

Assignment No. 4**Submitted by:**

PRN	
Student Name	

Title: Develop a scene in Unity that includes game objects such as a cube, sphere and plane. Apply transformations on these 3 game objects, add a video and audio source and apply Rigid body component, Material and Box collider to the game objects. Write a program to control game objects.

Aim: To understand the features of Unity to develop a scene and apply Rigid body component, Material and Box collider to the game objects.

Theory:**<<Explain following points>>**

- Key Features used for scene creation
- Rigid body component, Material and Box collider

Conclusion: Thus, we have understood the features of Unity to develop a scene and applied Rigid body component, Material and Box collider to the game objects and controlled game objects through script.

FAQs:

1. What is the rigid body component?
2. What is the use of rigid body and box Collider?
3. How can you control game objects in Unity?