GD50
Lecture 9: Dreadhalls

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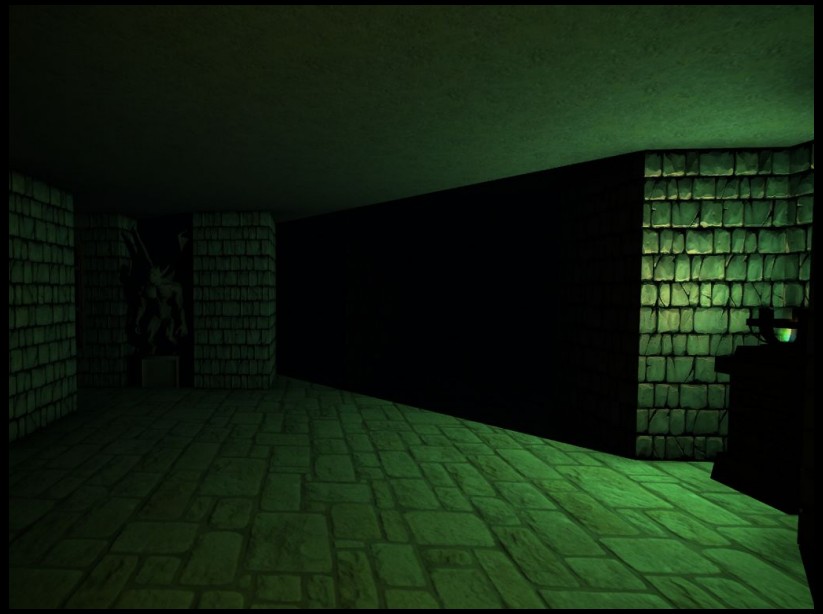
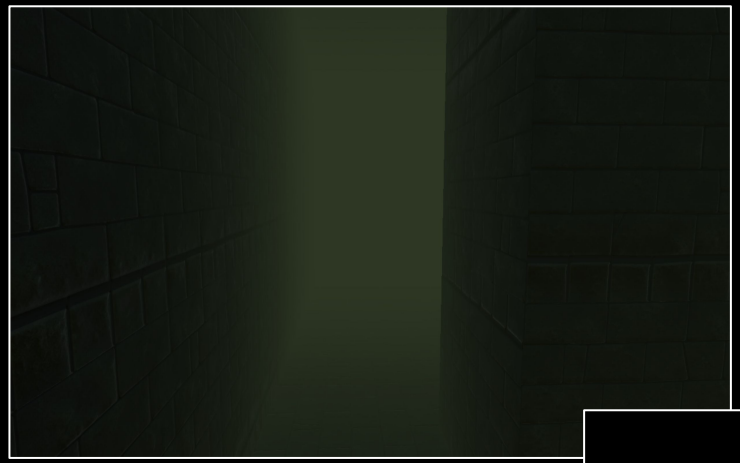


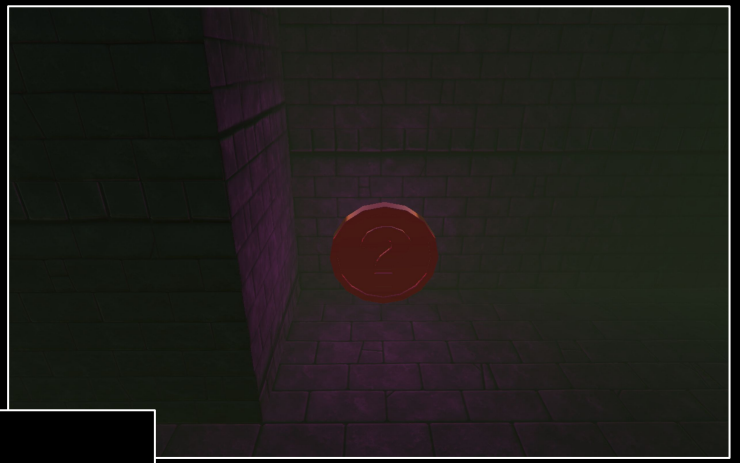
Topics

- Texturing
- Materials and Lighting
- 3D Maze Generation
- First-Person Controllers
- Multiple Scenes
- Fog
- UI Components and Unity2D

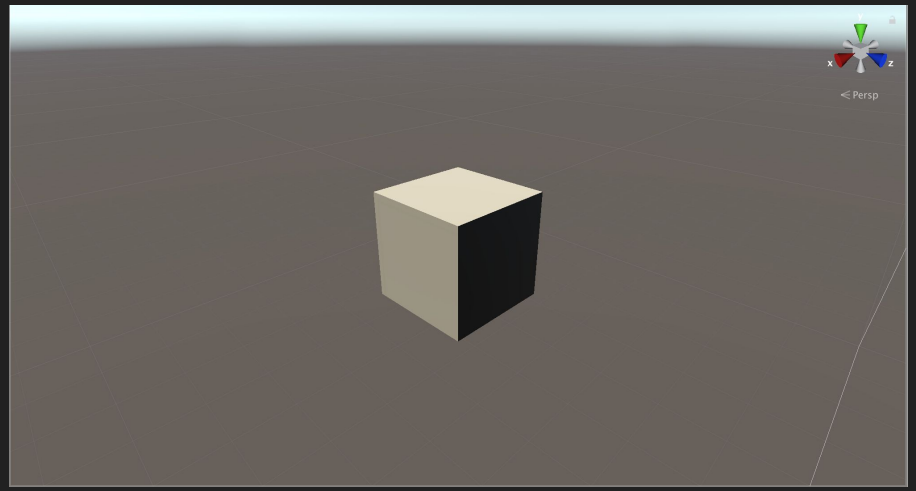
But first, a demo!

