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Microgame Mod 2: Lighting and Animation

For this mod I added wind swaying animations to all the tree meshes in the scene. I made one animation for the round trees and one for the box trees to add some visual variety. I also imported a free tornado asset from the Unity store and put it on an animated path in the scene to explain the wind. Here is the link: <https://assetstore.unity.com/packages/vfx/particles/environment/ez-tornado-203025>

For lighting, I made a new procedural skybox and aligned it’s auto-generated sun with the default sun mesh. I hid the sun mesh and just left the skybox-generated sun behind it and made it large and red. I added a new small sun mesh (a copy of the default one) and put in a new directional light source as well, light a bright to contrast the other sun. This creates the illusion of an alien sky. I also made the original directional light source darker red and with more extreme shadows.