# Project 2 - Unity3d

## Description

Create a Unity3d project with two scenes. The first is a start screen and should only consist of a start button. When the user clicks on the button, the second scene should start. The second scene is an outdoor environment consisting of 1) a terrain, 2) an indoor structure, and 3) a user interaction. The user should be able to navigate your environment via a first-person camera. This document lists the minimum requirements and you are welcome to expand this project. However, please note that it is better for you to meet the minimum requirements with high quality than to have a larger, more complex environment with less quality.) You must use Unity3d version 3.4.2 for Windows.

**Terrain**

The terrain should be 512 x 512 x 512 and include mountains, valleys, trees, vegetation, at least one body of water, a skybox, and a particle system.

**Structure**

Somewhere in your terrain build a simple structure made of Unity3d primitives into which a player can go. Create and import a new texture. Use this texture to create a new material and apply the new material to the structure. You may need to create/import more textures and materials depending on your structure. Please read the submission directions regarding your new materials carefully (see below).

**Interaction**

Allow the user to interact with your level with a simple script. You could, for example, write a script that will allow a user to toggle the particle system on/off, alter the particle velocity, enable/alter the fog, trigger a door, etc. The interaction can be almost anything except for changing light colors (like we did in class). Please read the submission directions regarding your interaction carefully (see below).

## Grading

You will be graded according to the above requirements (65%) and the overall quality of your project (35%). Quality includes the aesthetic appearance, creativity, and flow of your environment.

## Teams

You may work in teams of up to two people on this project. You may work side-by-side, divide the project between the members, or a combination of both. If you work with another person, you must submit a report detailing the contribution of each member. If the contributions are reasonably balanced, both members will receive the same grade. If the contributions are heavily unbalanced, the

instructor reserves the right to require an additional project (which will replace this project) from the team member whose contributions were lacking.

## Outside Resources

You **are not** allowed to use textures, materials, 3d models, or code that you did not create.

## Due Date

This project is due on March 17. You may turn in the project late in which case five points will be deducted for each day late (not including weekends and holidays). Projects more than five days late will not be accepted.

## Submission

Because of the size of these projects, you will need to turn in your work as follows:

1. Zip your entire project directory into one file.
2. Upload your work to a Google Drive or Microsoft SkyDrive account.
3. Create a link to your zipped file.
4. In a text file place the
    a. Link to your project.
    b. Description of the interaction that you implemented.
    c. Name(s) of the texture(s) and the corresponding material(s) that you created.
    d. Contributions of each team member.
5. Submit the text file to Blackboard by the due date.