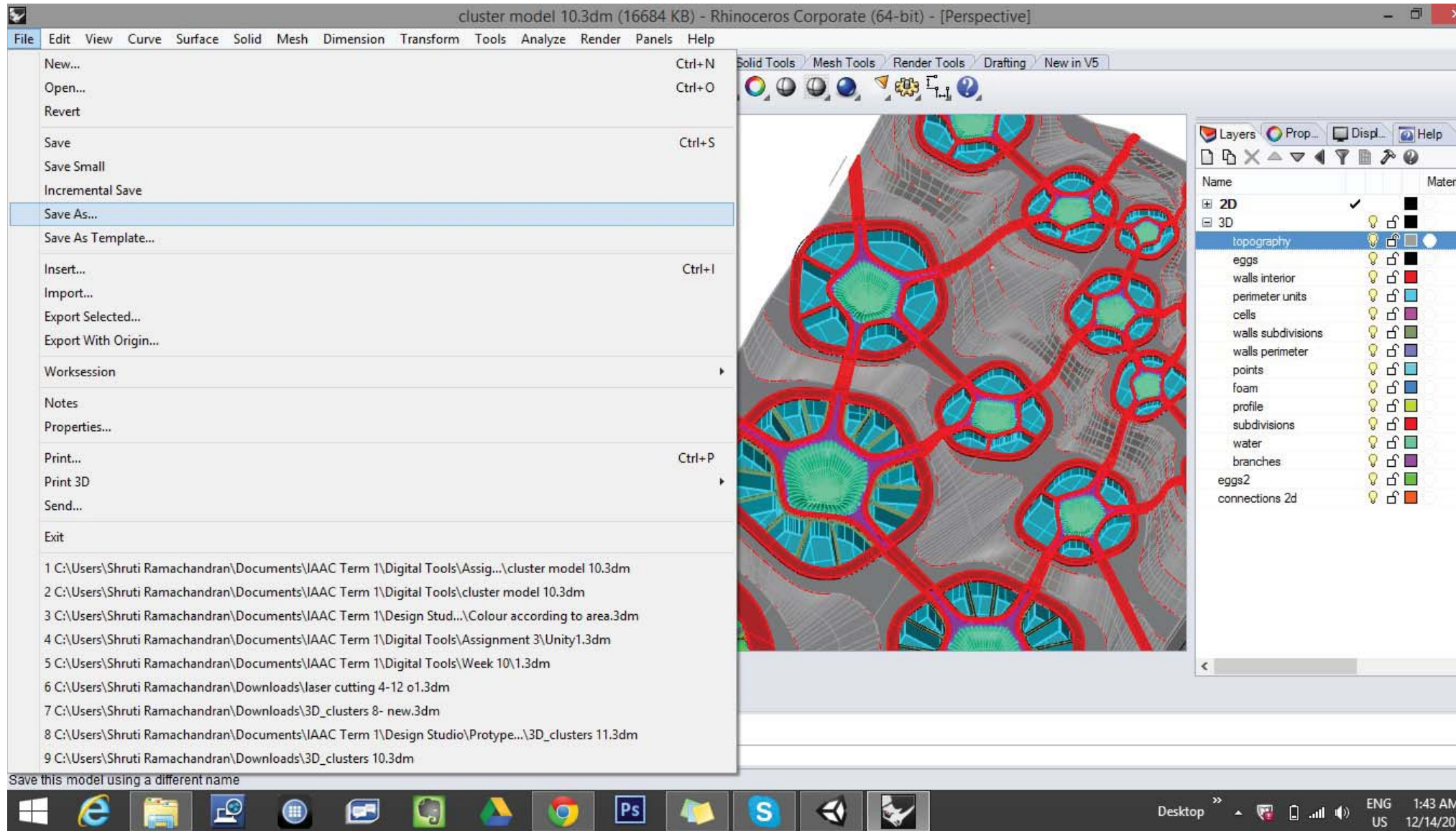


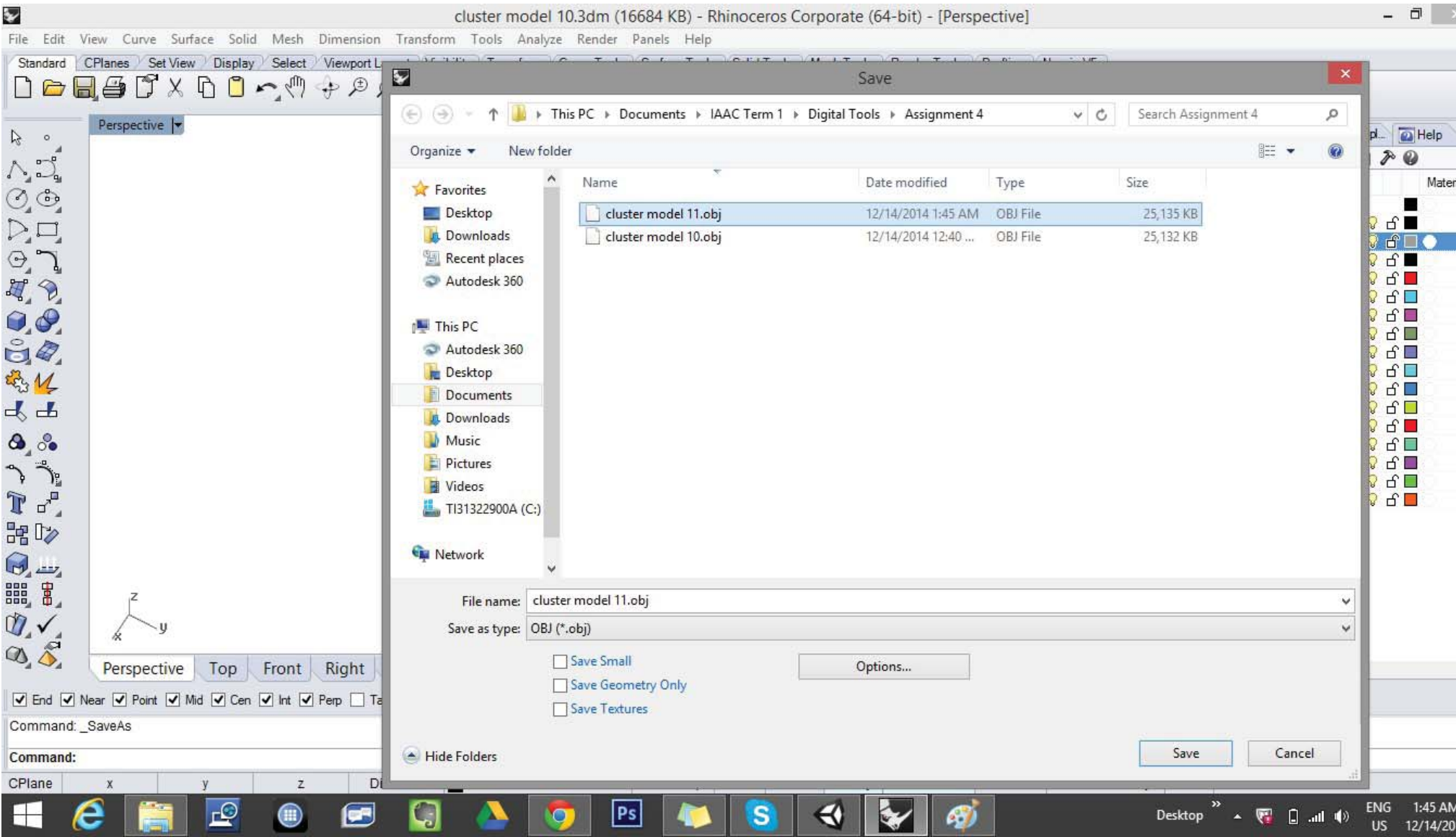
DIGITAL TOOLS | ASSIGNMENT 