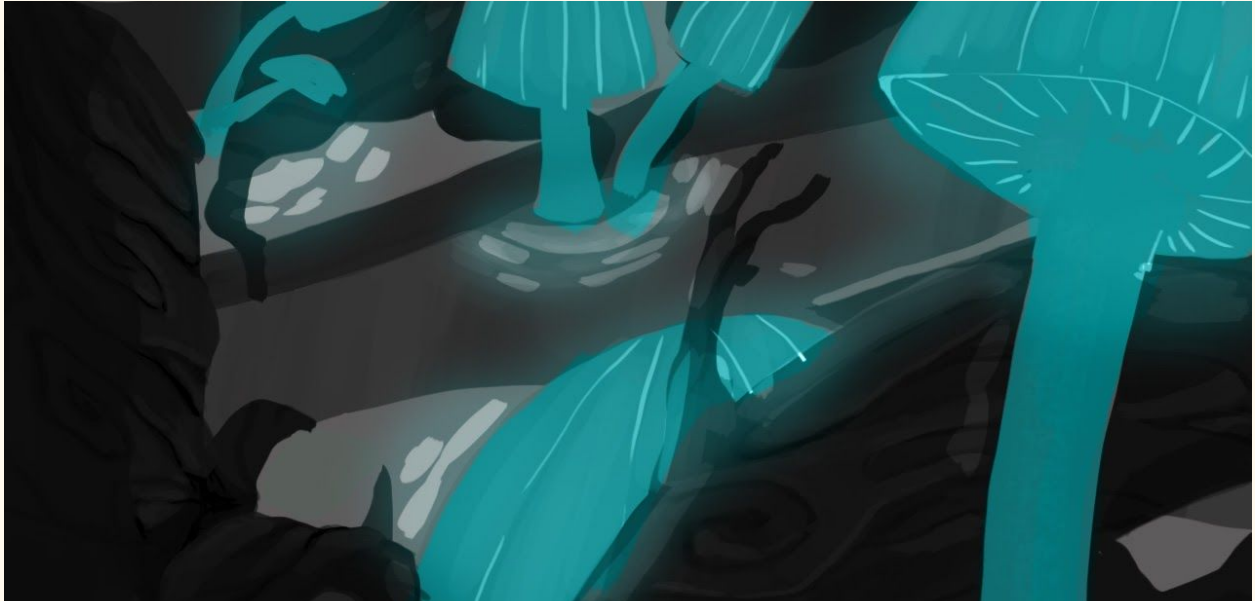


AREA1:

Mushroom Forest



INTRODUCTION

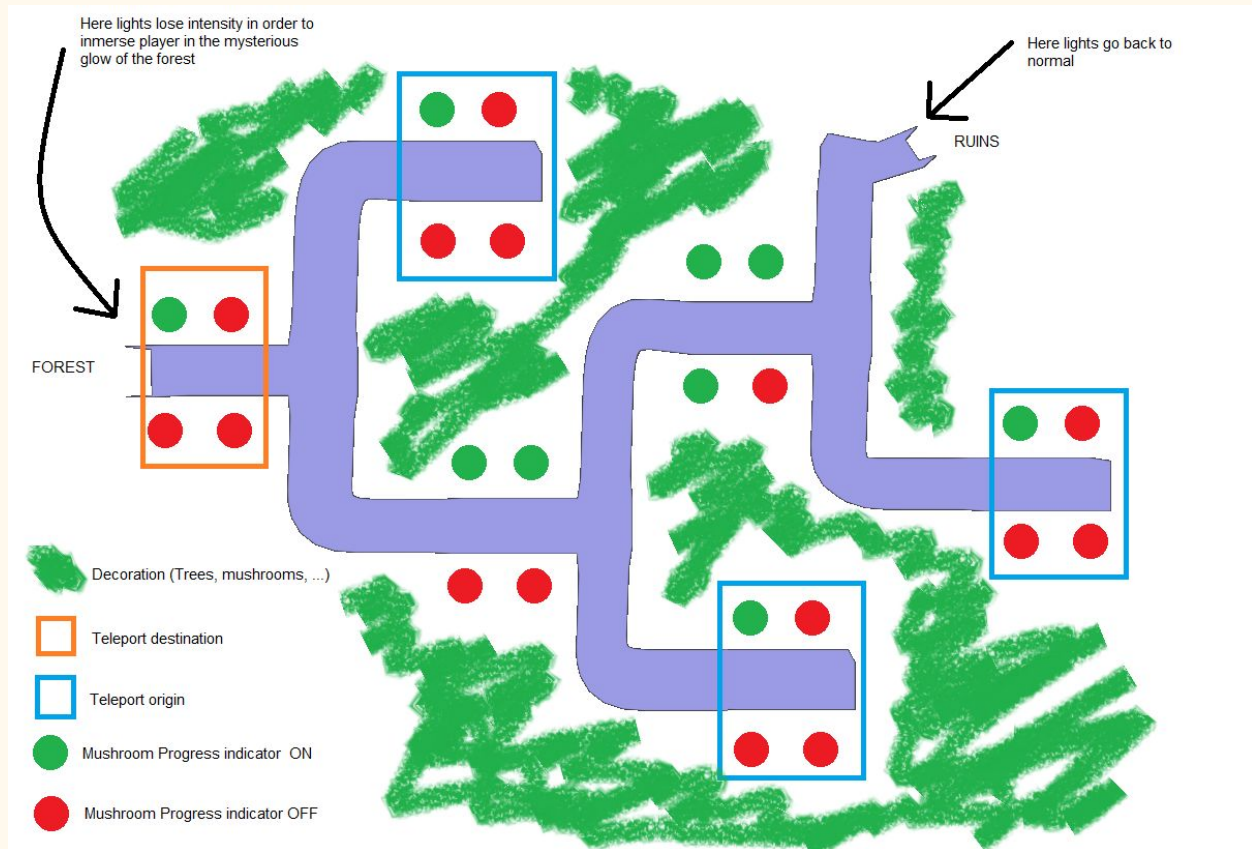
In this level players have to find the correct path to get their way out, pay attention to the glowing mushrooms or you will get lost.

Level Design

In order to make the level bigger and for the player to feel lost we will have 3 teleports that will make the player to return to the beginning. The player can pay attention to the mushrooms to find the way out.

For the mesh collider: Everything needs to have the same height so the player doesn't notice the teleport. If the height is different the character will perform a jump animation which will look weird.

Here is the principal design:



Art

For the art part we need the environment to be the same for the teleport to be unnoticed.

After doing some research we agreed to have maximum of 10 meshes with 700.000 polys in total. But as there were 3 teleports we were able to use the same zone with minimal changes, this also helped the teleport to be unnoticed as the environment was pretty much the same.

Having only 3 meshes helped also to reduce the number of **DrawCalls** (one **DrawCalls** is done for every mesh, so less meshes means better performance) but also helps Unity to do some culling.

The final mesh was composed by 3 different mesh with a total of 698.707 triangles and for materials. We just needed to create the mushrooms from the already existing trees and a texture for the mushroom.