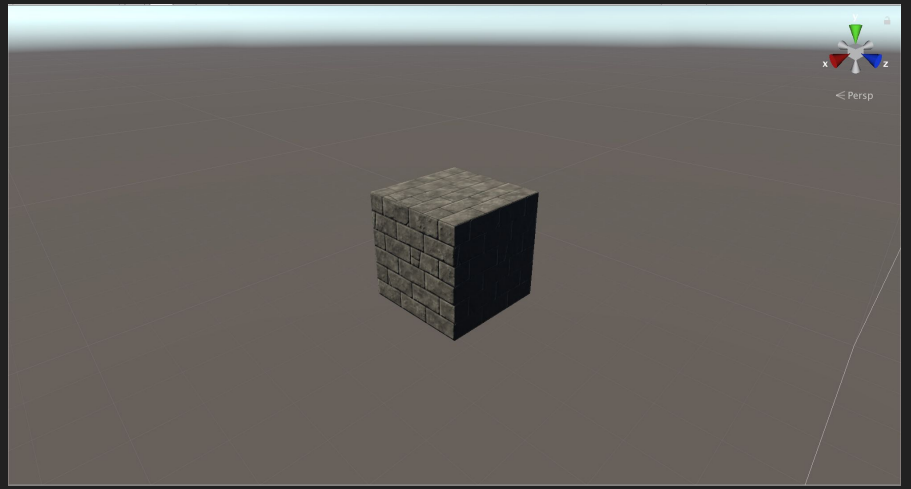
Our Goal

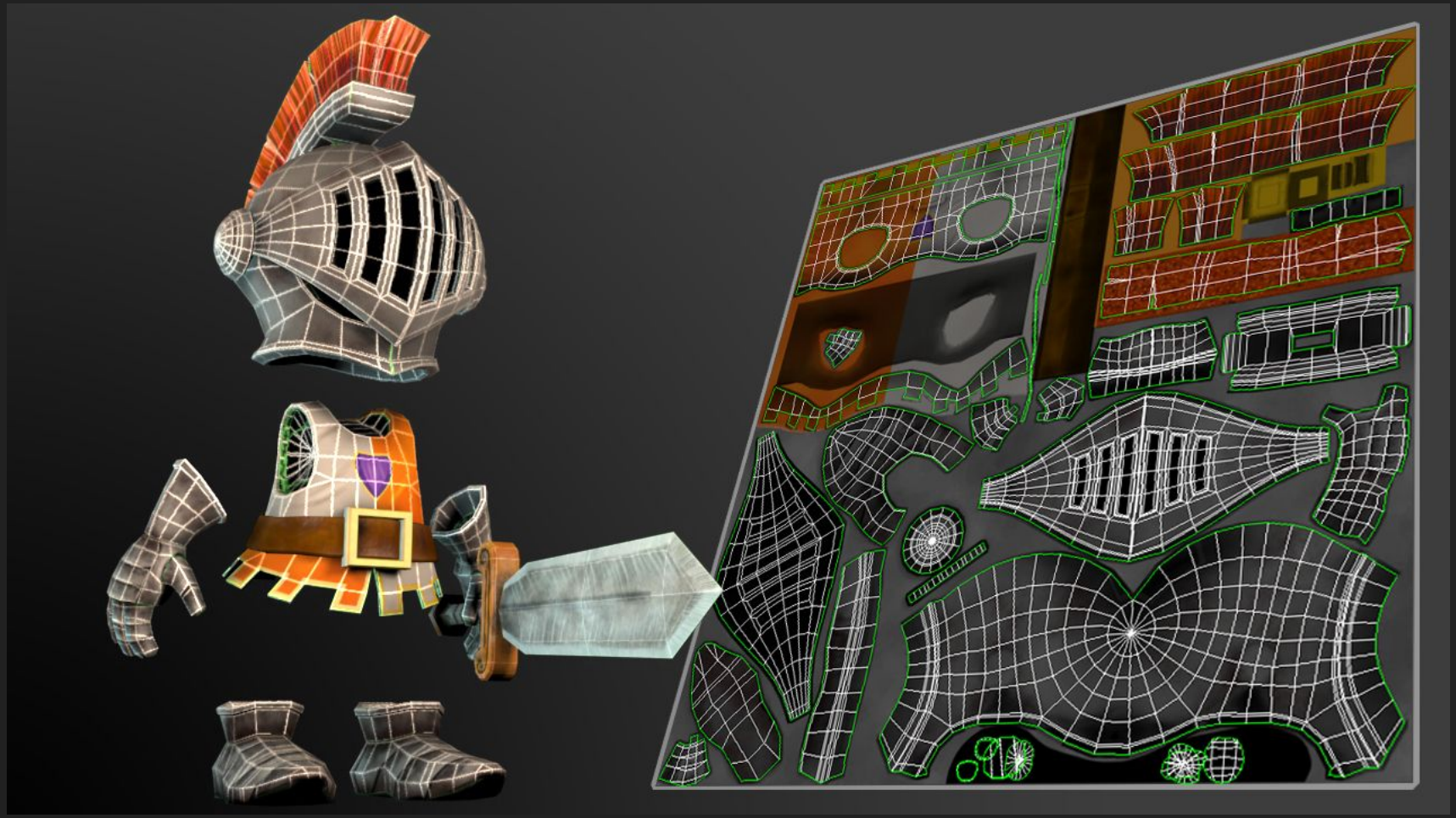




Texturing

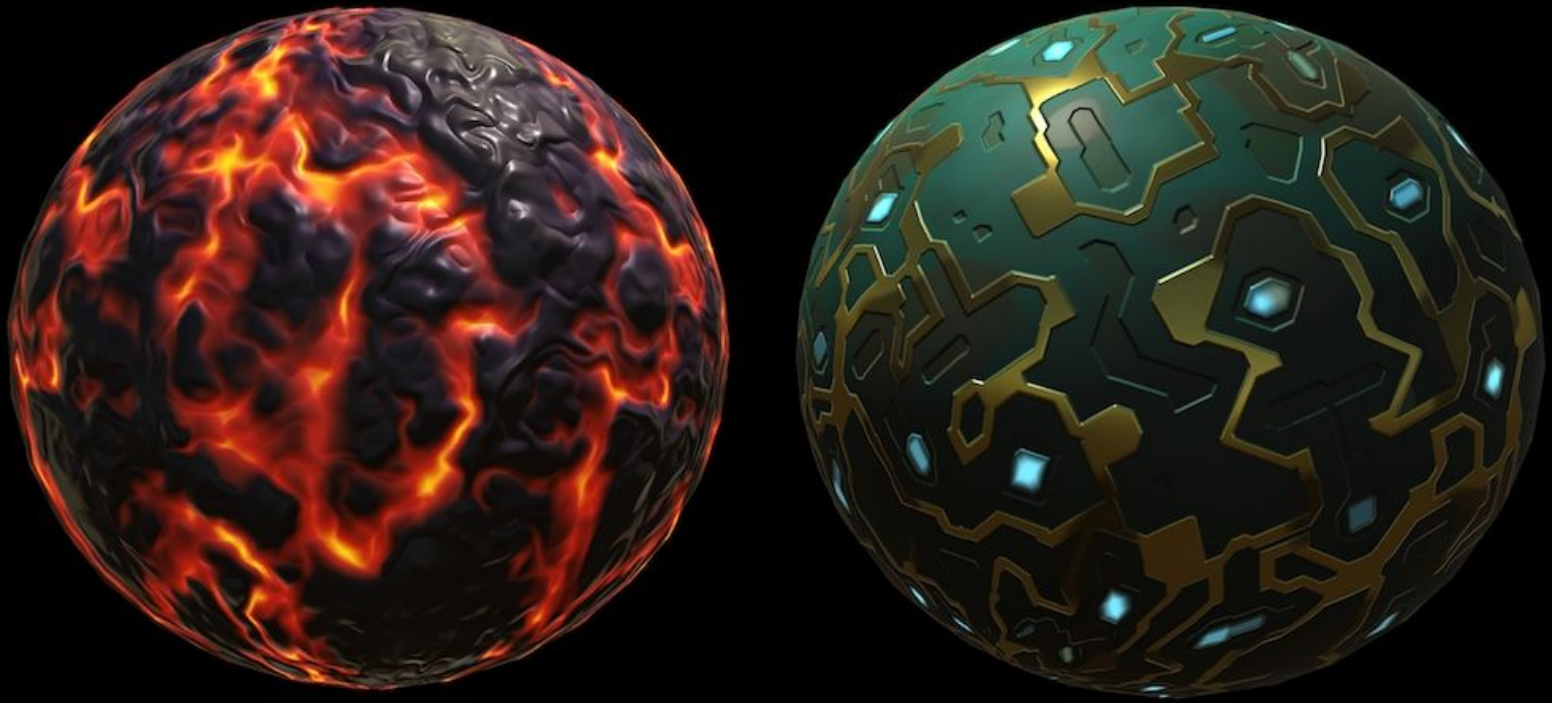






