

REEM ABDU AL NASHREY

Notes:

Youtube Video: <https://youtu.be/zWRD2TS6Fb8>

Git URL: https://github.com/b8050807Newcastle/CSC3231_Coursework_Reem_New

My project is not reaching 60 fps because I have trouble making the unity use my GPU instead of CPU.

In this document I will describe some of the features that I have done in my coursework.



Feature (Lens Flare)

I have two different types of lens both coming from the sun.



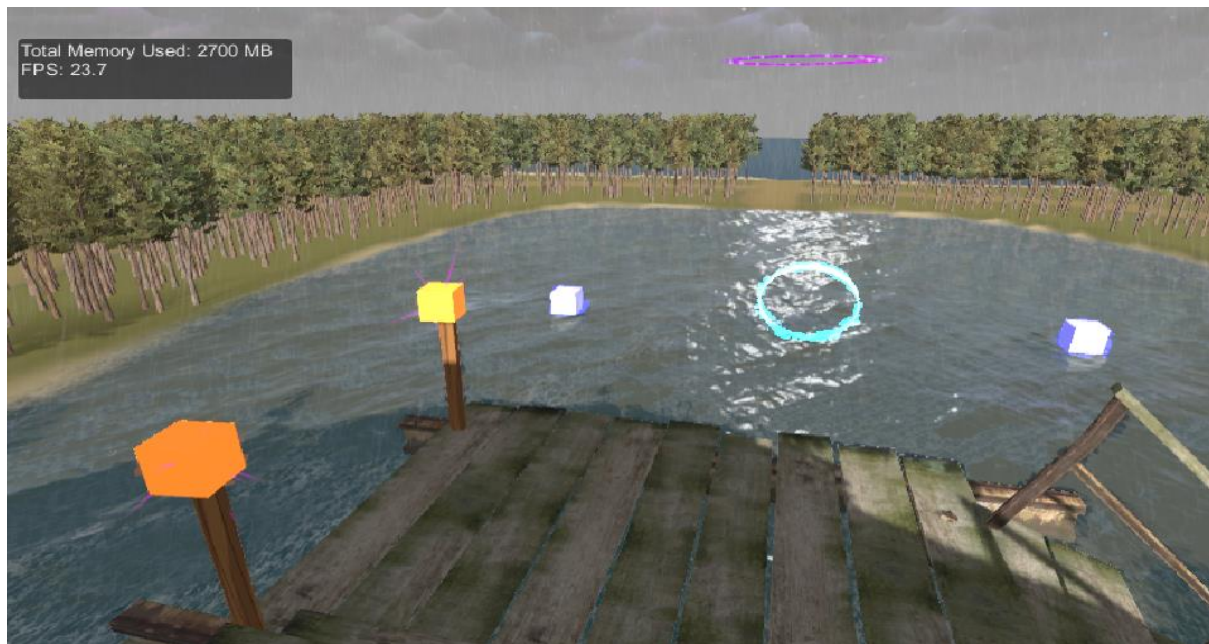
Feature (Waterfalls):

I have two waterfalls in my project each one has eight particle system such as the water coming out from the mountain to the lake, the water falling from the mountain makes waves in the lake, the water coming out from the mountain makes the lake sprinkle water drops as well as the water is assumed to be hot so it creates steam coming out from the lake.



Feature (Fire)

I have added some burning firewood on top of the mountain.



Feature (rotate and move);

I have added cubes on the stair and the cubes rotate and spits flares. The square cubes in the lake moves up and down. The circle flare ring in the lake moves in different appropriate directions to make a beautiful looking show.

Feature Weather (rain,fog,windy).

I have added real looking rain, fog and winds in the environment.

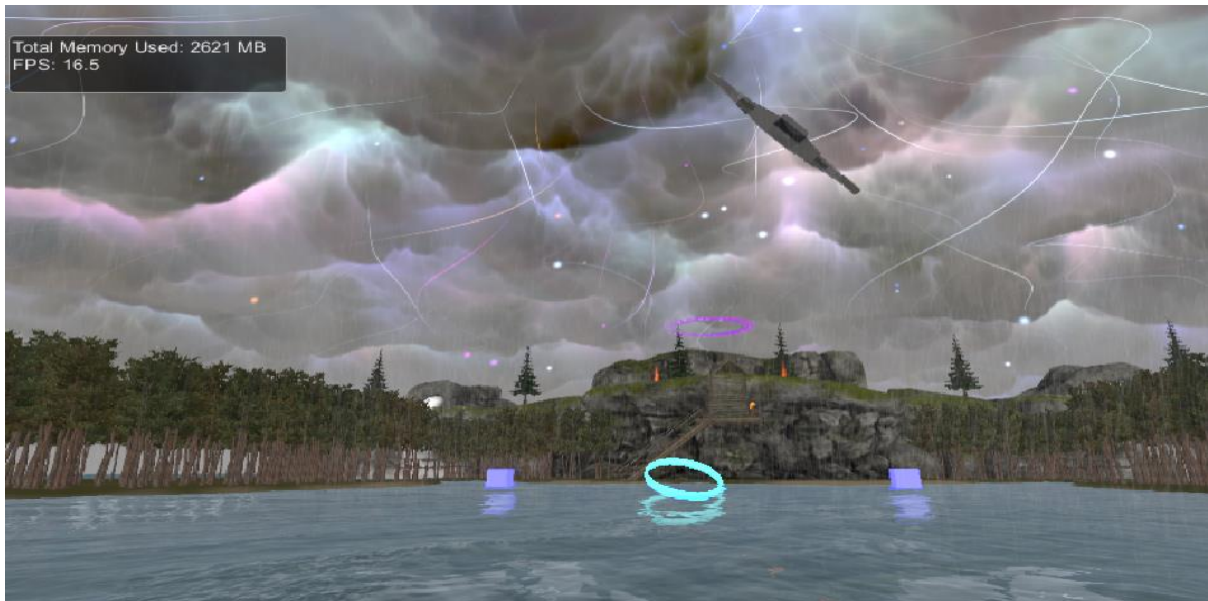
Feature (day and night):

So the scene start from night where the users can see beautiful stars in the sky and it slowly shift the lightnings and make the stars disappear slowly before it becomes day and the sun is out.



Feature (skybox(cloudy-lightly))

I have added clouds in the environment which moves and light comes out of them as well.



Feature (Lighting)

I have added a lot of different lightnings in the environment such as moving lightnings in the sky which can be seen from anywhere as well as I have added a rotating light ring which rotates on top of the middle of the lake.



Feature (SpaceShip)

I have added a spaceship which looks like the one in the star war movie. Which fly around the terrain.

Feature(FPS and memory counter):

I have added a custom FPS and memory used counter in the project.

Feature(Moving trees)

The trees in the environment moves with the effect of the winds in the environment.

Reference :

- 1- <http://mrwasd.com/wp/>

<https://design.tutsplus.com/tutorials/how-to-create-custom-water-splash-brushes-in-adobe-photoshop--cms-23297>

- 2- <https://unsplash.com/photos/Nz-zAt4qiuU>
- 3- <https://www.pinterest.com/pin/721561171523659073/>
- 4- <https://assetstore.unity.com/packages/3d/environments/sci-fi/real-stars-skybox-lite-116333>
- 5- <http://vfxmike.blogspot.com/2018/07/dark-and-stormy.html>