

Joe Lewis - CSC3231 Submission:
Youtube Link

<https://youtu.be/TO1VLFzlUsw>

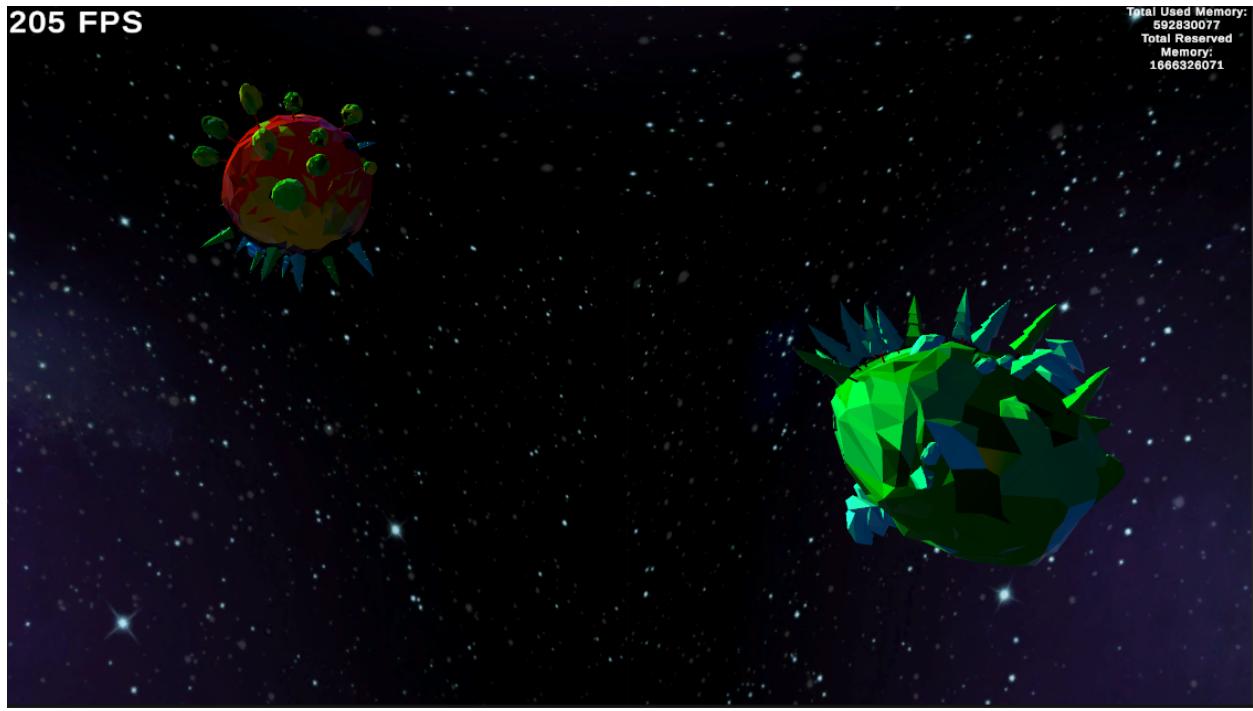
Screenshot 1:

- Moving lights in the sky of two different colors go over the mountains making a colorful effect. Moreover, the spotlight used over the mountains also to give a permanent change to the lighting of the terrain. Time system is used also but with all the other lights the main directional light is not too noticeable without taking away from the scene. However, it does move with the change in time.



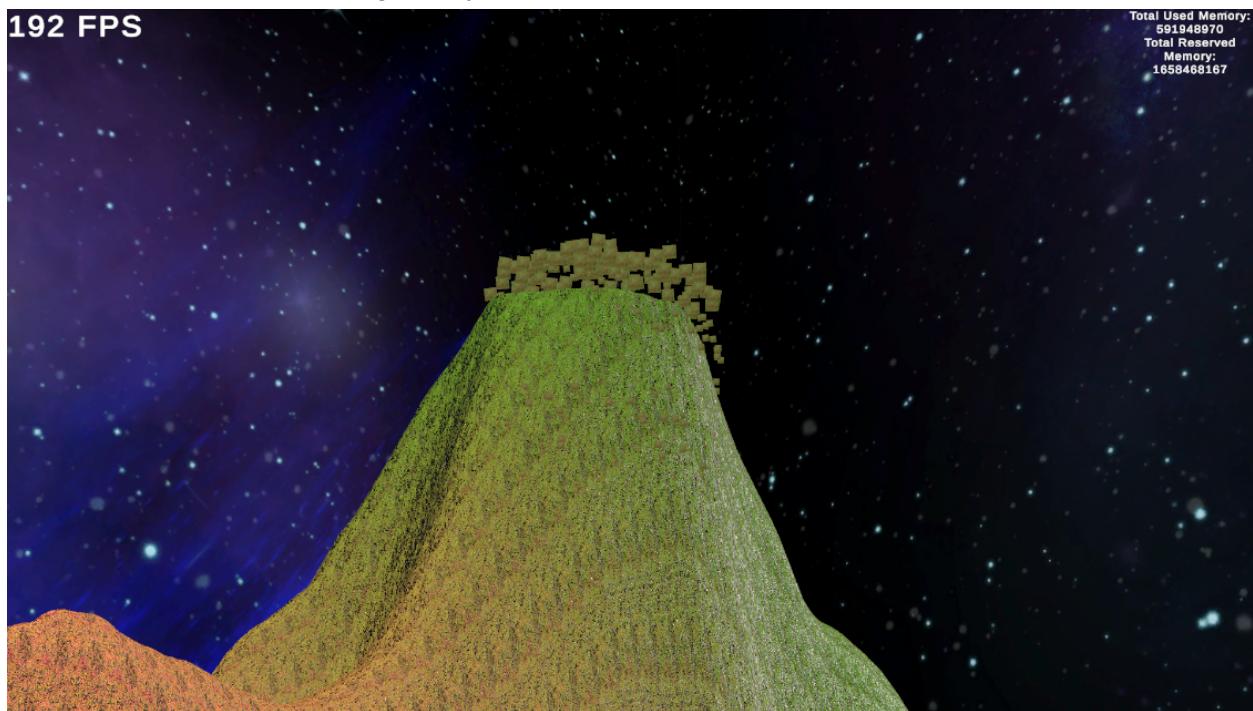
Screenshot 2:

