

WMEC111 Unity Assessment

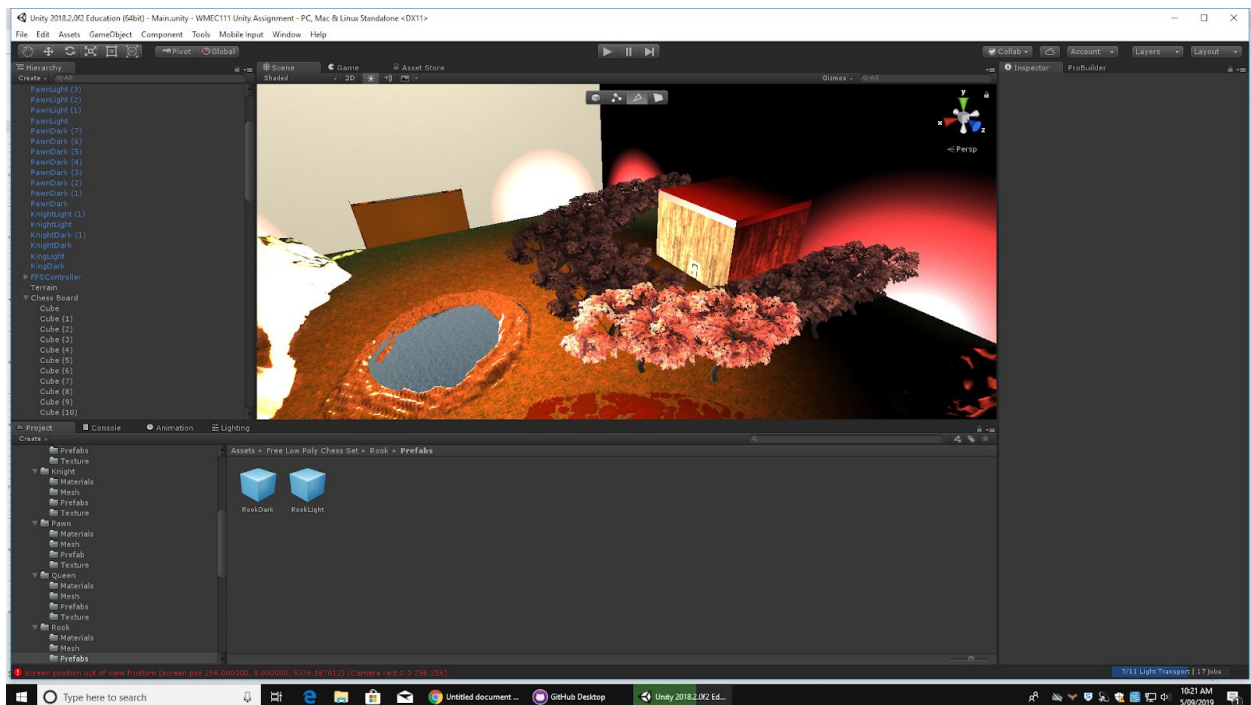
Marks claimed:

- Indoor section made using cube Unity primitives 25%
- Outdoor section made using terrain editure, including grass, tress, wind zone and water 25%
- Textures on indoor section 5% - with mini map
- Direct light beyond the directional light 5%
- Single state animation 5%
- Use of multiple cameras 10%

Marks claimed 70%

Terrain

I created a grassy, but rock based terrain filled with japanese trees, mountains, water and wind. The directional light is animated for night/day cycle but i mostly use point light to shine out the dark areas within the walls



Challenges and changes

Due to my lack of disorganisation I was not able to implement everything that I planned on doing. I personally think my design for my chess board is still lacking.

ASSETS USED:

Chess pieces from andrew macclain