Lab Nguyen

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Project 1: Random Scene

This first project generates a random scene with:

Features:

* Switch between camera to observe each part of the assignment

Above and beyond:

* Improve Camera Controller script to work with a GameObject instead of a Camera, this allows for complex camera system to be used with the Camera Controller.
* Spawn with random rotation
* Shooting things with exploding particle

References

* Small Red Dragon
  + Author: StoneSnail
  + Type: 3D model
  + URL: <http://u3d.as/neW>
* Sail Character Pack
  + Author: Zak Reynolds
  + Type: 3D models and Textures
  + URL: <http://u3d.as/88o>
* Farm Animals Set
  + Author: Vertex Cat
  + Type: 3D models
  + URL: <http://u3d.as/VvG>
* Farland Skies – Cloudy Crown
  + Author: Borodar
  + Type: Textures
  + URL: <http://u3d.as/rdx>