

GAMEDEV S17	Date: November 19, 2019
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SCREENSHOTS

Add at least 3 – 10 screenshots of your scene that highlights various techniques used.



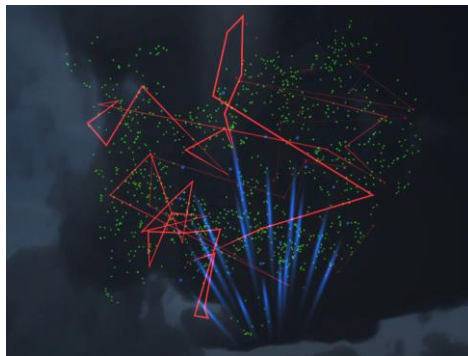
- Emission and Animation



- Reflection Probe



- Animation



- Particle System

LIGHT SOURCES

Game Object Name	Light Source Type	Has Cookie (Yes/No)	Has Halo (Yes/No)	Has Lens Flare (Yes/No)	Purpose in Scene
SpotLight_1	Spot light	No	No	No	Used for fluorescent light
SpotLight_2	Spot light	No	No	No	Used for fluorescent light
SpotLight_3	Spot light	No	No	No	Used for fluorescent light
SpotLight_4	Spot light	No	No	No	Used for fluorescent light
SpotLight_5	Spot light	No	No	No	Used for fluorescent light
SpotLight_6	Spot light	No	No	No	Used for fluorescent light
SpotLight_7	Spot light	No	No	No	Used for fluorescent light
SpotLight_8	Spot light	No	No	No	Used for fluorescent light
SpotLight_9	Spot light	No	No	No	Used for fluorescent light
SpotLight_10	Spot light	No	No	No	Used for fluorescent light
SpotLight_11	Spot light	No	No	No	Used for fluorescent light
SpotLight_12	Spot light	No	No	No	Used for fluorescent light

MATERIALS

Material Name	Game Object Applied To (you may indicate a group of game objects or only its parent name)	Description and Purpose
ConcreteMaterial	Whole Room	Concrete material is used for the walls.
CarpetMaterial	Plane	Carpet material is used for the plane functioning as the floor of the room.
WoodMaterial	Tables	Wood material is used for the created tables.
GlassMaterial	Board	Glass material is used for the board.

PARTICLE SYSTEMS

Particle System Name	Description and Purpose
FireworksParticle	Display fireworks in the sky. Set to loop mode.

LIGHT AND REFLECTION PROBES

Probe	Type	Description and Purpose
LightProbe_1	Light	Global light probe used for the whole scene.
ReflectionProbe_1	Reflection	Used to simulate a mirror-like surface on the frames on the wall.

ASSETS LIST

Asset Name	Author
ArchVizPRO Interior Vol. 5	-Instructor given-
ArchVizPRO Interior Vol. 6	-Instructor given-
Allsky	-Instructor given-
LowPolyOfficeProps – LITE	RRFreelance
Office Supplies Low Poly	Sten Ulfsson
PBS Materials	-Instructor given-
Realistic Furniture And Interior Props Pack	Sevastian Marevoy