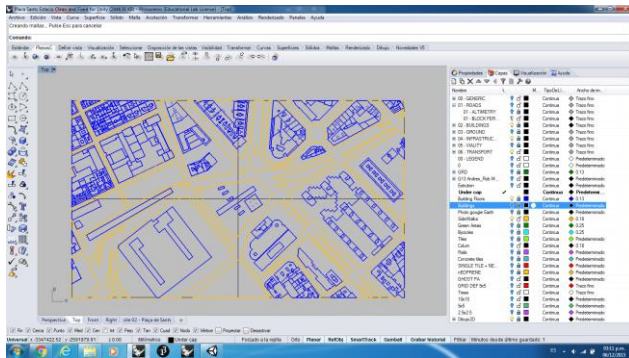


ASSIGNMENT 3

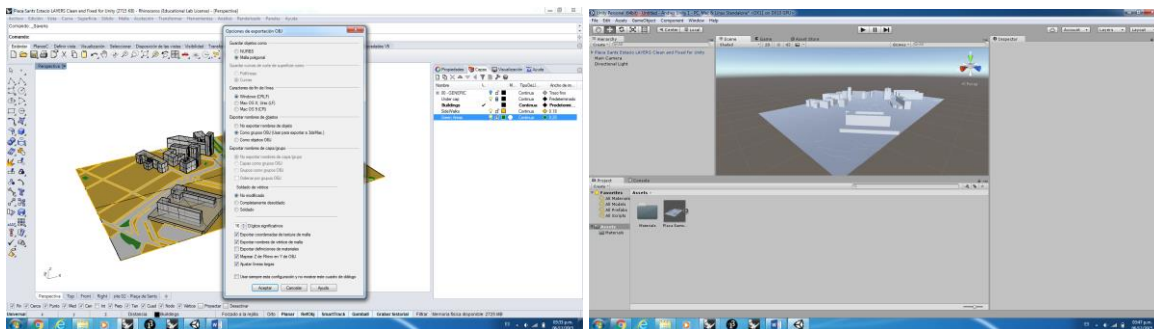
9/12/15

IaaC - Computational

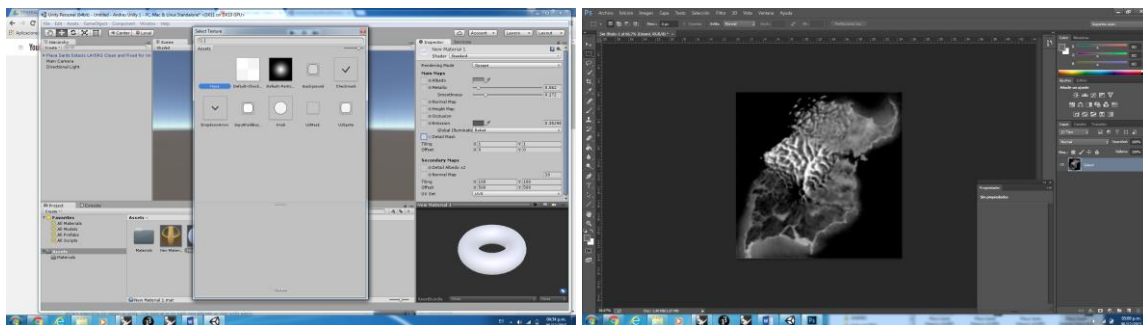
Andres Mora G1



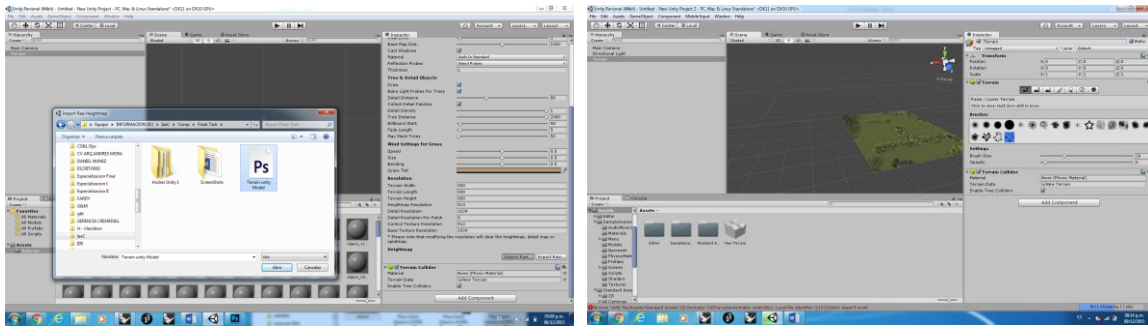
1. At the beginning I was little lost, so I has the model of Studio's plaza and I extructed the volumes of the buildings. Also set sidewalks and cleaned up the file, with layers that were not useful.