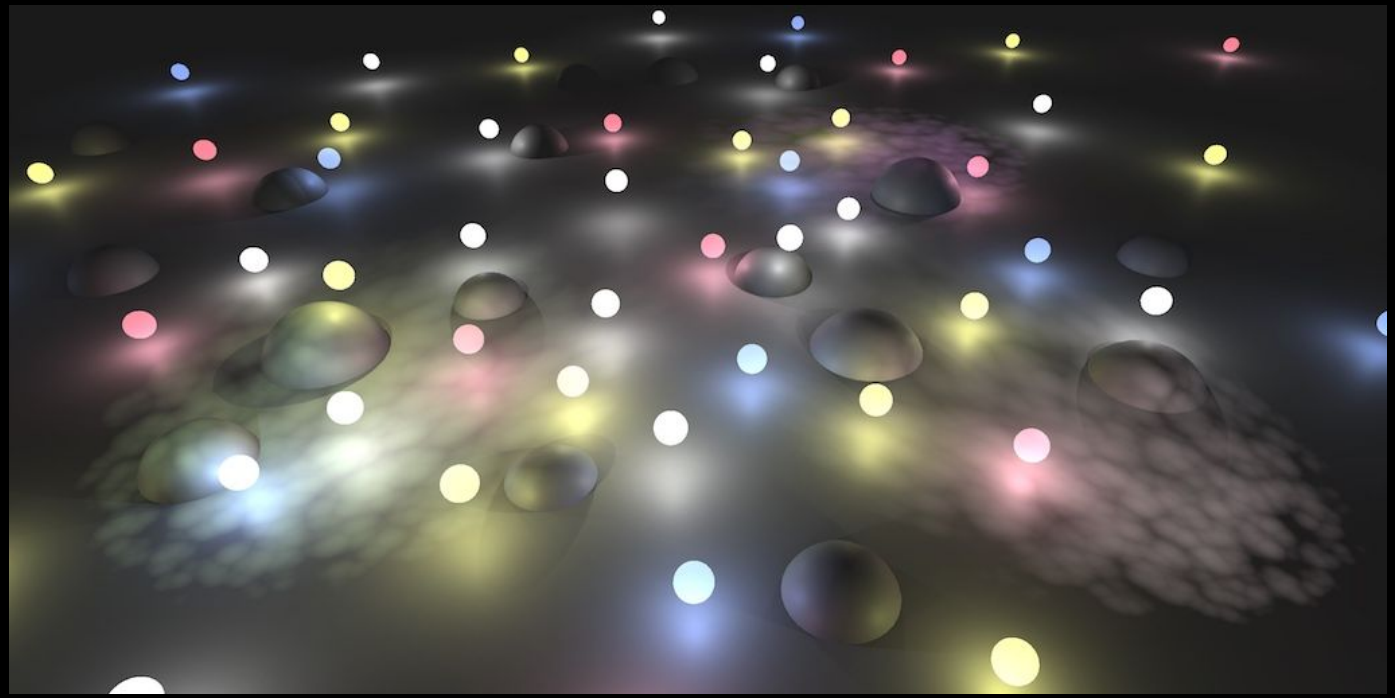
https://www.pluralsight.com/courses/3ds-max-uv-mapping-fundamentals

