

COMPUTER GRAPHICS

Exercise – Block 3

Tasks:

In this exercise, the content submitted will be a Unity Engine 3D scene (along with the resources allowing such scene to work properly) displaying mechanics and behaviours dealt with in Block 3.

Features required (8.0):

1. Scene graph hierarchy (at least 4 levels) showing continuous position and orientation manipulation.
2. Use of more than one light source type and integration of light sources in the hierarchy, preventing them to be absolutely static (position/orientation/colour).
3. Using more than one camera is not required, but it is mandatory for at least one of the cameras used not to be static and implement a shot behaviour. Possible behaviours: Tracking while showing inertia, circular tracking, dolly zoom...
4. Optional (2.0):
Interface-controlled input for the hierarchy and physics-driven movement

Submission files (complete project):

- **File including URL / Direct link**