Week 3 Documentation

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| Made it so you could pick up objects I did this by making an if statement that if the E key is pressed it will change the position of the object you want to grab to where an invisible object is called an objectholder as seen in the picture it is always in front of the player, and an else statement so if you pressed the E key again we attached it to the player camera so it will move to where ever the player is looking | |
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| Put particles and lights for Light Post, Campfire and Lantern did this by selecting the object then adding a particle system then adding a particle material then moving it to desired position and changing the scale then adding a light point so the light is in the surroundings | |
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