# WMEC111 Unity Assignment

John Han (45991863)

**Marks claimed:**

- Indoor section made using Unity primitives (25%)

- Outdoor section made using the Terrain editor, including textures and trees (25%)

- Textures on the indoor section (5%)

   o With Normal Maps (5%)

- Use of emissive materials (5%)

- Particle Systems (10%)

- Simple, single state animation (5%)

- Use of multiple cameras (10%)

- Use of NavMesh Agents (5%)
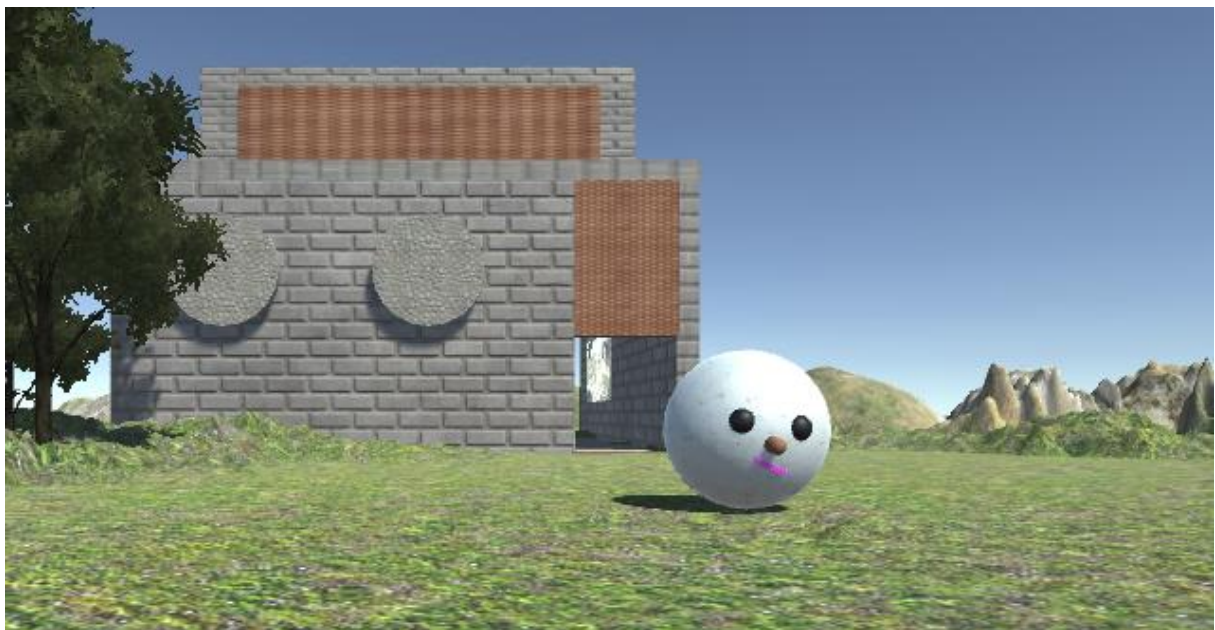
**Total marks claimed: 95%**

**Terrain**

I created a terrain that has bumpy hills, grassy flatland and some trees. I put and mixed various textures according to shapes of the terrain.

**The Humpty-Dumpty**

I made a sphere-shaped character called "Humpty-Dumpty" with Unity Primitives. It has a simple animation and rigid body.



**The House**

In the house, there are some textures and normal maps on the walls, floor, chair, bed and ceiling. TV (monitor) is an emissive material, with a background image. The other monitor is a surveillance camera monitor that shows the geyser. I used "rendering to a texture" skill for it.
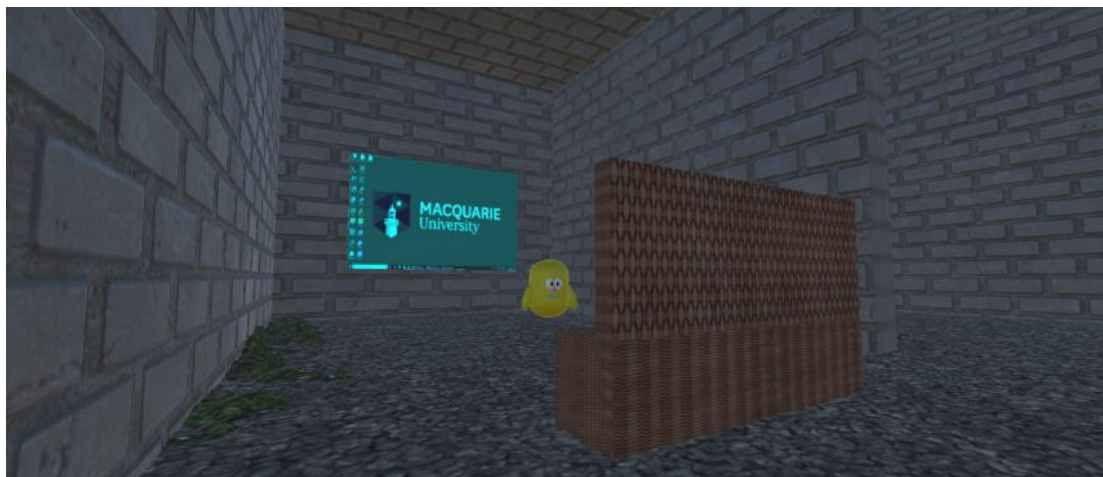
**The Yellow Boy and The Green Boy**

I created two small robots named "Yellow Boy" and "Green Boy" with Unity Primitives. They have a NavMesh on them so will follow the player.
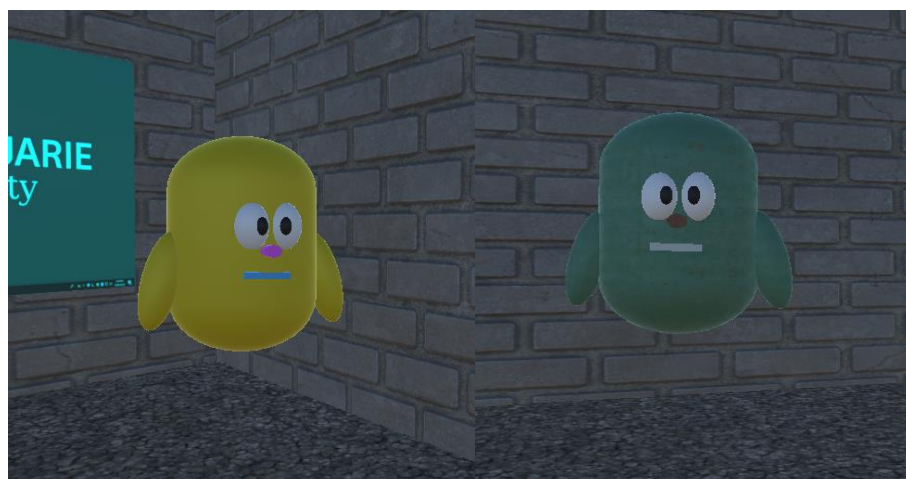
**The Geyser**

I made a particle system that contains a bit of blue and yellow colour to create a geyser that is looks similar to the one in Yellowstone National Park.



**Challenges and changes**

I originally wanted to build a three-story building, but I thought it would be inefficient, so changed my mind to build a one-story building. I was able to make the geyser satisfactorily because of the model picture of the actual geyser.

**Assets used**

- Free Architectural Textures by CRAZYTEXTURES.

- Terrain Assets by Unity Technologies.