clock, which I would display on the top right corner of the screen. I then mapped the time onto a bunch of variables which controlled the angle of the sun’s directional light, angle of the moon’s directional light, their ambient color depending on the time, the curve which transitions from one of the light’s gradient colors to the other, as well as the sun’s intensity. I multiplied the passing of time with the timeMultiplier variable which would be increased or decreased depending the player input of holding the left or right arrow keys down. This added an element of interactivity to the prototype.

Once this was done I started working on the seasonal cycles. What I first needed to do was find a way to tell my script each time a day cycle had passed. This was and still is a big challenge. I found that the only two components that could signify a day passing was the time and angle of sun. However, because of the speed at which the days and nights go by due to the timeMultiplier variable I use, its hard to find a consistent way to map angle or





I needed to change the ground material for each season, but did not have the time to learn how to do that with code. Furthermore, I would use the same code template for each changing of season, but when it got to changing the season from autumn to winter, I ran into a bug which made absolutely no sense. I would use var to save the returned data of each Instantiate, however in the autumnToWinter function, I was getting an error saying that a gameObject needed to be returned instead. Due this bug its not possible to go from winter back to Spring, meaning that my attempt seasonal cycle was an L.

Super disappointed not to have a working prototype after all the time I put in, but that's just the nature of learning Unity. Running into a problem which absolutely makes no sense is super frustrating too, but c'est la Unity.