3 | GAMIFICATION

MAA01 | SHRUTI RAMACHANDRA

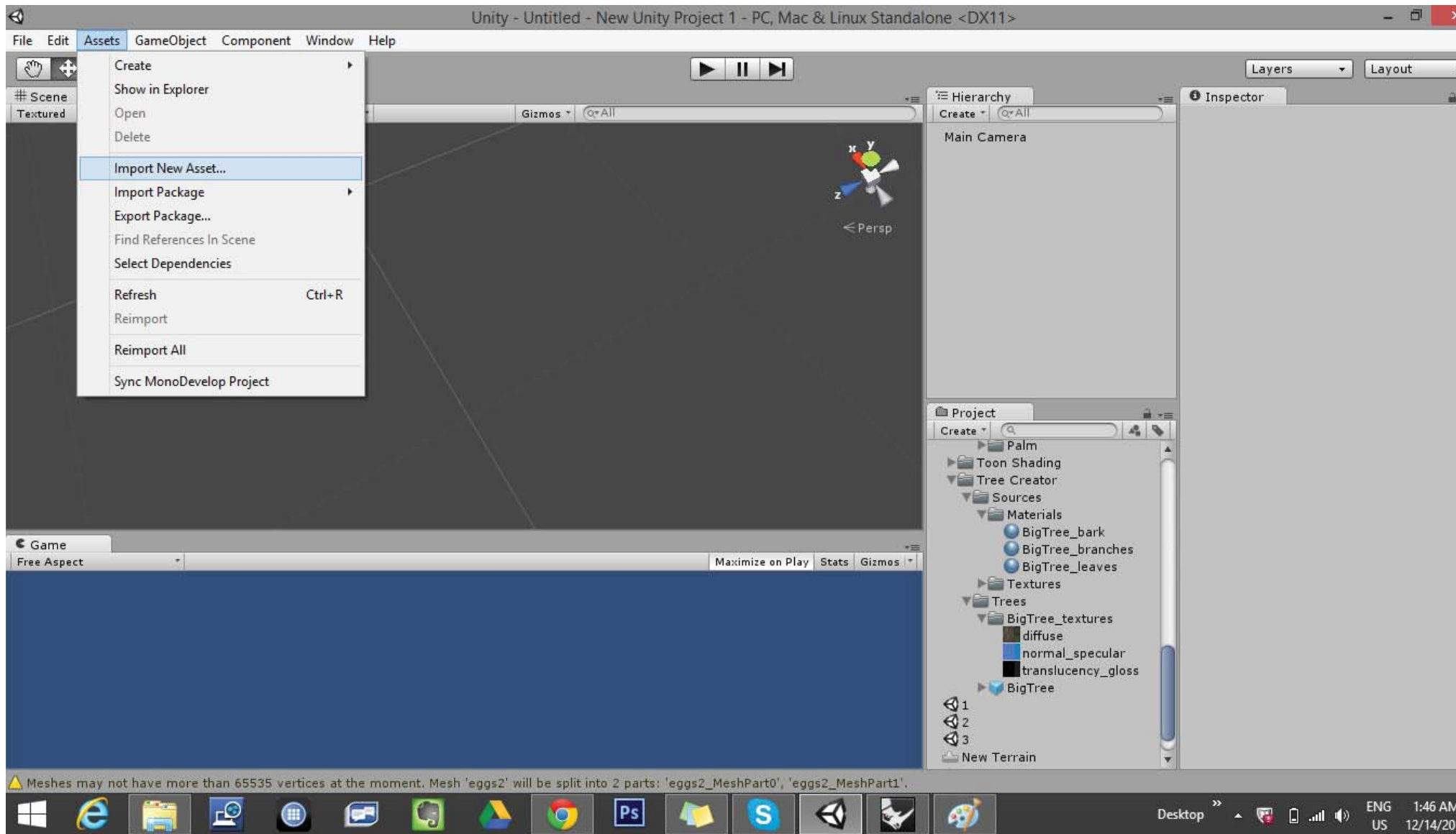
1. Creating a Rhino file and Save As .Obj file.



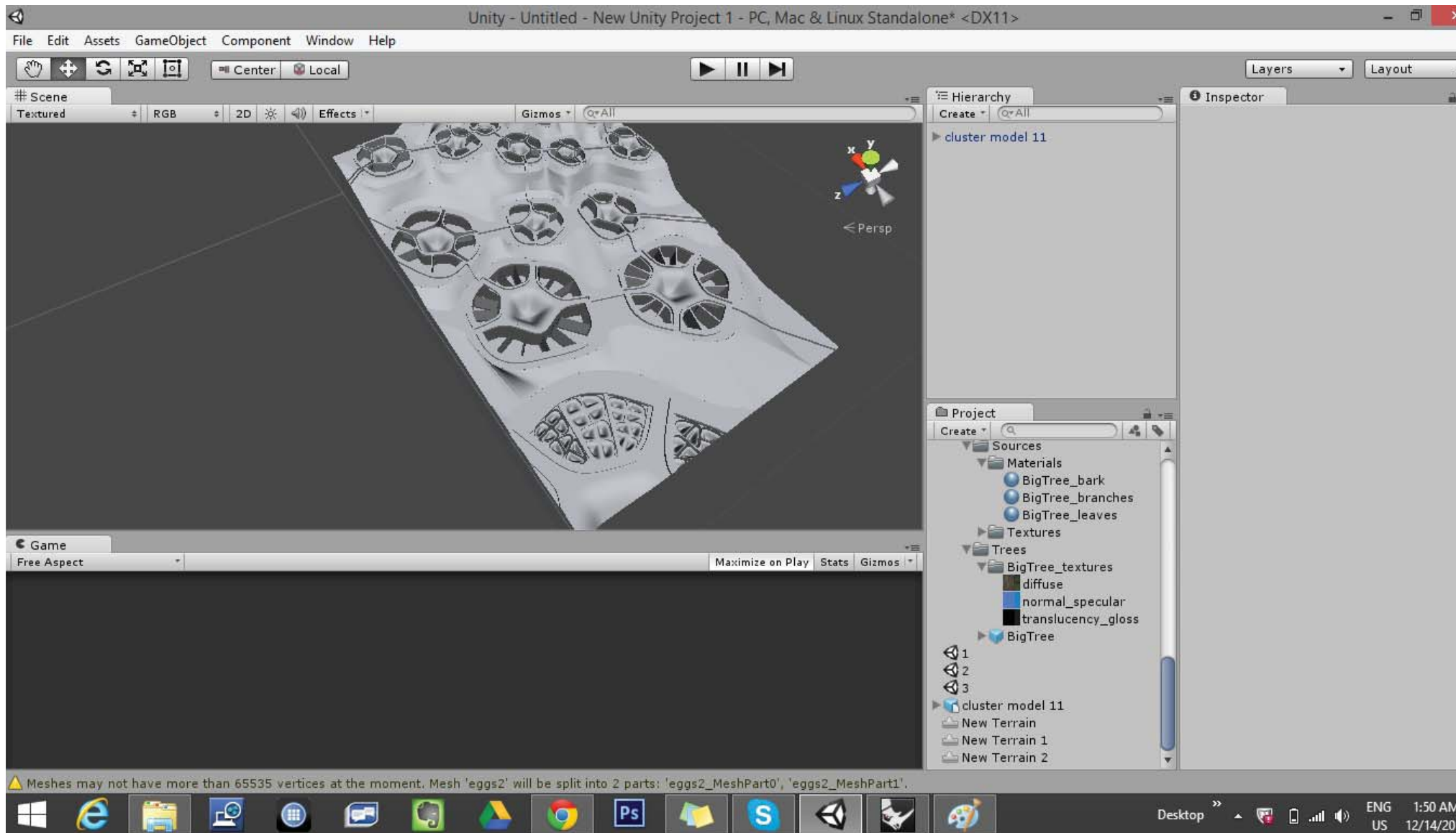
2. .Obj file



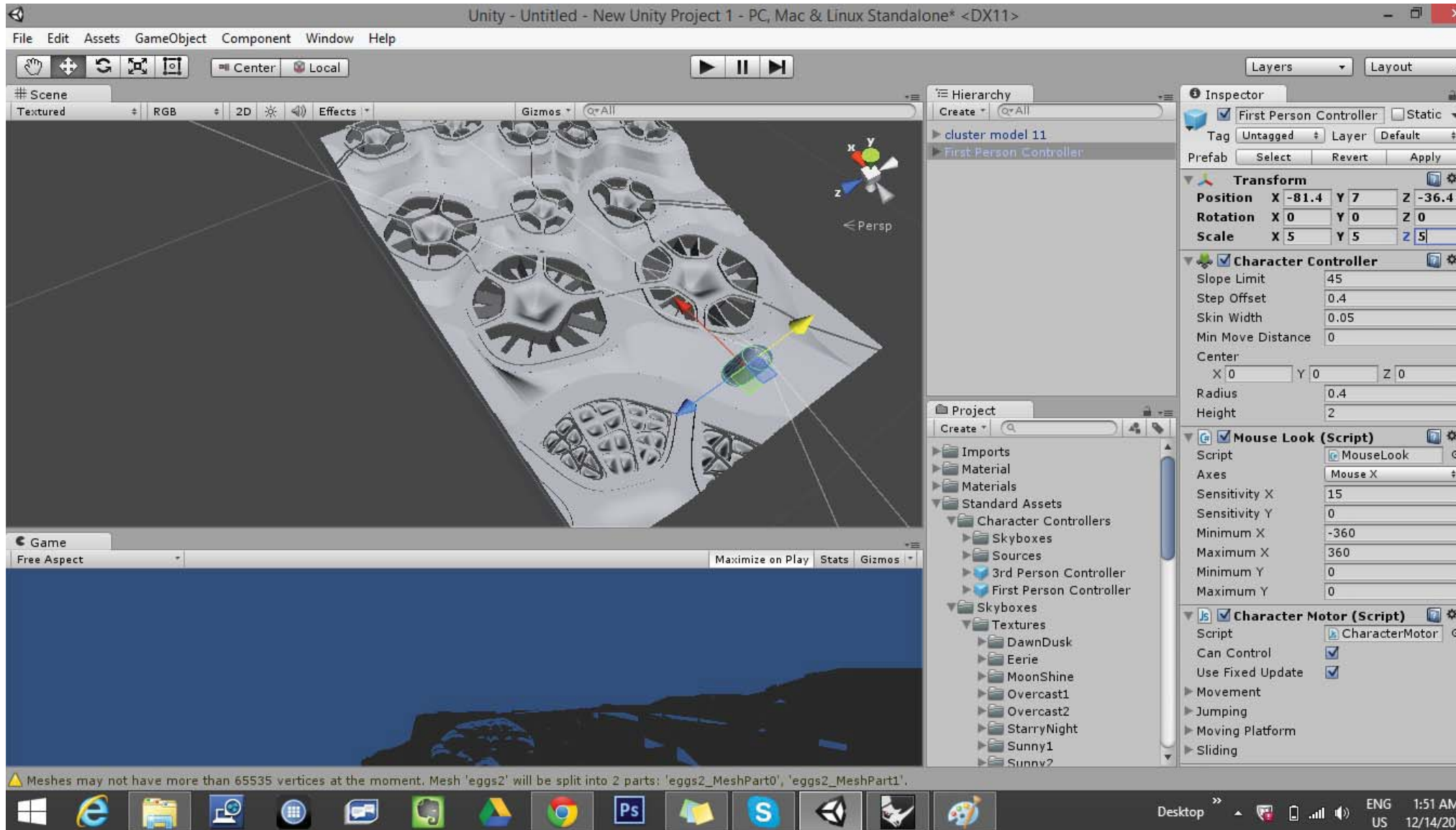
3. Import new Asset



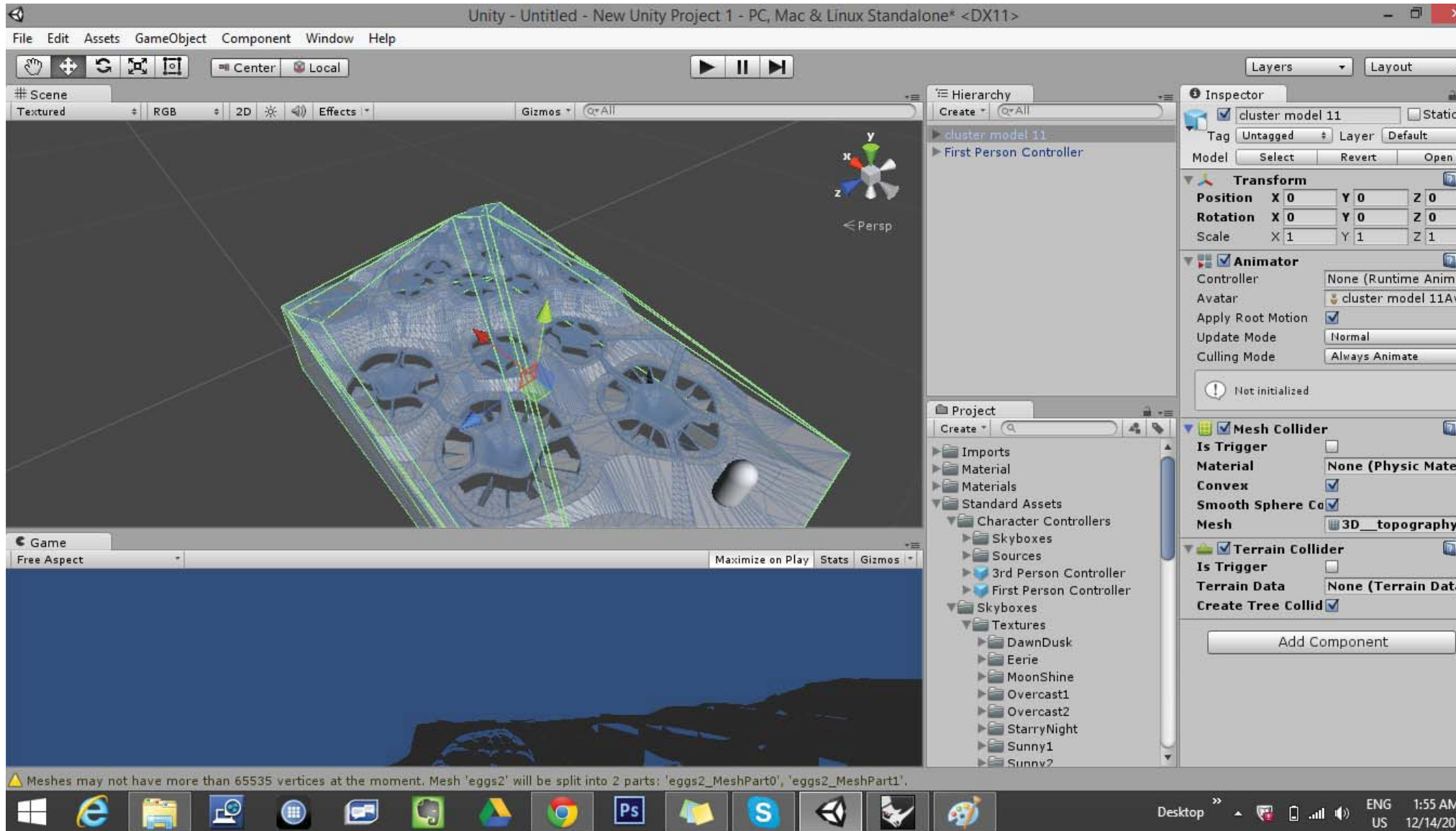
4. Export model



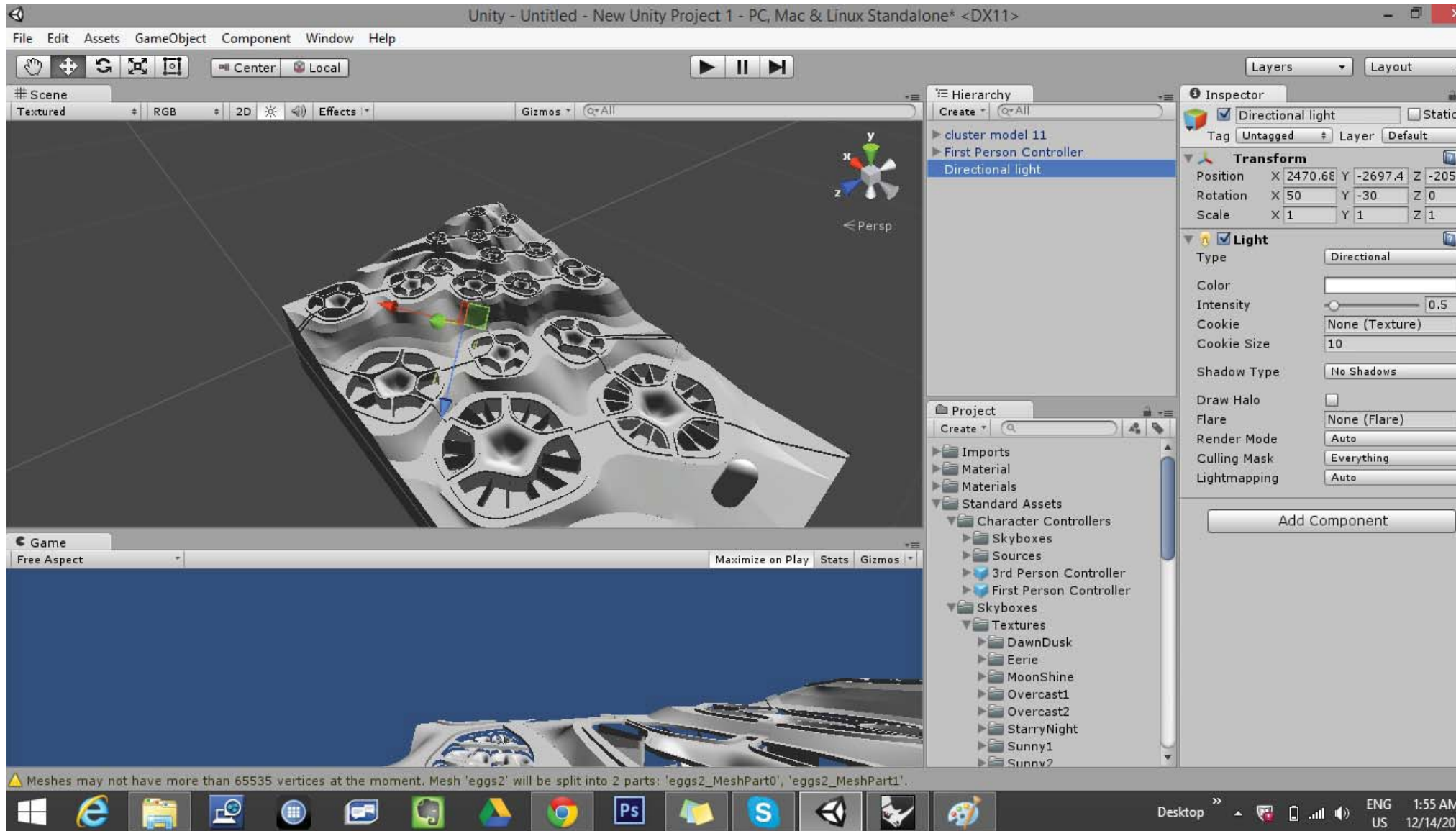
5. Add first person controller



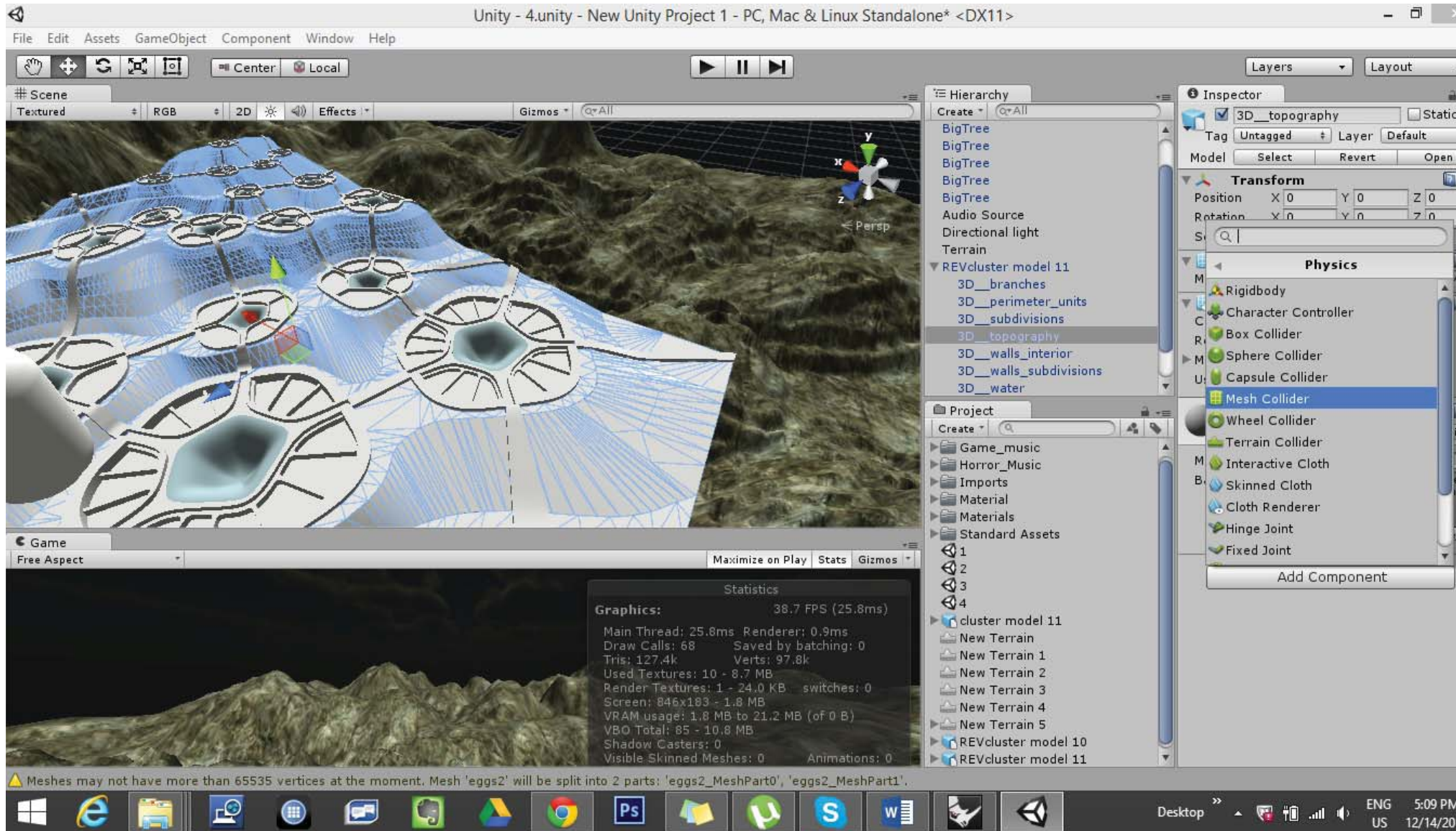
6. Select topography<Add component<Physics<Mesh collider<Select Mesh



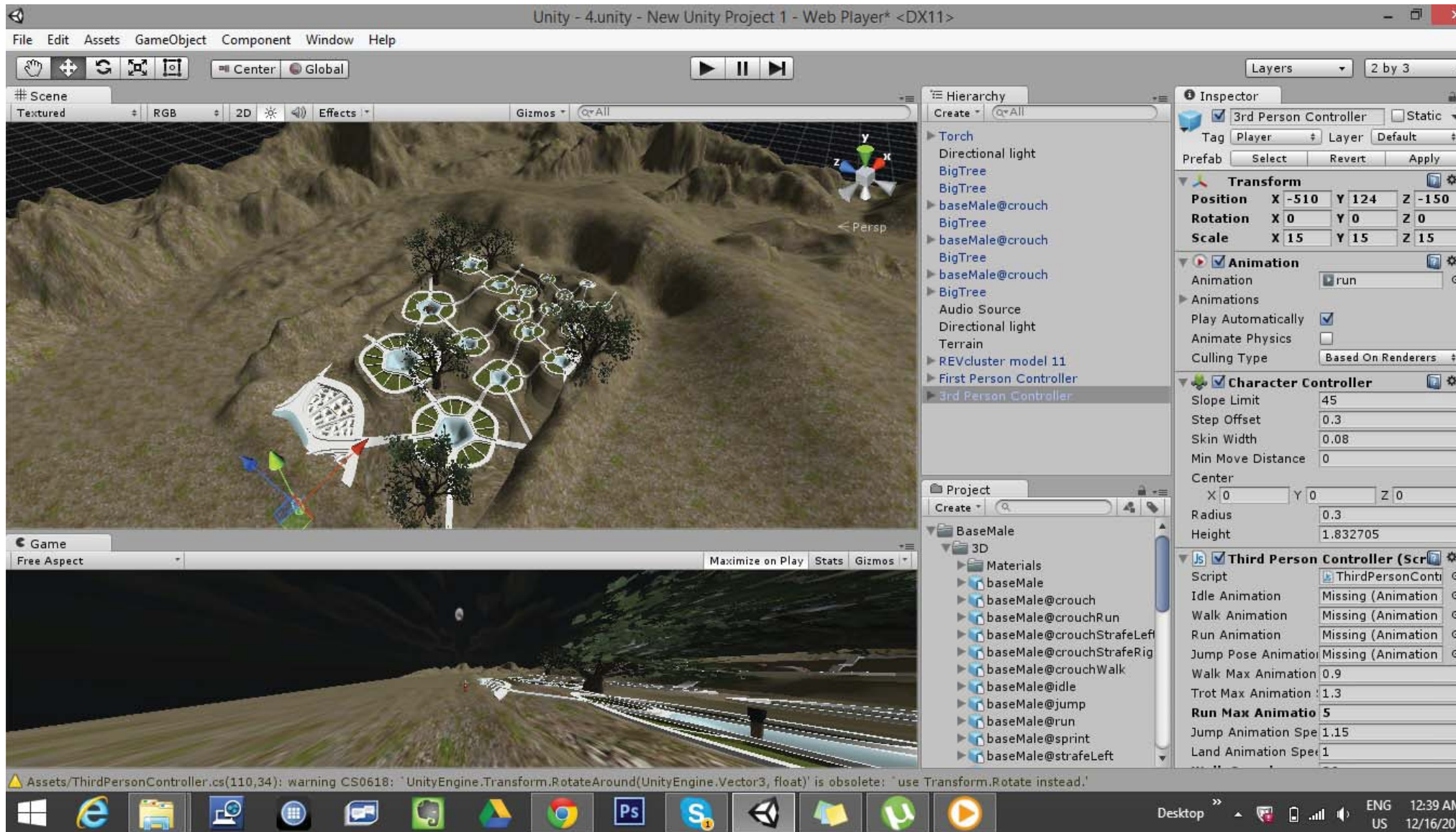
7. Set Directional light



8. Set Terrain and mesh collider for individual components



9. Apply materials, Audio and imported characters from asset store and get carried away!



9. Upload video

