

Assignment 2
3D Unity scene

This assignment consists of creating a simple scene in Unity. You will create and import objects, set textures, materials and adjust a camera in your scene. In doing so you will begin to familiarize yourself with Unity. The final product of will be a screenshot of one particular view of the scene you design, which you can submit as an image. The goal of this assignment is for you to investigate the Unity game engine and begin to use some of its features to create a scene.

Use the Unity editor to create a new scene. Import and add objects to the scene, and adjust their properties in the editor's "inspector" panel. You will also add a camera to your scene. You may incorporate other assets into your scene by importing them into your Unity project. Unity supports the standard .obj and .fbx file types as well as a.blend (Blender files). Your final result will be a screenshot of your scene that you take through your camera's viewport (by pressing the "play" button in the editor). Note that the scene you create must be 3D. You are not required to write any code for this assignment.

Technical requirements:

- Scene contains geometry added via the Unity editor
- Scene contains a camera, and a screenshot of the scene can be captured
- Scene incorporates at least 4 textures
- Scene includes at least one object imported from another source (e.g., made in Blender, downloaded online, etc. Anything not created in Unity)