Guidance

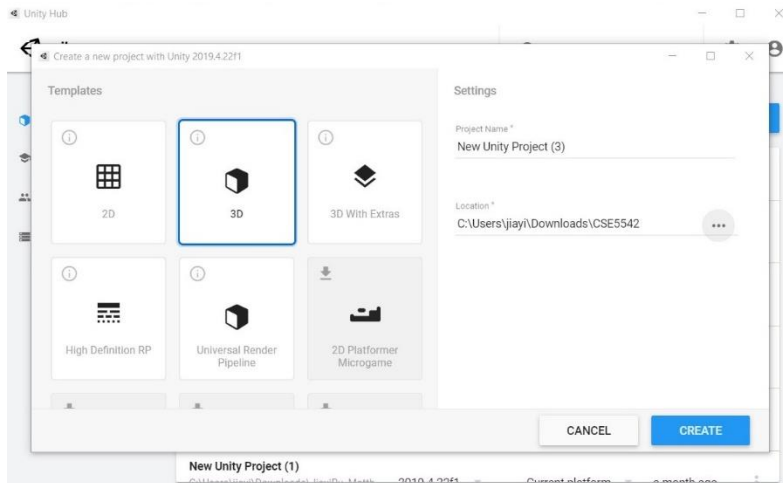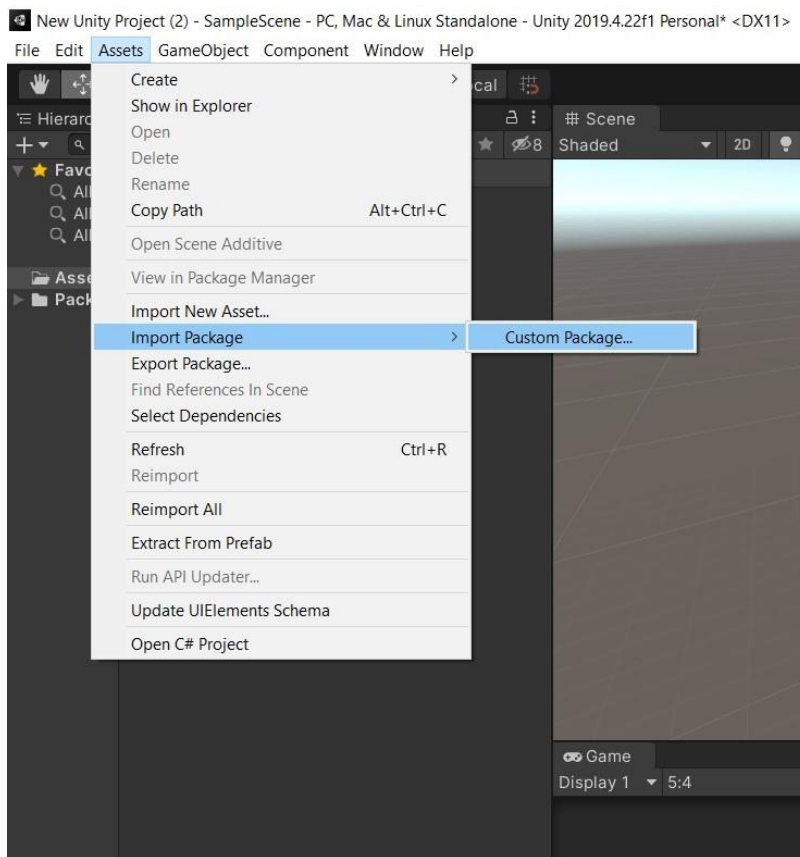**[Curve Interpolation]**

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".

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 https://u.osu.edu/pu.127/3d-unity/