** Virtual Reality**

**2018/2019 - Fall Semestre**

**MEIC-A / MEIC-T**

**Project 1 - Simple VR scene**

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| **Group #** | *13* |
| **Student 1** | *Gonçalo Louro, 1* |
| **Student 2** | *Jakub Syrek, 91872* |
| **Student 3** | *Ricardo Fonseca, 90862* |

**Indicate software versions**

Unity 3D: Unity 2018.2.9f1 *e.g., Unity 2017.1.1f1*

GVR SDK for Unity: GoogleVRForUnity\_1.170.0.unitypackage

JDK: jdk 1.8.0\_111 *e.g., jdk 1.8.0\_111*

Target API level: *e.g., Level 24*

**Describe the main goal of this project and how the assigned tasks were performed. Always refer to (i) GameObjects and assets that were used; (ii) the scene graph; (iii) computer graphic techniques required to complete the tasks; and, if any, (iv) mention each encountered issue.** *(word count: between 350 to 450)*

The main goal of this project was to develop a simple VR application to get students acquainted with the Unity game engine.

To do task 2, we created a GameObject on the hierarchy containing a Terrain component. We extrude mountain shapes in a circle inside the plane created by the component. Since visual appeal is not really needed for this application, we decreased the map resolution to make editing faster and the app more lightweight.

To do task 3,

To do task 4, we tweaked the directional light that comes with each new scene, and for the flames, we used a free torch asset and replaced its flame particle system with a one of our own.

To do task 5,