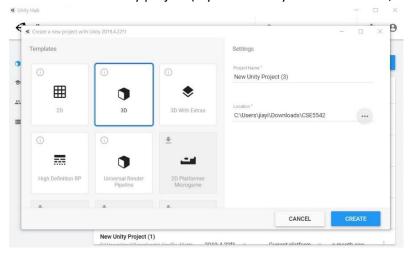
## Guidance

## [Curve Interpolation]

## Jiayi Pu

- 1. You will download a unity package named Curve Interpolation.
- 2. Create a new 3D unity project (If you use Unity for the first time, download Unity Hub first)



3. Click "Assets -> Import Package".

New Unity Project (2) - SampleScene - PC, Mac & Linux Standalone - Unity 2019.4.22f1 Personal\* <DX11> File Edit Assets GameObject Component Window Help Create Show in Explorer ≔ Hierar # Scene Open Delete Rename Copy Path Alt+Ctrl+C Open Scene Additive View in Package Manager Import New Asset... Custom Package... Import Package Export Package... Find References In Scene Select Dependencies Refresh Ctrl+R Reimport Reimport All Extract From Prefab Run API Updater... Update UIElements Schema Open C# Project **∞** Game

- 4. Import all elements from the package.
- 5. Double click "lab5" screen, and run it.
- 6. If you want to use different curve, just delete previous in GameObject, and then add script you wanted.
- 7. The output will look like the video at <a href="https://u.osu.edu/pu.127/3d-unity/">https://u.osu.edu/pu.127/3d-unity/</a>