# Pachinko Geometry notes for programmer

- Due to the overall shape of the my geometry differing to Toms sketch, I have tried to replicate his Pin positioning in a way that I feel suits this new shape best, whilst trying to keep as faithful as possible to his design. All pins are separate geometry in case you need to adjust.
- The large central screen has its own material and texture map so that the texture can be easily changed if an event is triggered without having to change the whole model texture. At this stage I have only produced the screen you see however I will try and complete the rest tomorrow (today Sunday).
- Power adjust nob is separate geometry and named Nob_Handle
- All trays are separate geometry and named Bottom_Tray, Left_Tray and Right_Tray

In case you still want to implement one of the original features in the brief, I have created covers seen below…

…when an event is triggered, (the covers are also separate geometry named Left_blackYellow and Right_blackYellow) can be slid up as shown below. I have not had time to animate this myself however I assume it should not take too long to implement straight into the code
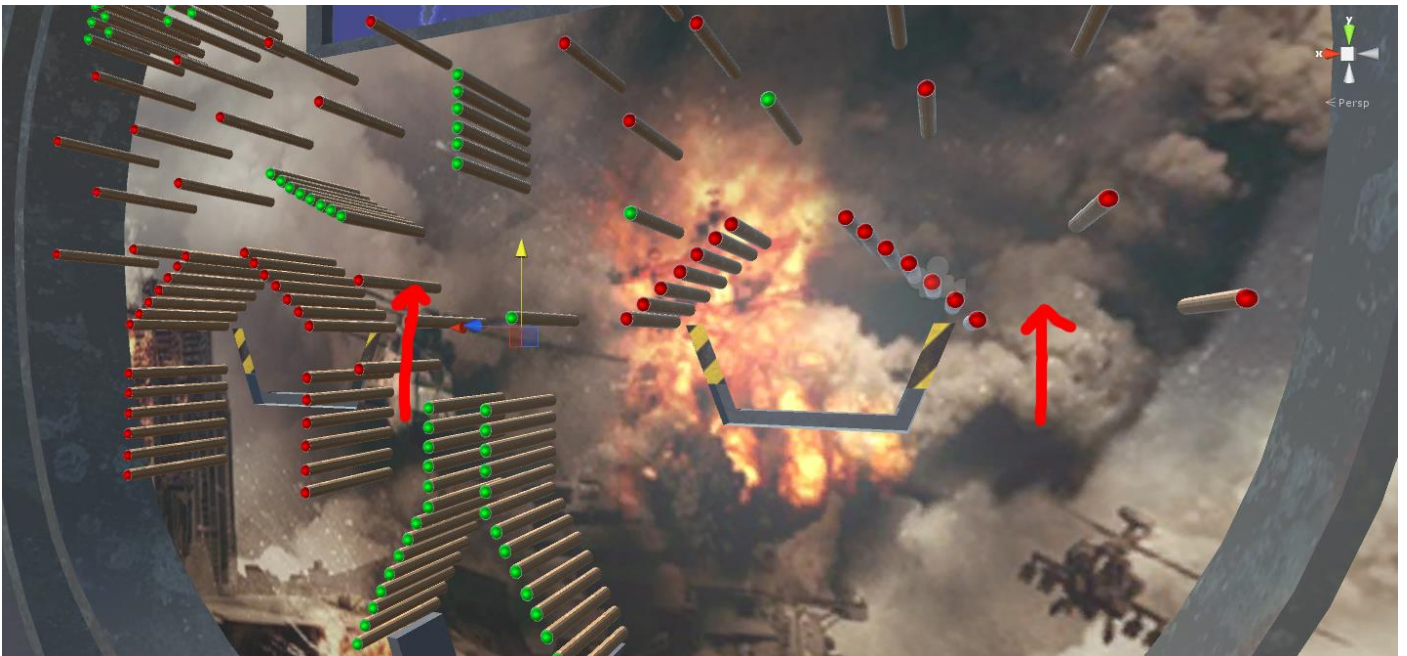
This is then followed by the two remaining trays coming out as seen on the next page…
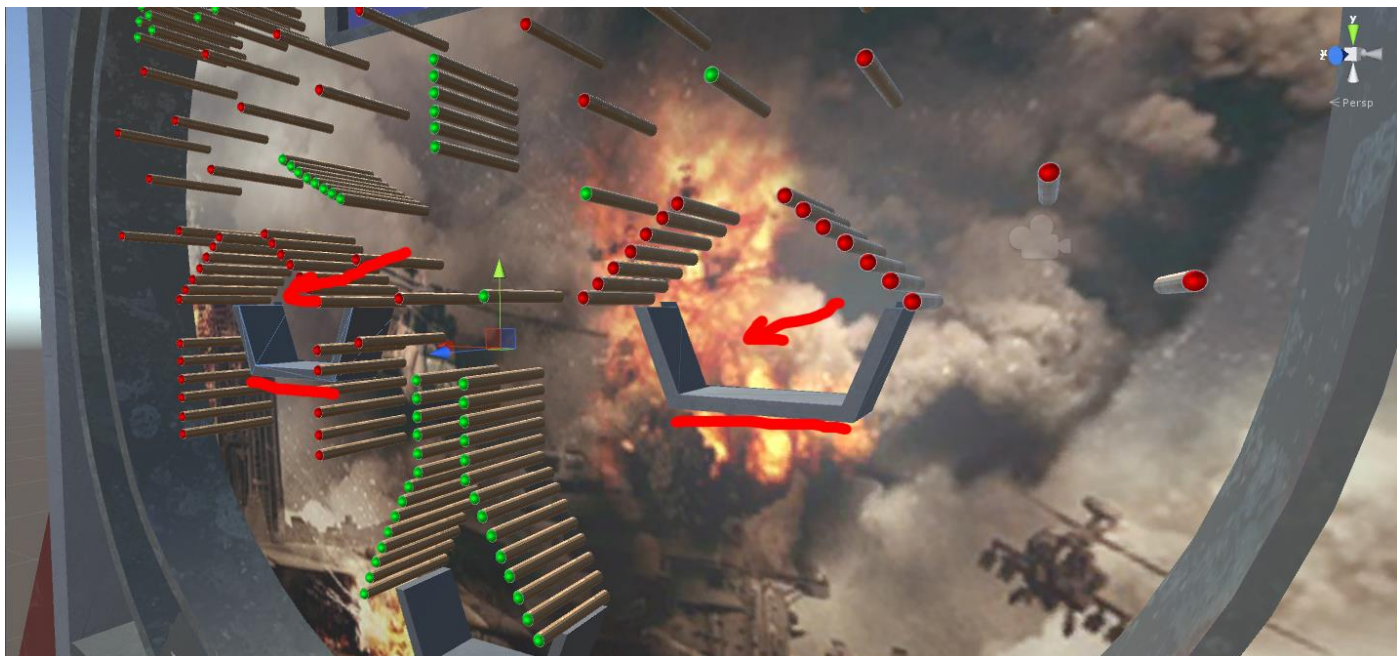
- I have left the bottom left screen black for you to place some UI elements or player score etc

Please feel free to ask me about anything at any time and also let me know if you need any help with scene lighting.

Regards,

Emanuel