Assignment 6 - Virtual Human

This assignment adds virtual humans to the virtual scene your group created in Assignment 5, and allows interaction with them. You can download some free 3D characters from the Unity Asset Store or other websites. Some websites are:

* Mixamo <https://www.mixamo.com/>, (Requires free sign-up)
* Microsoft Rocketbox, <https://github.com/microsoft/Microsoft-Rocketbox>
* Open3DModel, <https://open3dmodel.com/3d-models/rigged>

Feel free to use your 3D characters if you have already them. Please note that you need to use “rigged” or “animated” 3D characters to assign animations.

You can also download free animations from the Unity Asset Store. Requirements (454/654):

1. Add one virtual human that represents a user. This virtual human always follows the HMD position. (10%)
2. Add one virtual human to your scene that a user can interact with. (10%)
3. Assign proper animations to the virtual human. For example, the virtual human that follows the HMD position would have a walking or running animation while navigating. (40%)
4. The virtual human needs to interact with a user in two different ways respectively. This can include facial expressions, gestures, body language, responding to user input, etc. (40%)
   * **These interactions should be kept RESPECTFUL and APPROPRIATE!**

**Additional Requirement for COMP 654 group(s):**

1. Your scene will need to have at least TWO virtual humans that the user is able to interact with.
2. Additionally, these virtual humans need to interact with the user in THREE different ways, respectively.

To learn, how to rig and animate a 3D character in unity (with Mixamo): <https://www.youtube.com/watch?v=4ukTi6rYWII>

To complete this assignment, please submit a one-page summary to Blackboard. Your group will also show off your scene with VH (Virtual Humans) at a later given date.  
  
Due date (Blackboard submission): March 16th by 11:59 PM  
  
Scene and VH Presentations: Monday, March 18th and Wednesday, March 20th in class