

WMEC111: Unity Assignment

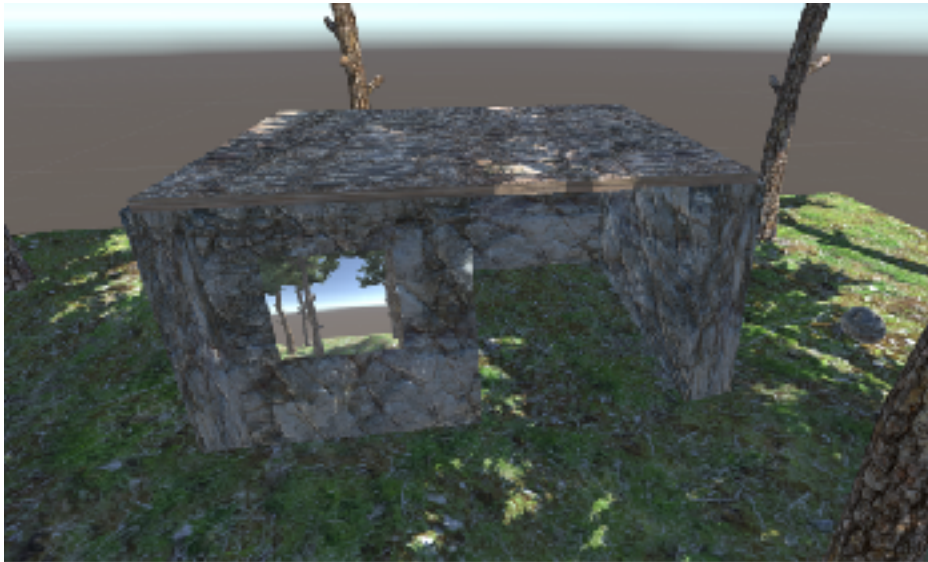
Marks Claimed:

- Indoor section made using Unity primitives (25%)
- Outdoor section made using the Terrain editor, including textures, trees, grass and water (25%)
- Textures on the indoor section (5%)
 - with Normal Maps (5%)
- Direct light sources beyond the Directional Light (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: 100%

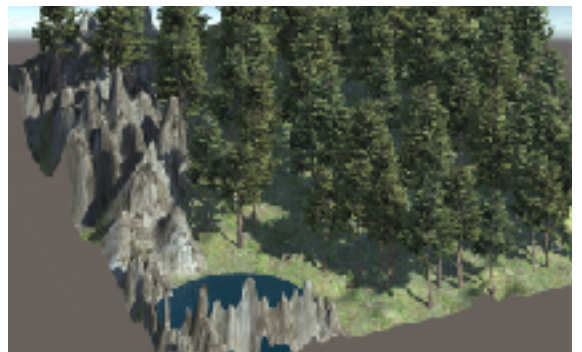
The Cabin

The cabin has textures on the walls and the roof but has no floor as it is on an island. A monitor is located on the outer wall and projects the rest of the island. The monitor is an emissive material with a camera projecting through it.



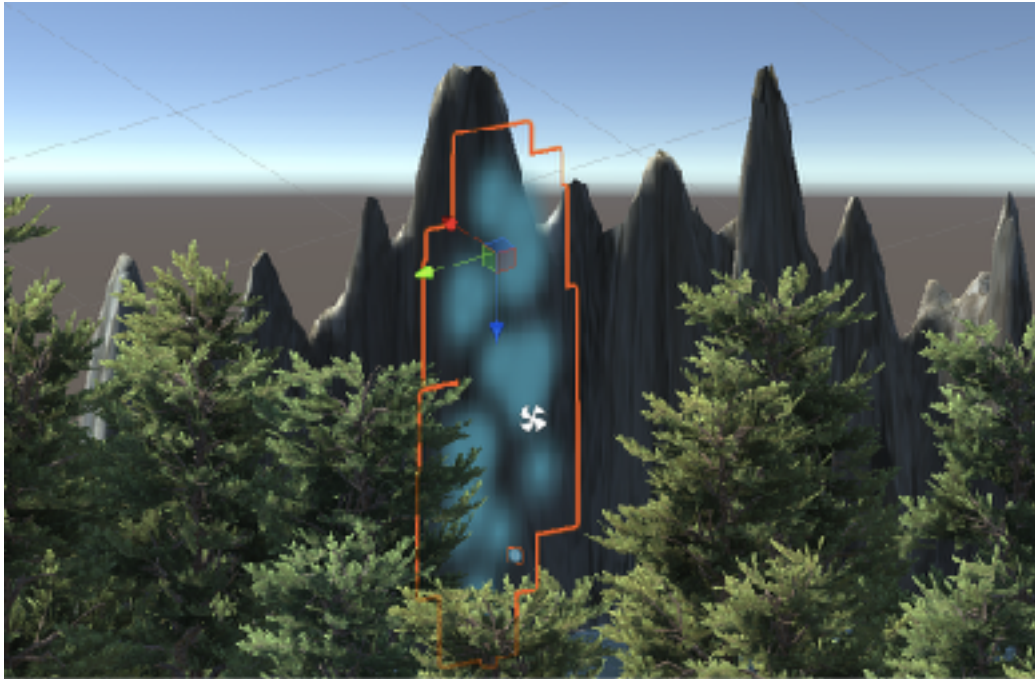
Terrain

I created a forest ground terrain with conifer trees to appeal to the forest look and grass. There is a pond and mountains incorporated as well. The directional light is animated for a day/night sequence.



The Waterfall

I added a small blue particle system to create a waterfall



Enemies

I made 2 small enemies to appear as the bad characters in my game with Unity primitives. They individually have different NavMeshes on them that allows one to chase the FPC and one to chase a goal.



Wind Zone

There is also a wind zone incorporated within the scene

Challenges and Changes

I originally wanted to add more to my project. I planned for the First person Character to find weapons in the first level but found that it would become complicated to create those that the player can pick up. I am happy with the enemies that were created.

Assets Used

Terrain Assets by Unity Technologies