Create a 3D Scene

In pairs or small groups, create a simple 3D scene using Godot Engine. Experiment with different 3D objects, materials, lighting, and camera settings. Present your scene to the class and explain your design choices and techniques used.

Your Scene:

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# Peer Feedback

As other groups present their 3D scenes, provide constructive feedback and suggestions for improvement. Discuss the different approaches and creative ideas presented.

| **Peer Feedback** | **How did you use it to improve your Design?** |
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# Creating a 3D Scene in Godot

1. Explain the steps to create a new 3D scene in Godot.

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2. What is the purpose of the Transform tool in manipulating 3D objects?

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3. How can you create and apply materials to 3D objects in Godot?

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4. Name two types of lights that can be added to a 3D scene.

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5. What are the camera settings that can be adjusted in a 3D scene?

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