Corwin Schrauth

HW 7

CSC 3150

Homework Seven

2.a) Describe Grid Snapping and Incremental Snap in Unity. [2 pts]

* Grid snapping is a feature in Unity that assists in positioning objects by aligning them to a grid. Incremental Snap is the ability to move, rotate, and scale an object by a fixed size.

3.a) Explain the ExecuteAlways attribute in Unity. [1 pt]

* The attribute in Unity allows a script to execute in both Scene and Game mode. It is used to test a script's behavior during a game's development..

5.a) Explain the behavior of the linear interpolation (LERP) function in Unity. Be sure to explain each of the input parameters of the LERP function. [2 pts]

* The linear interpolation function generates smooth transitions of game objects as they move from one point to another. It moves between a starting point and an ending point based on a percentage of how far it should be between those two points. The input parameters of the LERP function are the start position, end position, and travel percentage.