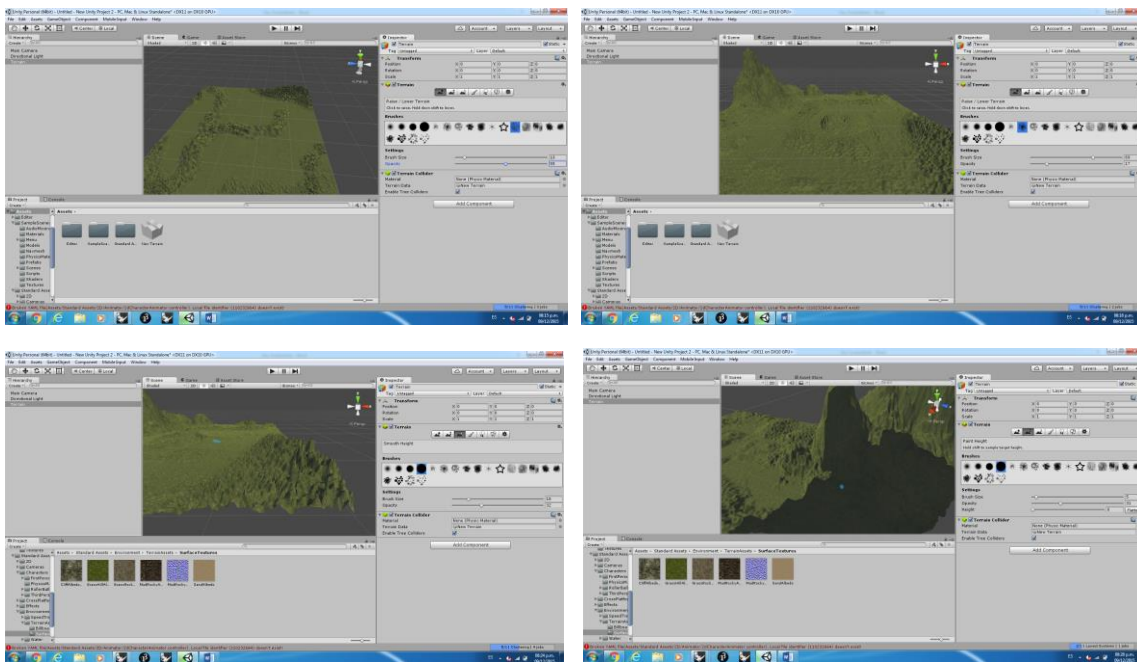
2. Then I made exported the file in "OBJ" and then import it in Unity.



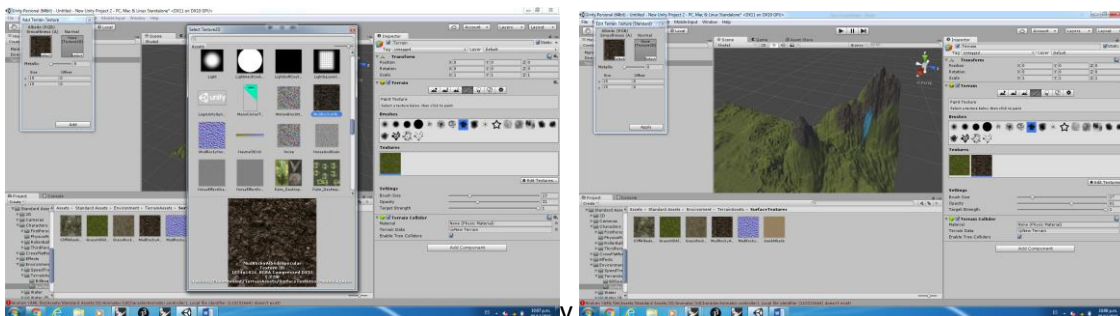
3. Then I tried to create a terrain following some tutorials instructions on line, using a height map. Highlighting the contrast in Photoshop between black and white.



