

WMEC111 Unity Assignment

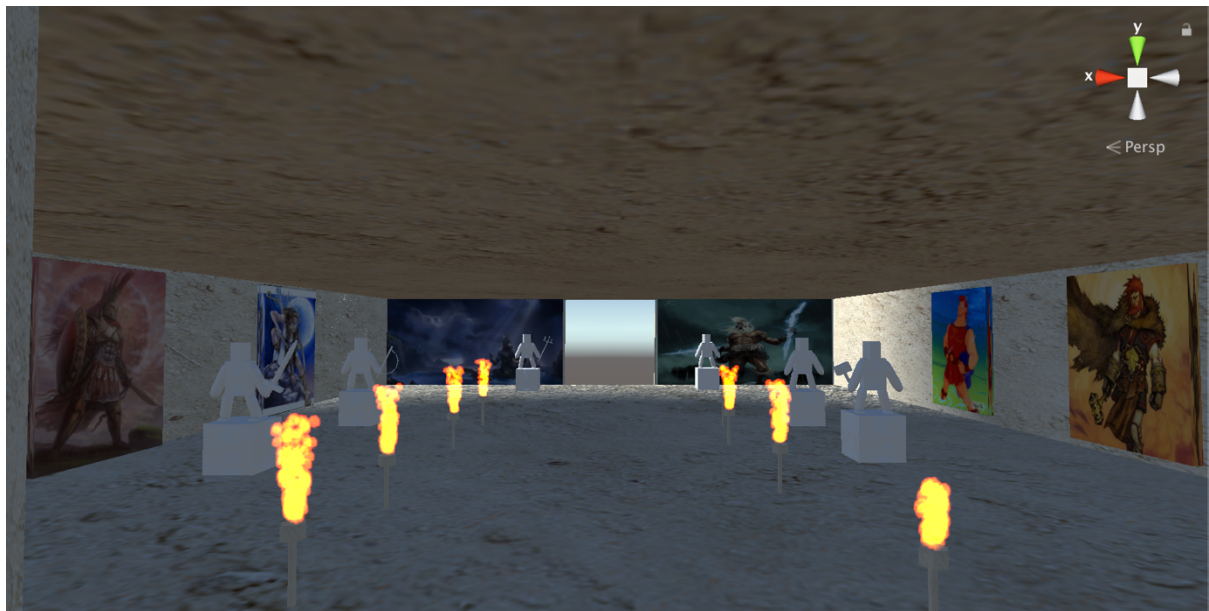
Steven (45685711)

Marks Claimed:

- Indoor section where there are statues made with Probuilder and unity primitives(25%)
- Textures on the buildings and statues and walls with normal maps(10%)
- Particle Systems(10%)
- Directional light animation for the day and night cycle(5%)
- Outdoor section made using the Terrain editor, including textures, trees, grass and water (25%)
- Objects controlled by physics and use hinge joints (10%)
- Use multiple cameras(render texture) (10%)

The Building

Inside the building there are statues of gods all of the statues and building walls has textures and some with normal maps. Behind every statues there are pictures of the gods themselves. There are also torches inside the building.



The torches

The torches are just a simple torch made using particle system like the one we made in the practical.



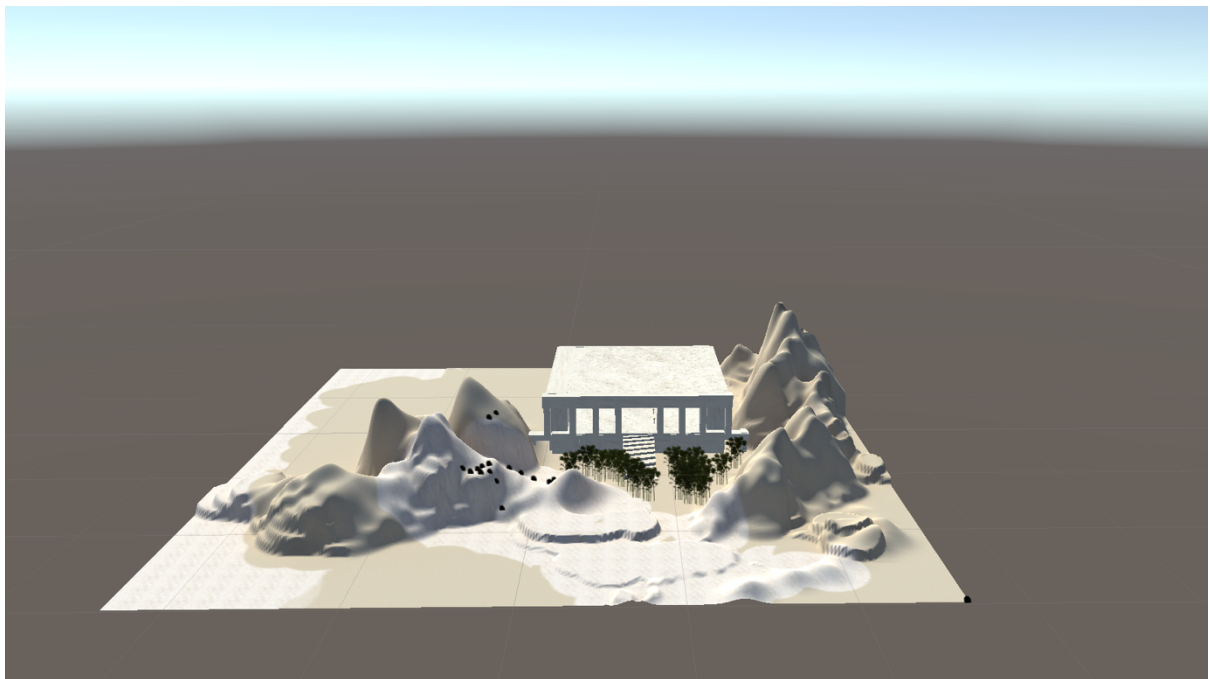
Small building

I created an emissive quad in the small building with a camera showing the inside of the Big building.



Terrain

I created a sandy terrain like a desert terrain with bamboo trees and grass. I added sand mountains and also small rocks. The directional light is animated for a day/night cycle.



Door

I made a door that is controlled by physics and the door is using hinge joint.



Challenges and changes

At first I wanted to build an arena where the statues of gods in the building are seemingly fighting against one another but it took too much time to make. I am proud of my building and my statues as it looks cool and creative.