

1. Maze Scene

1.1 How I Made the Scene

I used the terrain tool to set the setting of the scene as a forest on a snowy mountain. This was done by adding layers of rock moss and snow as the ground then using the brush tool to raise areas to the desired height. Afterwards, I changed the opacity of the layers until they properly blended. I created a Tree design and then duplicated it, filling the mountain range, and forming the forest. The wind zone was created using the random directional wind tool. I used the same first person player design from my previous lab and tweaked it to fit the criteria for this assignment.

1.2. Maze Item Breakdown

- Forest (Trees)
- Mountain (Terrain)
- Sky (Skybox)
- Weather and effects (Particles)
- Wind

1.3. Screenshots

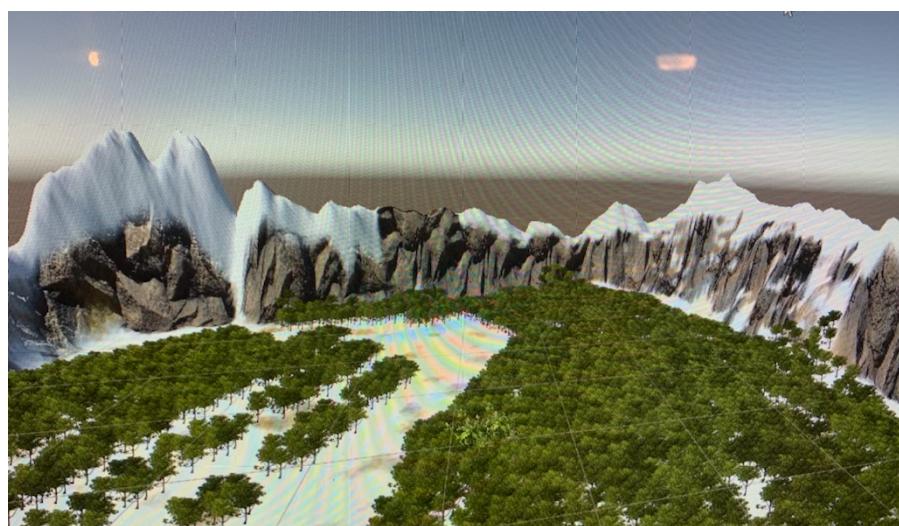


Fig. 1 Scene with Mountains, Trees, and Sky



Fig. 2 Trees

2. Unity Project File

Link to my project file: <https://github.com/vkh12/unitylab4>

3. YouTube Demo

Link to video demo: <https://youtu.be/Ipqt0uruIJE>