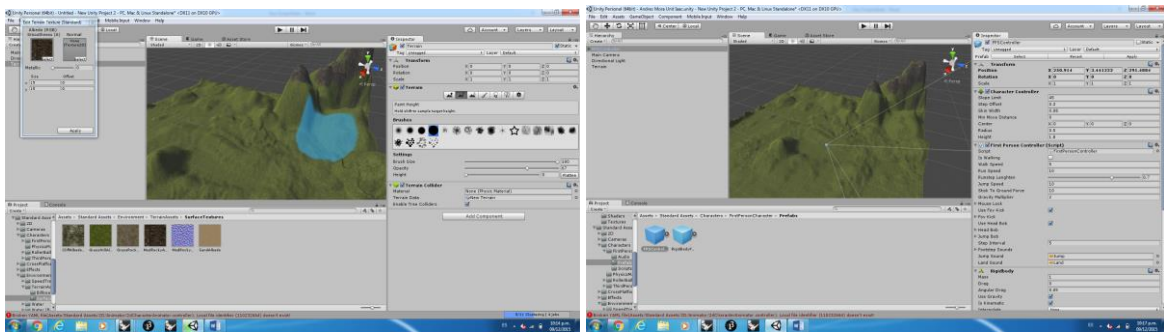
4. After trying for several hours, I realized I didn't download the assets, so I began a new project. Then with the assets in Unity I created a terrain 500 x 500.



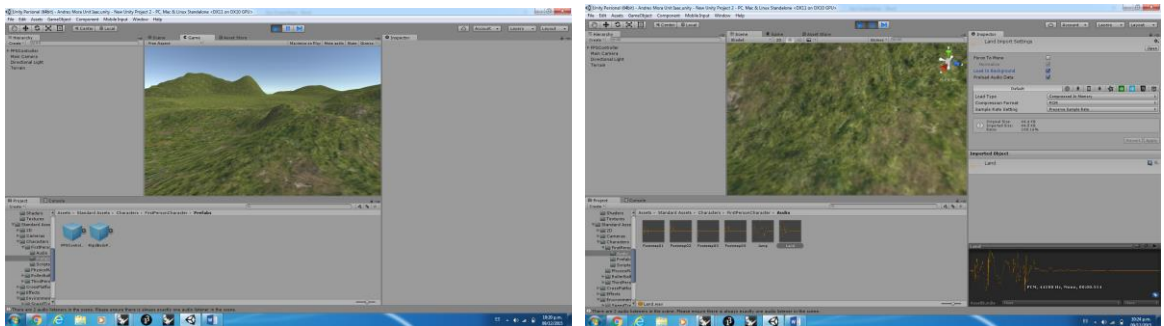
5. I created height and gave a relief to the land, I used different wideness and intensity in the brushes to make it more organic.



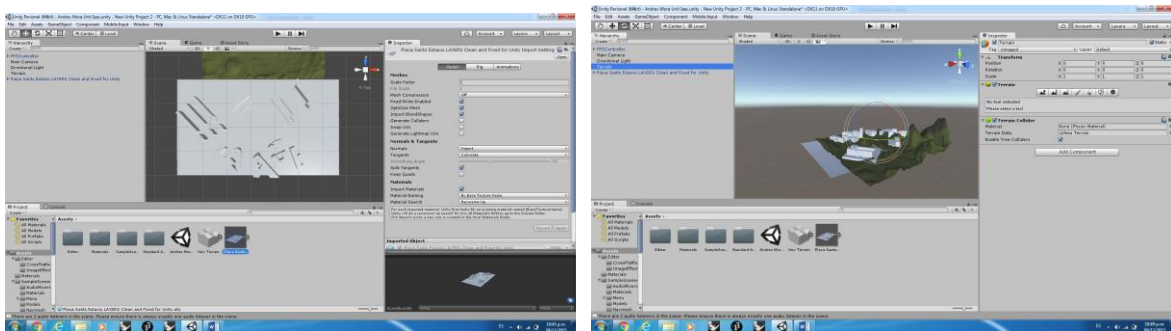
6. Mixed textures and colors.



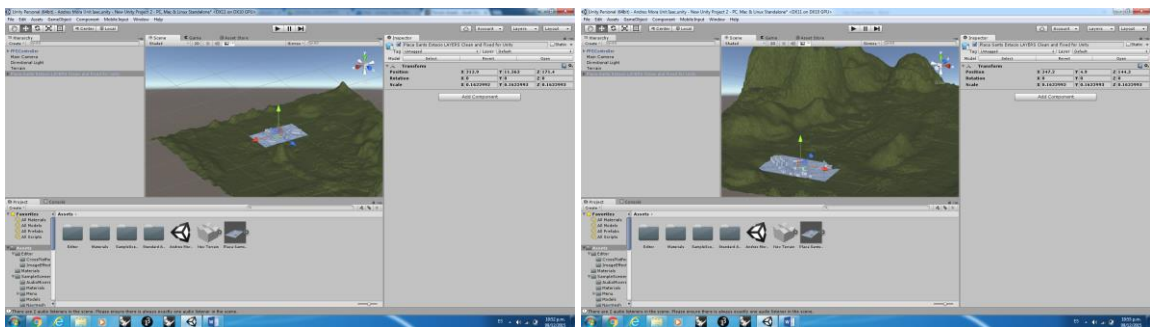
7. Smooth up the terrain and made it less aggressive so the character could walk around easily and also the landscape would look more realistic.

