A Simple Virtual World in Unity

# Introduction

This report documents the development of a simple virtual world using the Unity game engine. Creating a virtual world in a game engine like unity allows us to visualize how a user can interact with such a world and how the simulation of physics and textures enhance the users feeling of immersion and realism in the virtual world. The application of VR is endless as new ways of human computer interaction are developed delivering a realer consciousness within a VR.

# Implementation

World design:

* 3D Models

Character Design:

# Conclusion

Better time could be taken to correct the textures. Using height maps project a better 3D finish.

# References

Unity asset store:

Creating glass with Hard Surface Shader : <https://www.youtube.com/watch?v=rXNv9EPHyHw>

Jimmy vegas youtube channel of unity building a simple world tutorials: <https://www.youtube.com/watch?v=oFOtgvO-5R8&index=3&list=PLZ1b66Z1KFKhez_bV_DuR3EKENzXJTgAe>

Light Switch : <https://www.youtube.com/watch?v=JD_dqoYGFfc>

Door animation: https://www.youtube.com/watch?v=faejZI2m19w