

1. Scene

1.1 Inspiration

When designing my scene, I was largely influenced by the architecture and design of major cities such as New York City, Shanghai, and Tokyo. The Neo City asset package was a perfect match for the style I envisioned, and I started by importing textures and sample buildings. I wanted to create a spooky atmosphere that was like the popular horror game series “Silent Hill”, one with thick fog, dimly lit roads, with dark and eerie alleyways. I first created a nighttime effect by using a sky material with an HDRI to use as my skybox. I then created my terrain and textured it with a road tile texture from the previous asset pack. After having my terrain laid out, I imported a first-person camera control module for a user to be able to freely explore the scene. I decided to use mainly large buildings mixed with medium size apartment buildings in my city’s design and then created a small market plaza in the middle of it all. I created a dense fog and switched the setting to linear with a low radius from the player model. By doing so, the player is shrouded in fog with a small field of vision, when paired with the shadows and dark setting it provides a very ominous and unsettling experience.

For the lighting, I imported a streetlamp assets package. I used double streetlamps for alleyways with many points of entry and single streetlamps for lighting roads and other areas. I spaced the lamps in such a way that the lighting was just enough for the player to be able to see the next upcoming corner. I then went through and set the added my own lights to signs and prebuilt lights that weren’t emitting a glow for a more realistic setting. To ensure that the player couldn’t stray from the scene, I went back into the terrain editor and wrapped the city in a wall.

1.2. Screenshots



Fig. 1 City and Terrain With Fog

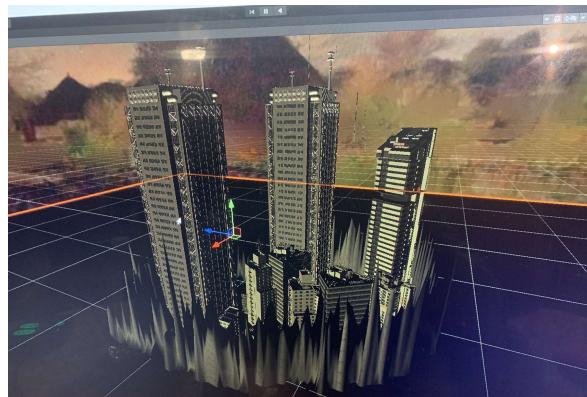


Fig. 2 City and Terrain Without Fog



Fig. 3 Skybox HDRI With City



Fig. 4 Skybox HDRI Without City



Fig. 5 Custom Light on Pagoda Style Building



Fig. 6 Custom Lit Sign on Market Import



Fig. 7 Plaza With Fog

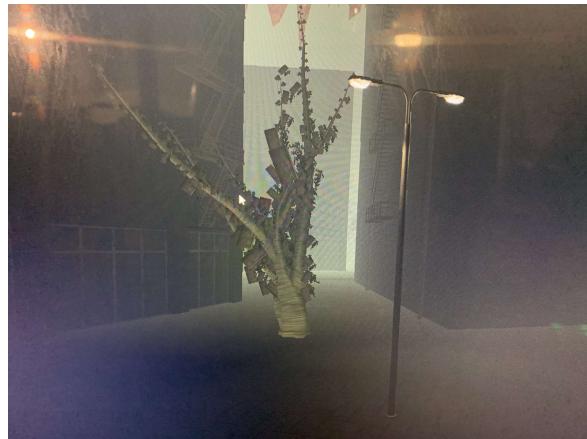


Fig. 8 Custom Tree and Street Lamp in Alley

2. Unity Project File

Link to my project file: <https://github.com/vkh12/unity-lab1>

3. Video Demo

Link to my video demo: <https://youtu.be/6z4mHf6VrGI>