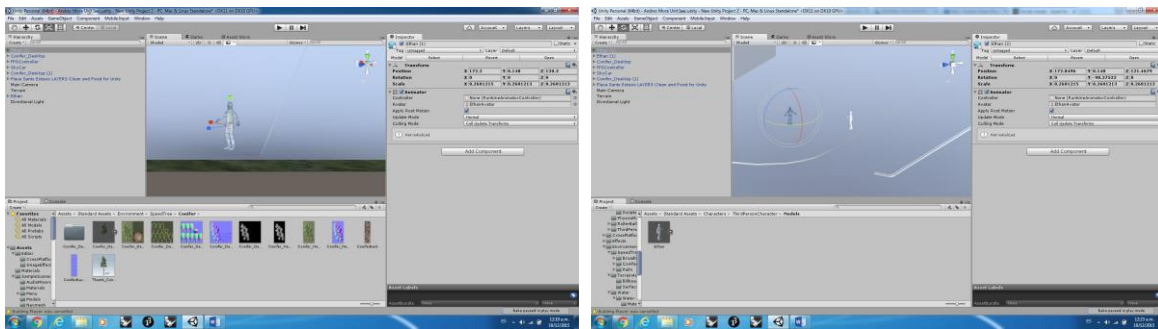
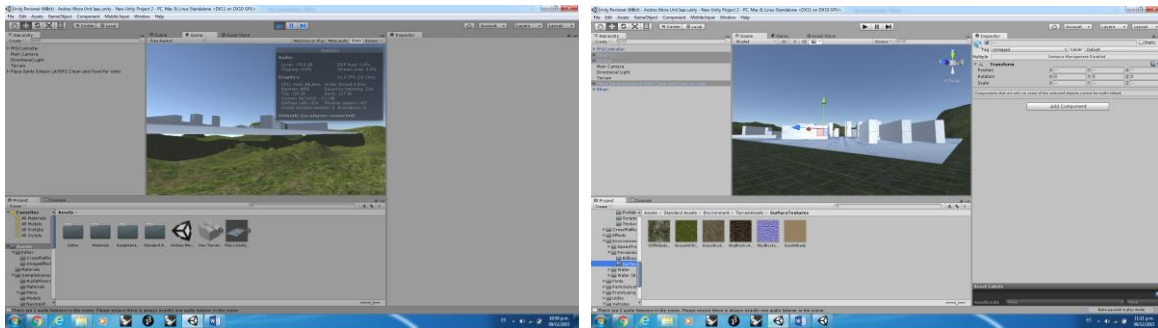


8. Inserted Audio to my character as it moved and jumped.

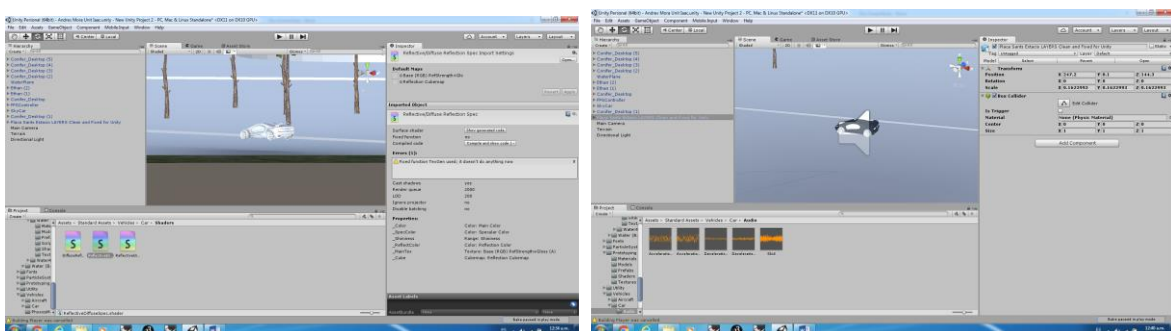
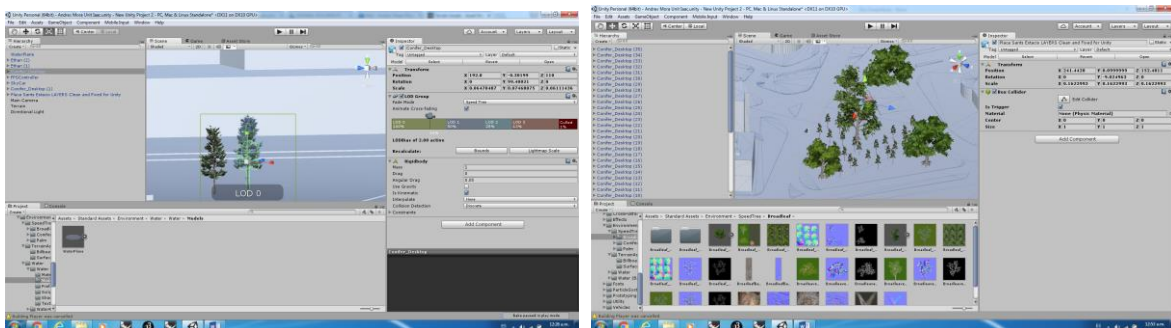