- Moving planets with them both rotating on their own and other planets orbiting around each other. The speeds can be modified of each one and a hierarchy is used to attach the planets to each other and move together.



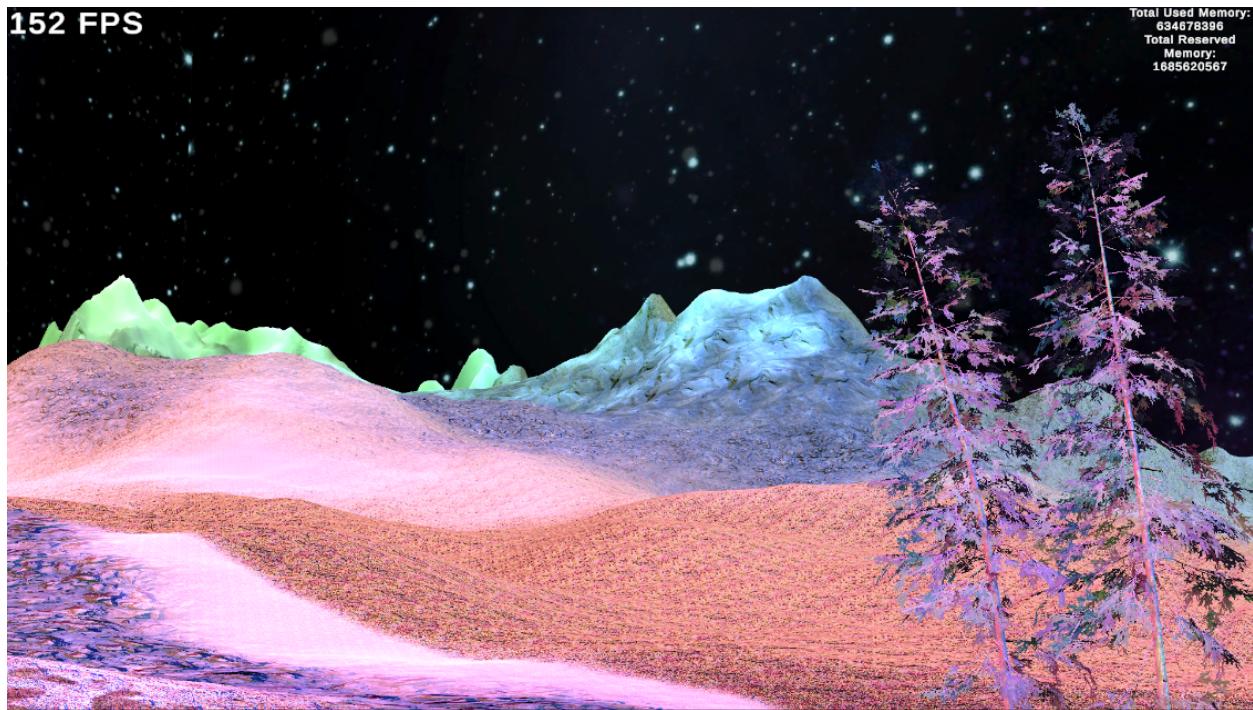
Screenshot 3:

- Volcano created through the terrain and particles effects added into the terrain to create the volcano effect. Rocks inside with lava texture however they don't always get thrown out of the volcano. RigidBody used on these to allow for this interaction.



Screenshot 4:

- Moving Nature Asset from the Asset store with green light over the mountains added. Multiple textures on the terrain also to create the mountain aesthetic. Mountain terrain also creates the feel of the terrain going on beyond the camera's horizon



Screenshot 5:

- Moving Spaceship model that flies through the scene making the sky seem more alive along with the skybox addition of the space image.