Materials



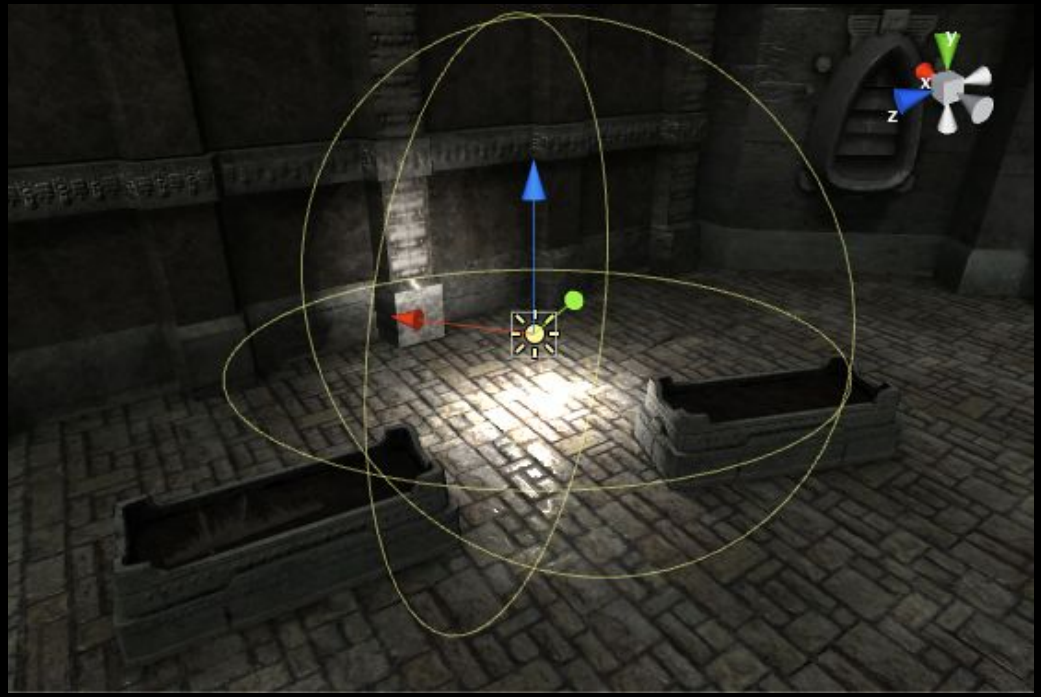
http://catlikecoding.com/unity/tutorials/rendering/part-9/

Lighting



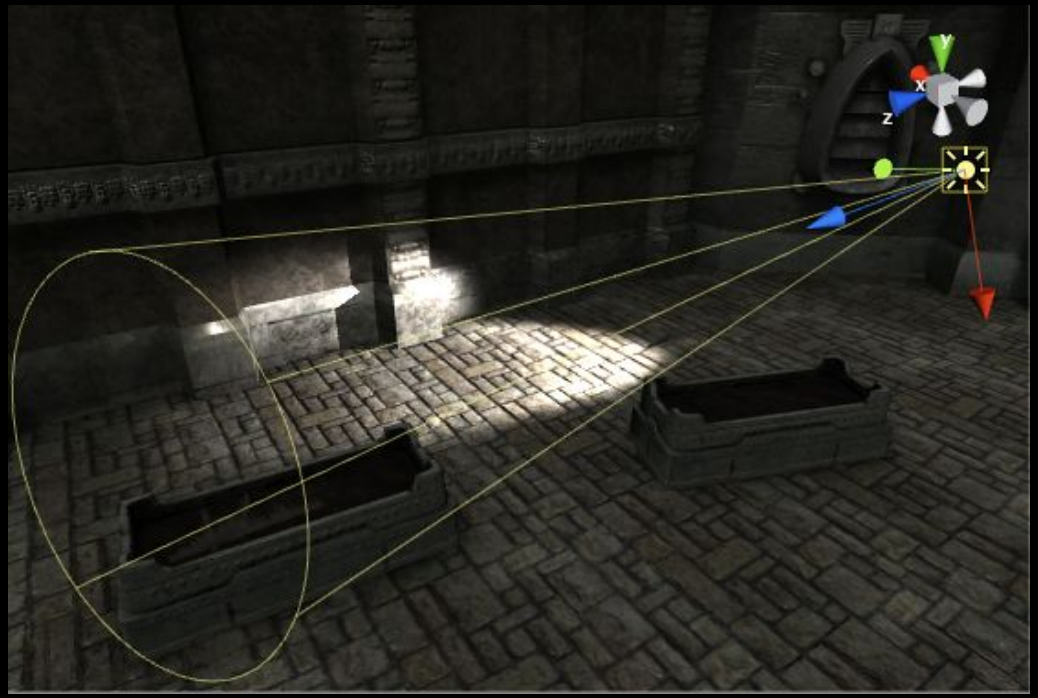
http://catlikecoding.com/unity/tutorials/rendering/part-15/

Point Light



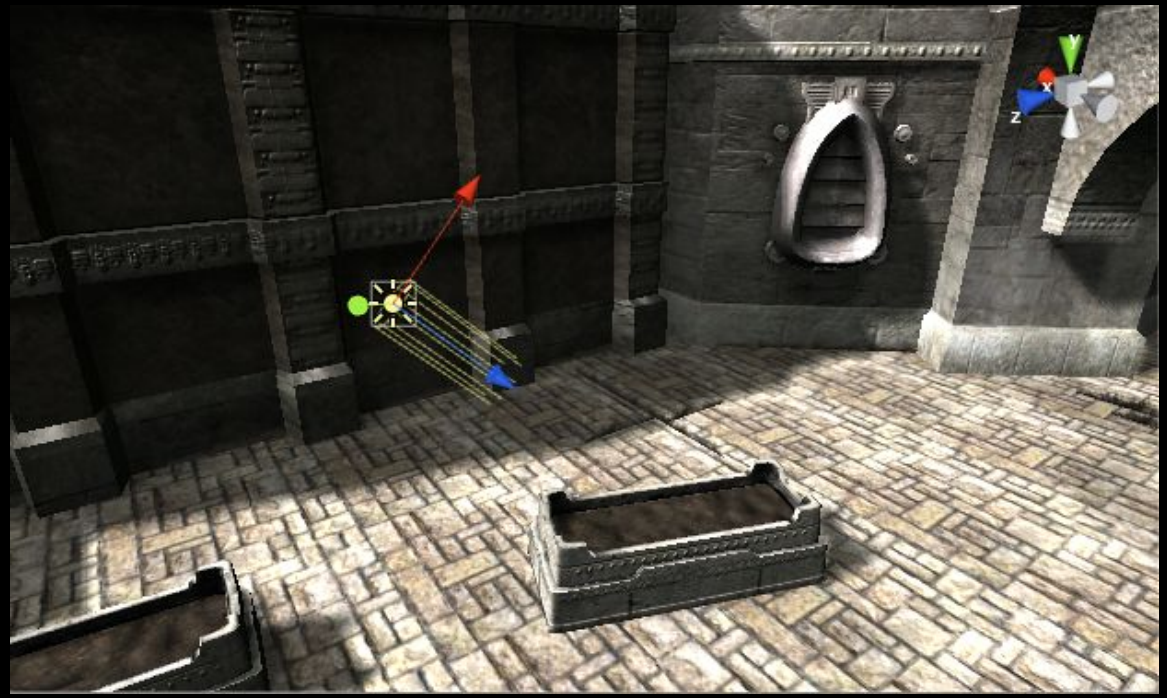
https://docs.unity3d.com/Manual/Lighting.html

Spot Light



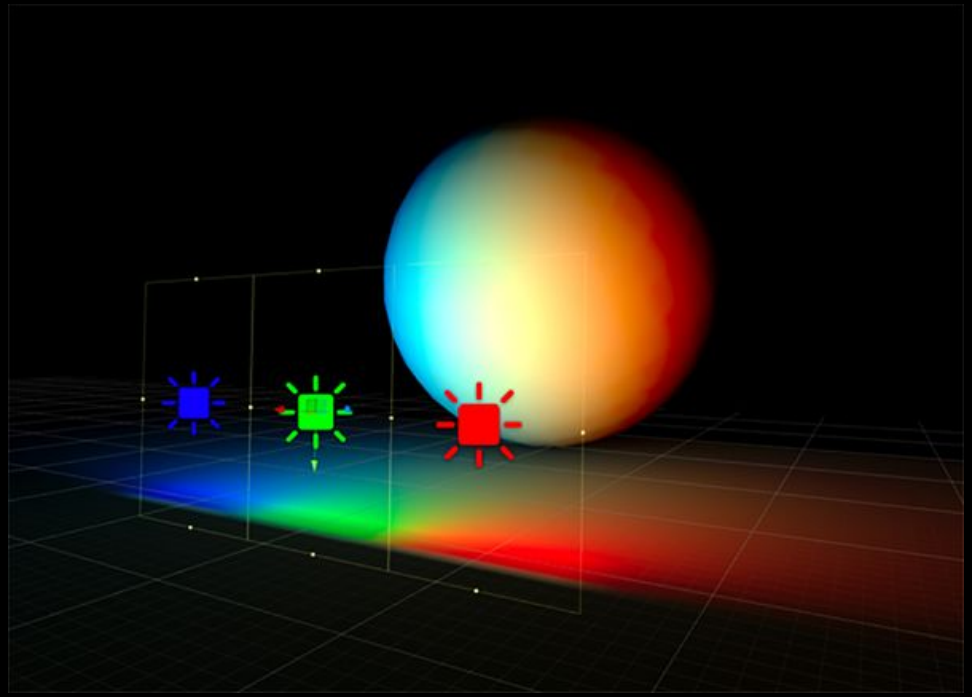
https://docs.unity3d.com/Manual/Lighting.html

Directional Light



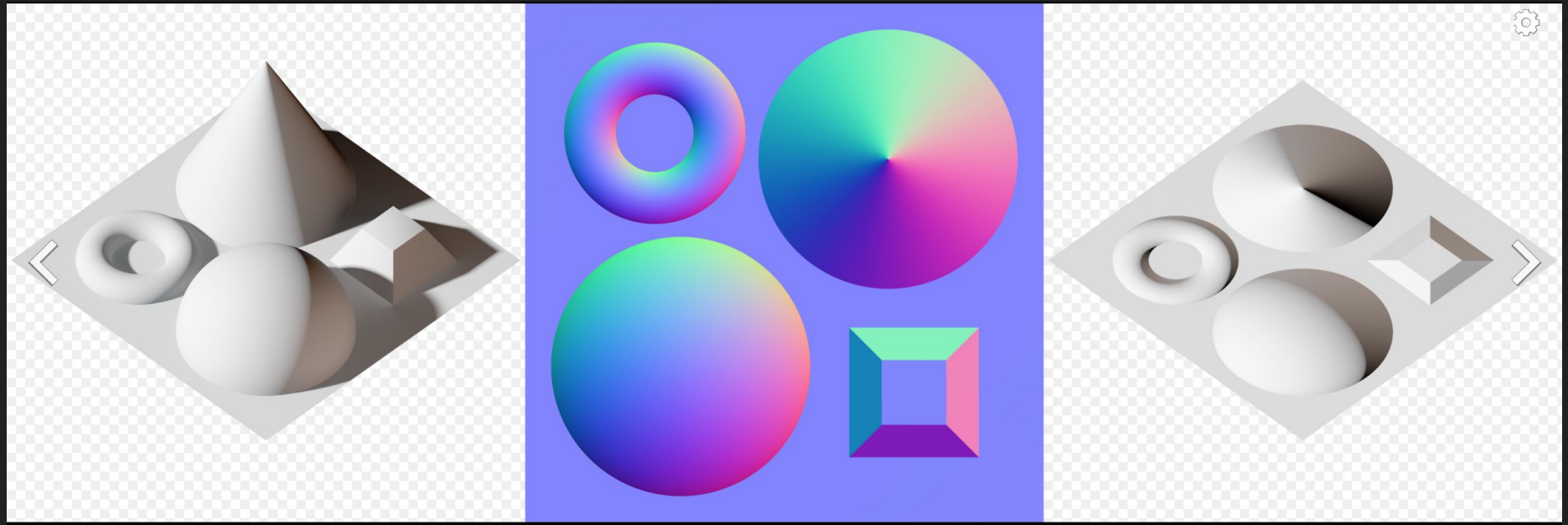
https://docs.unity3d.com/Manual/Lighting.html

Area Light



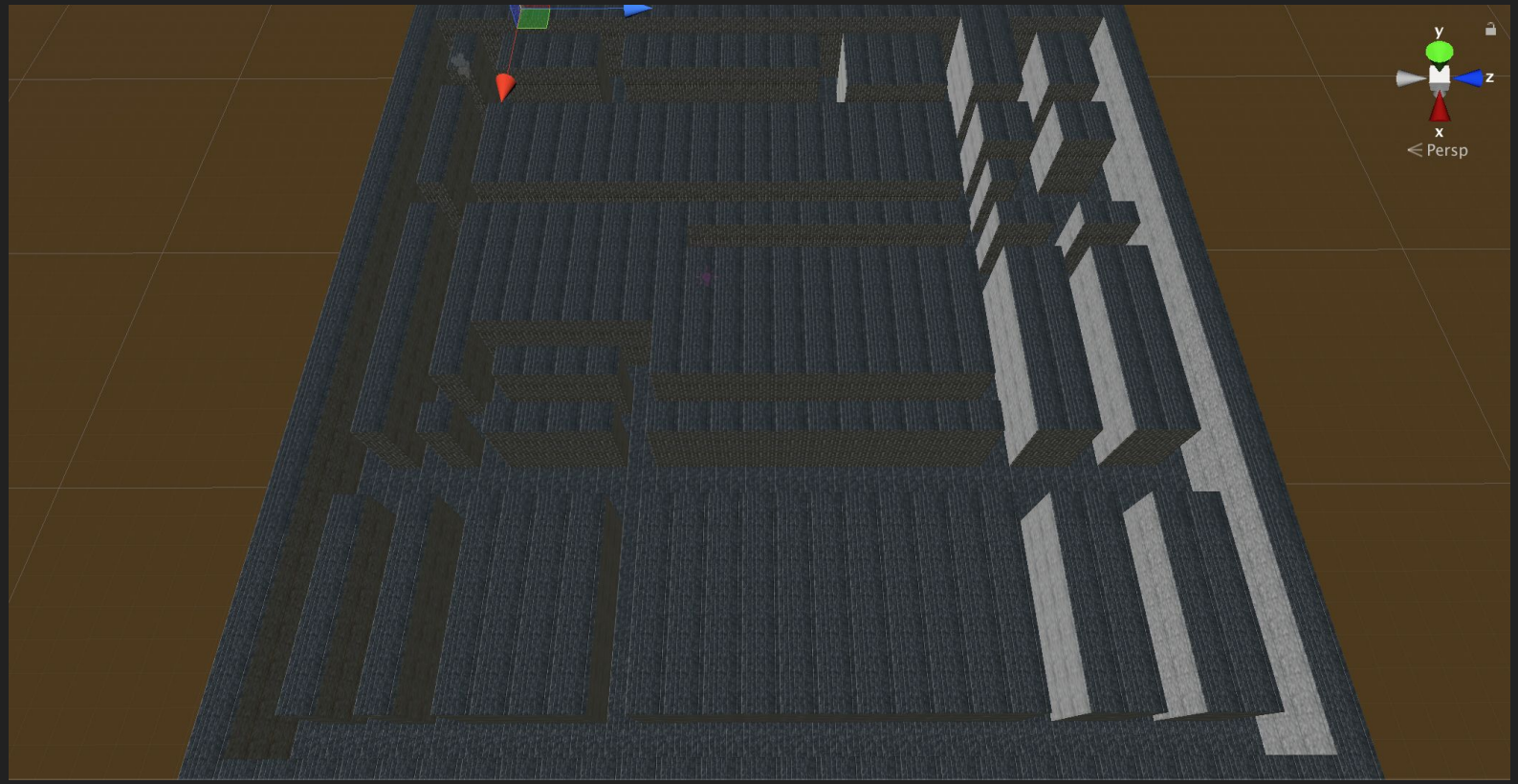
https://docs.unity3d.com/Manual/Lighting.html

