**Week 9 – Unity Game Environment Creation**

**Change these settings**

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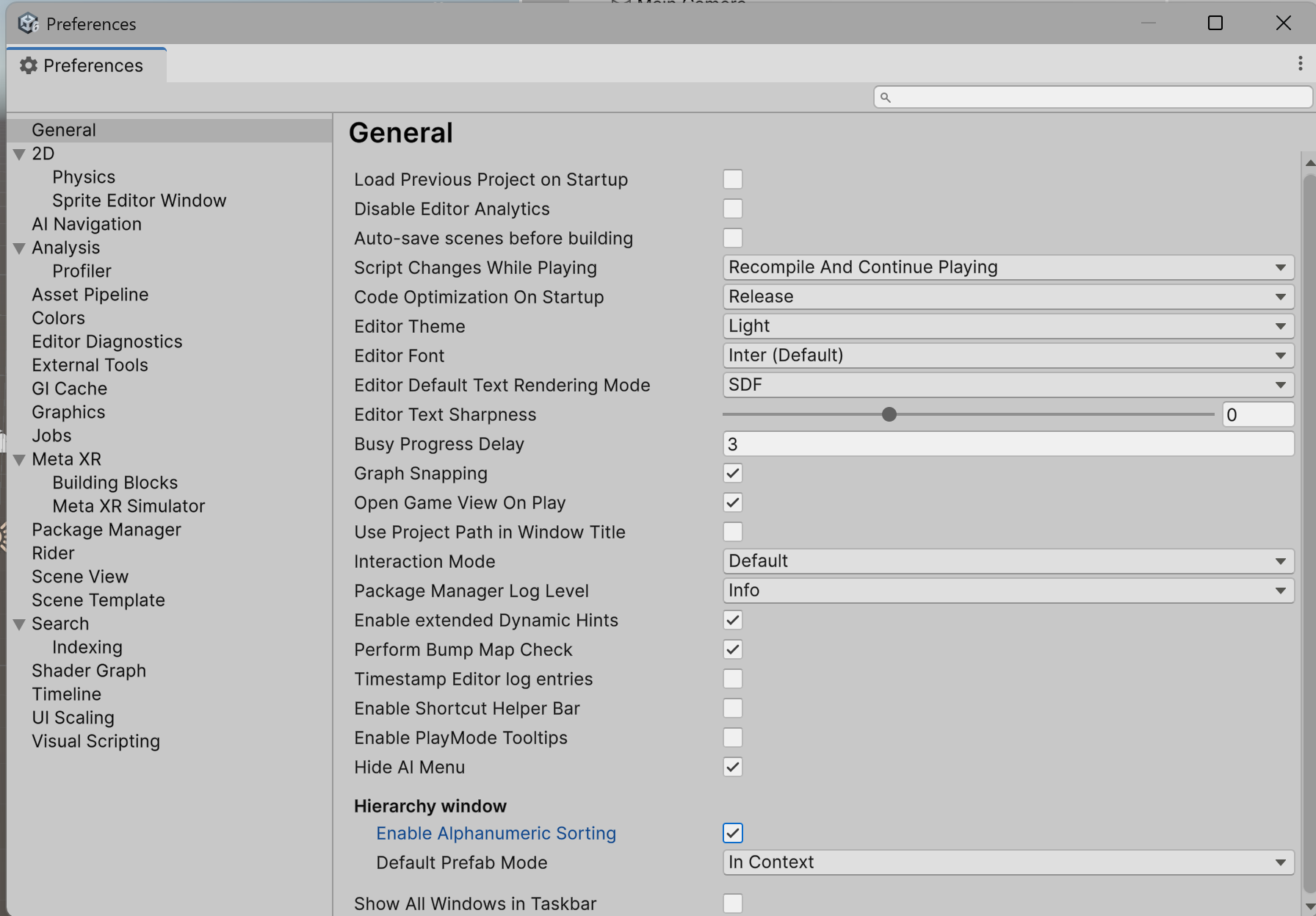
AI-generated content may be incorrect.**

**Change default render pipeline to better fit standalone VR.**

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(Optional) **Enable Alphanumeric Sorting**

A white rectangular object with a white strip

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Make sure every categorized object has 0 position and 0 rotation.

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**Categorization**

* Hierarchy and Asset organization
  + Uses prefix to keep these objects on top such as [] or \_
  + \_MANAGERS
    - Game Manager, Audio Manager, non-visual objects, etc.
  + \_ENVIRONMENT
    - Static\_Geometry
      * Large scale non-moving objects like Wall, Rocks, Houses, etc.
    - Dynamic\_Geometry
    - Static\_Props
      * Set dressing non-moving small objects like tools, books, etc.
    - Dynamic\_Props
    - Terrain
  + \_LIGHTING
    - Directional Light, Point Light etc.
  + \_GAMEPLAY
    - Player Interactable objects, Quest related, etc.
  + \_CAMERA
    - Rig, other cameras

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**Asset Categorization**

* Create project name folder to separate assets and packages.
  + \_HalloweenVR, \_Store, \_ThirdParty.

**Core Subfolders:** Inside root folder, create a standard set of subfolders.

* \_Scenes
  + For all scene files (.unity).
* \_Scripts
  + For all C# scripts. Can be sub-divided (e.g., Gameplay, UI, Tools).
* \_Art
  + A master folder for all visual assets.
    - Materials: All .mat files.
    - Models: All .fbx or .obj files. Often organized by type (e.g., Props, Architecture, Characters).
    - Textures: All .png, .tga, .jpg files.
    - Shaders: Custom shaders and graphs.
* \_Audio
  + A master folder for sound.
  + SFX: Sound effects.
  + Music: Music tracks.
* \_Prefabs
  + For all prefab files. This is one of the most important folders.
* \_Animations
  + Animation controllers and clips.

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**Make sure these “Static” objects has checked Static in the inspector. Always check the object to see if it’s static or not**

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You can snap the vertex of the object to other objects by **Holding “V”** and drag the center to the other object you want to snap to.

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**Press “H”** will hide / unhide the selected object.

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**Press "Shift+H”** to isolate/Un-isolate the selected object (Hide all other objects).

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Create “Terrain” and put this terrain object into environment. It’s already a static object so we don’t need to set anything.

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Terrain will have different sets of options to use**. (Follow the Class Lecture)**

* Paint terrain
* Paint texture
* Paint tree
* Paint detail
* Terrain settings

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