Final Year B. Tech. CSE Augmented Reality and Virtual Reality

Assignment No. 5

# Submitted by:

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**Title:** Create an immersive environment for Virtual Reality (living room/terrain/basketball court) with only static game objects. 3D objects can be created using Blender or use available 3D models.

**Aim:** To understand the steps for creating Terrain in Unity.

**Conclusion:** Thus, we have understood the steps for creating Terrain in Unity.

# FAQs:

1. **What is Unity Asset Store?**

* The Unity Asset Store is an online marketplace where developers can find and purchase various assets like 3D models, textures, animations, scripts, and tools to enhance their Unity projects.
* It offers both free and paid assets, helping developers save time and effort by integrating pre- made resources into their games or applications.

# How do we add Assets in Unity?

Assets can be added to Unity in multiple ways:

* + **From the Unity Asset Store:** Open the Asset Store in Unity, download the desired asset, and import it into the project.
* **Manually:** Drag and drop external files (e.g., images, models, audio) into the Unity Assets folder.
* **Using the Package Manager:** Install official Unity packages to add predefined functionalities and enhance project capabilities.

# What is a package manager in Unity?

* + The Unity Package Manager is a tool used to install, update, and manage Unity packages.
  + It allows developers to add essential features like physics engines, rendering tools, and UI components while ensuring compatibility and proper version control within their projects.

