Week 3 Documentation

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Lantern: Somehow the Blender file for the lantern got reversed, so I went back to last week’s commit and replaced the reversed version with the completed version. Unity’s particle system was used to give it a flame and give off light in-game.

Campfire: I built the campfire in Blender using duplicated cylinders that I resized and used the blob tool under sculpting to give them a small amount of shape. I then learned how to use Unity’s particle system to give it a flame and give off light in-game.

Health bar: