Haris Rao & Justin Fuentes

Computer Graphics Final Project

Unity 3D

Video link (Please Watch) : <https://youtu.be/szF-3hM3a3w>

**NOTE :** The WebGL Version is running extremely slow. This is because out Graphics might be too heavy for the browser and its having a hard time rendering the light changes. I didnt wanna scrap all the features we added just at the last second so I am also going to link a Zip folder with a Windows LOCAL build that you can run on your machine.  
  
Running the Application :

* Unzip the file “CompGraphicsPCBuild.zip” and run “CompGraphicsFinal.exe”

This is our live WebGL Build. (RUNNING VERY SLOW)

GitHub Pages Link (WEBGL) : <https://harisrao1.github.io/CompGraphics-Final-Project/>

Main menu Scene :

* Use wasd to move the ball around and press e while on the scene to run it.

Camera Scene :

* Camera motion Scene to simulate map tour and showing off the different features of the map

Ball Scene :

* Use wasd to move the ball and break structures. There is also a Day / Night Simulation that you will notice.