9. Then I threw in the model of my plaza and place it in a flat are over the terrain. Off course It was out of scale so I had to scale it, also to make the file lighter.

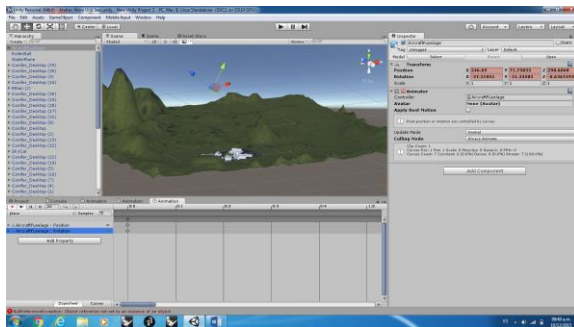
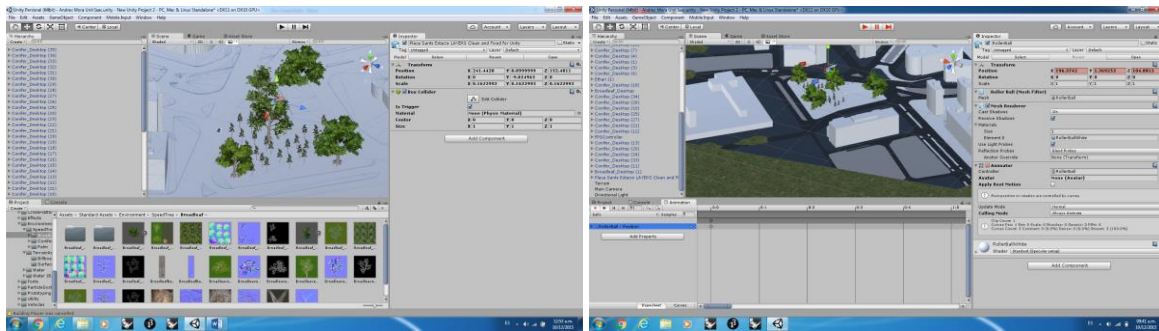




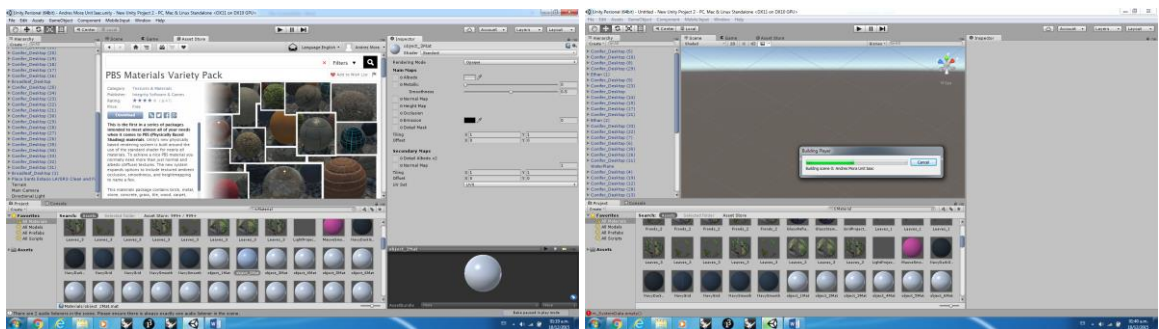
10. Later I inserted some characters, but they were also out of scale so I had to rearrange them. As copied them I rotated them.



11. As I putted in trees of different sizes and positions I also inserted figures like cars and planes.



12. Then I created some animations with the planes and the cars I settled on the scenario. Recording a path throw the plaza and up in the sky.



13. I downloaded materials and assigned them to the urban horizontal scenario. Finally I built and run the file.