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CS462-001

A7: Create a 3D Level

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Many of the design elements I started on worked out pretty well. The forest gives a strong impression of being a hand-made set of wooden trees. There are still some gaps in the trunks that need to be closed, probably by small plant models. Right now, there are invisible walls blocking off the lines of trees, so that the level remains maze-like.

The first puzzle is built and needs to be coded. There is a white “boulder” to be pushed aside and a button that can be pushed to open the first gate. This is meant to be a very rudimentary puzzle to introduce some of the mechanics. Notice the boulder is white and the button is blue. These are very obvious clues as to which character (Blue Rabbit or White Bear) should operate them. Because this is an introductory puzzle, these cues are meant to be obvious.

I did discover, unfortunately, that Blender has problems exporting custom materials. After designing exactly the hand-carved wood look I had for my trees, I found I couldn’t replicate that material in Unity once the file was exported. There is probably a solution for this, such as exporting the material by itself, but I was unable to finish figuring out how to make that happen. The solution, for now, has been to import materials from the Unity store. While this means some of the colors do not exactly match, they come very close.

On a side note, after applying my color palate to the forest, I discovered that the chosen green value was not reading very well, so I opted for a richer green. I’ll make this change throughout the level. Overall, I’m happy with the design of many of the Blender assets, like the trees and moon.