

## Assignment 2

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### Summary

The scene features a skybox from the unity assets store, it's free and looks like outer space. It can be seen from the two windows, one in each room, looking out opposite sides.

The theme for my first room is a dungeon. It features a table, bottle, two boxes, two columns, three candles on the table, and a torch. It has an orange light inside of the flame of the torch. The textures on the walls are rudimentary but I wasn't able to create my own meshes in a separate app so I worked with what I had. Because the door didn't have a location constraint in the assignment description the door is located against the wall, I think this fits with the theme because it's a false door, giving whatever prisoner is trapped in the dungeon a false sense of the possibility to escape.

The theme for my second room is a farm. It features a planter box, four tomato plants inside the planter box, large rock, blades of grass, and a tree that intentionally clips into the ceiling (I thought it was funny. Again the textures are rudimentary but they work. The light source for this room is placed near the ceiling and is white to represent the natural light one would find on a farm.

Screenshots on next page

Room 1

(door not pictured)



Room 2