Normal (Bump) Mapping



https://en.wikipedia.org/wiki/Normal_mapping

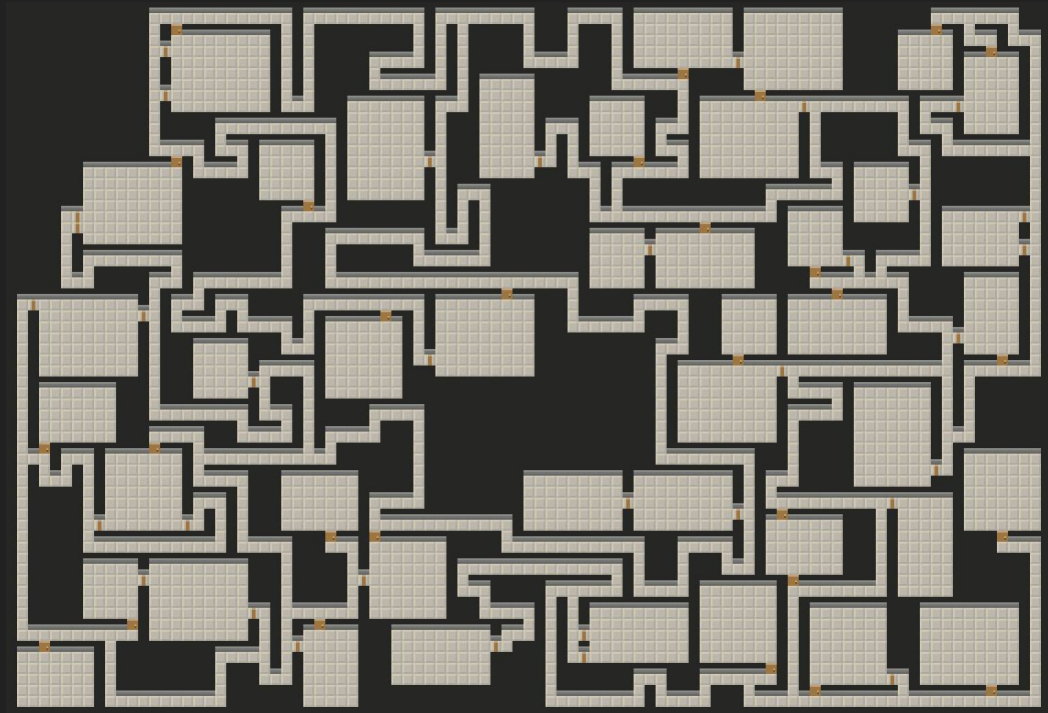
3D Maze Generation



3D Maze Generation

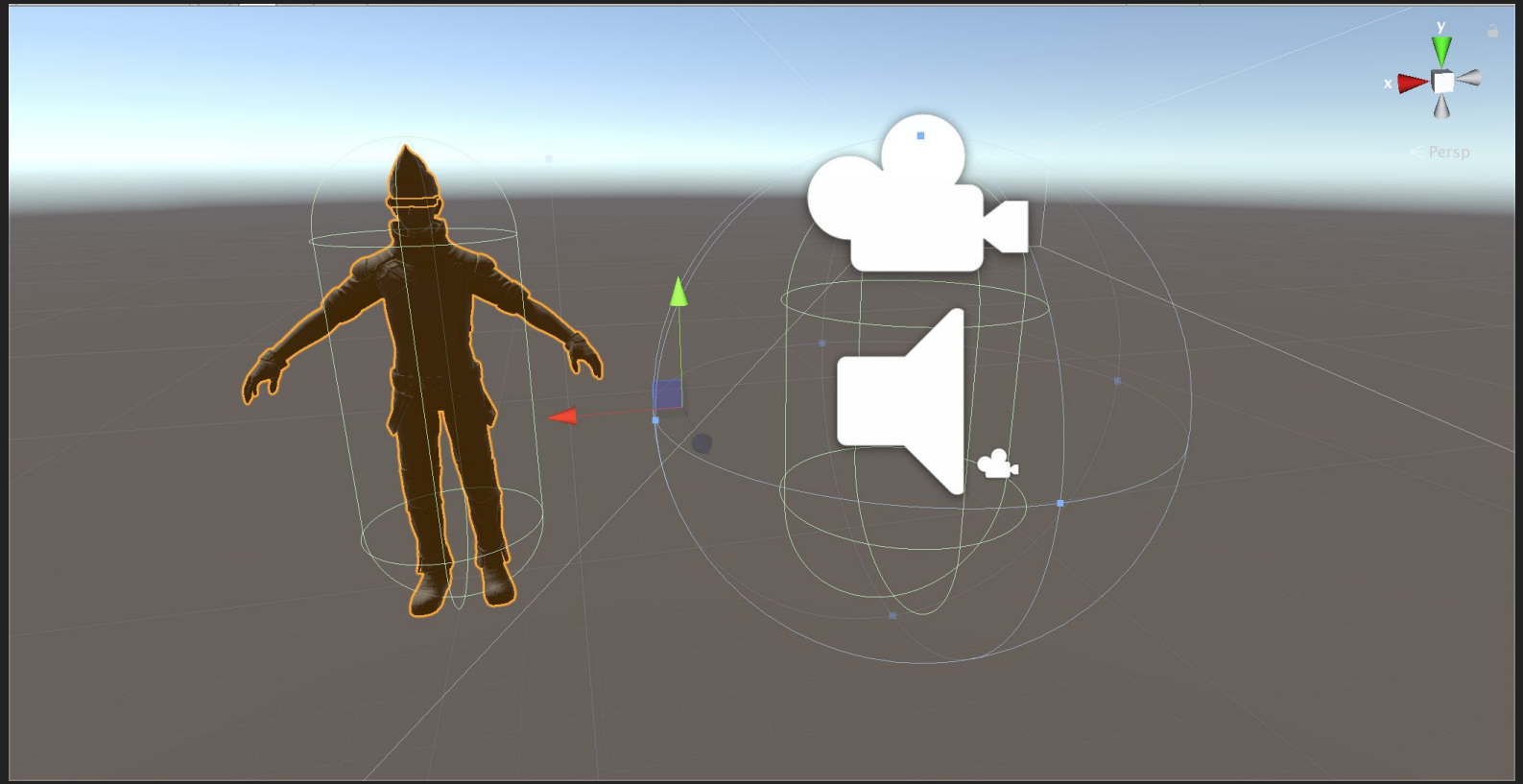
http://catlikecoding.com/unity/tutorials/maze/

2D Maze/Dungeon Generation

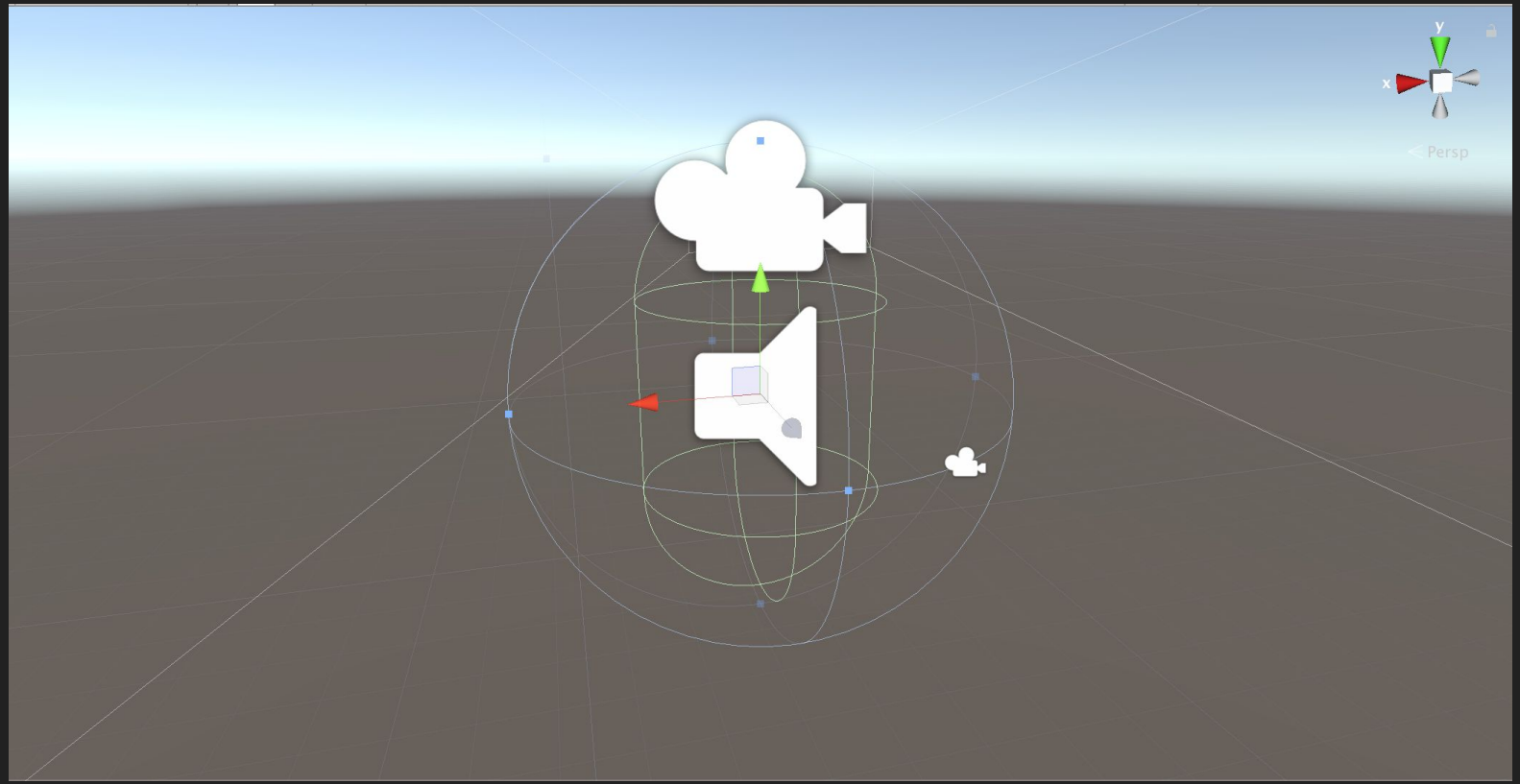


http://journal.stuffwithstuff.com/2014/12/21/rooms-and-mazes/

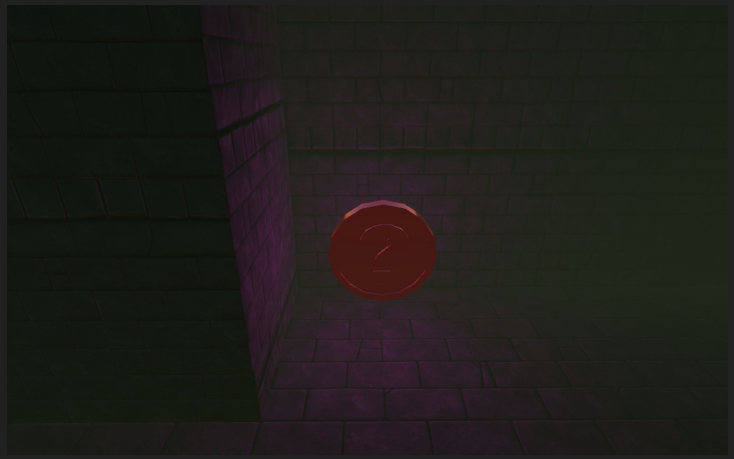
Character Controllers



FPS Controller



Multiple Scenes



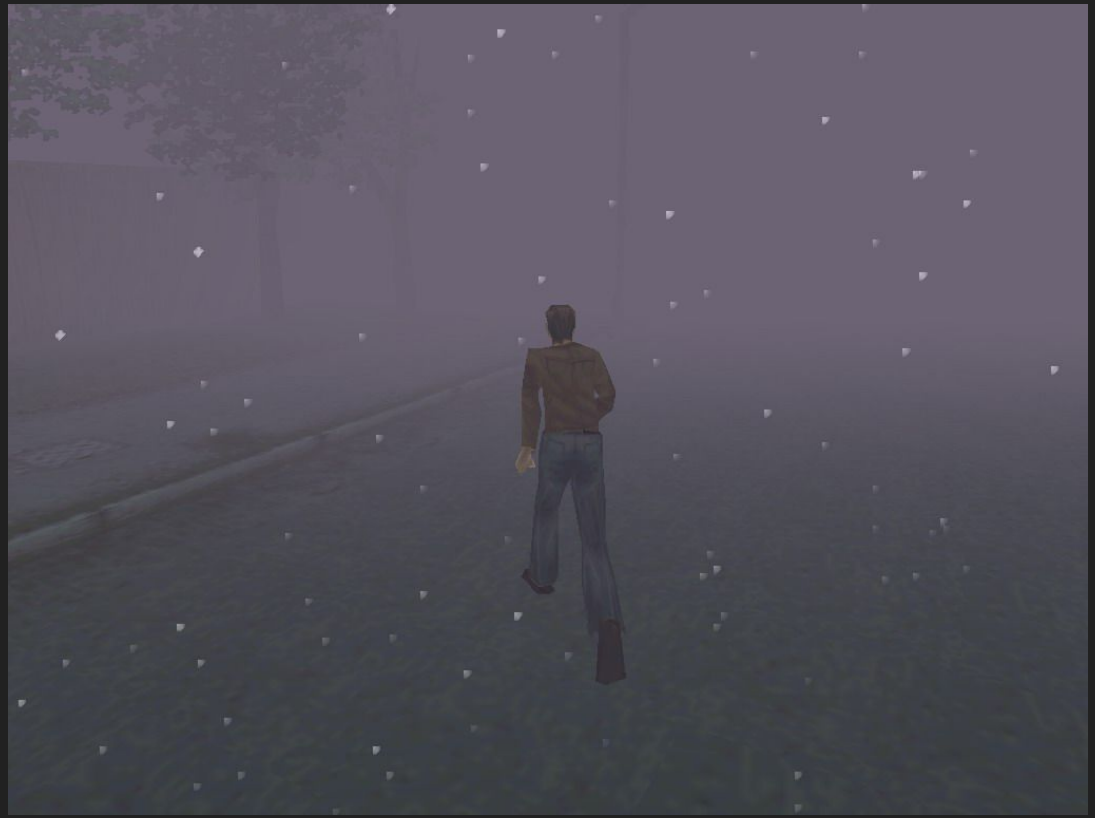
Fog

http://www.nintendolife.com/news/2011/09/feature_nintendo_64_let_downs_head_scratchers_and_conundrums

Fog

https://lasttokengaming.wordpress.com/2014/04/26/nostalgia-review-and-reflection-star-wars-shadows-of-the-empire-1996/

Fog

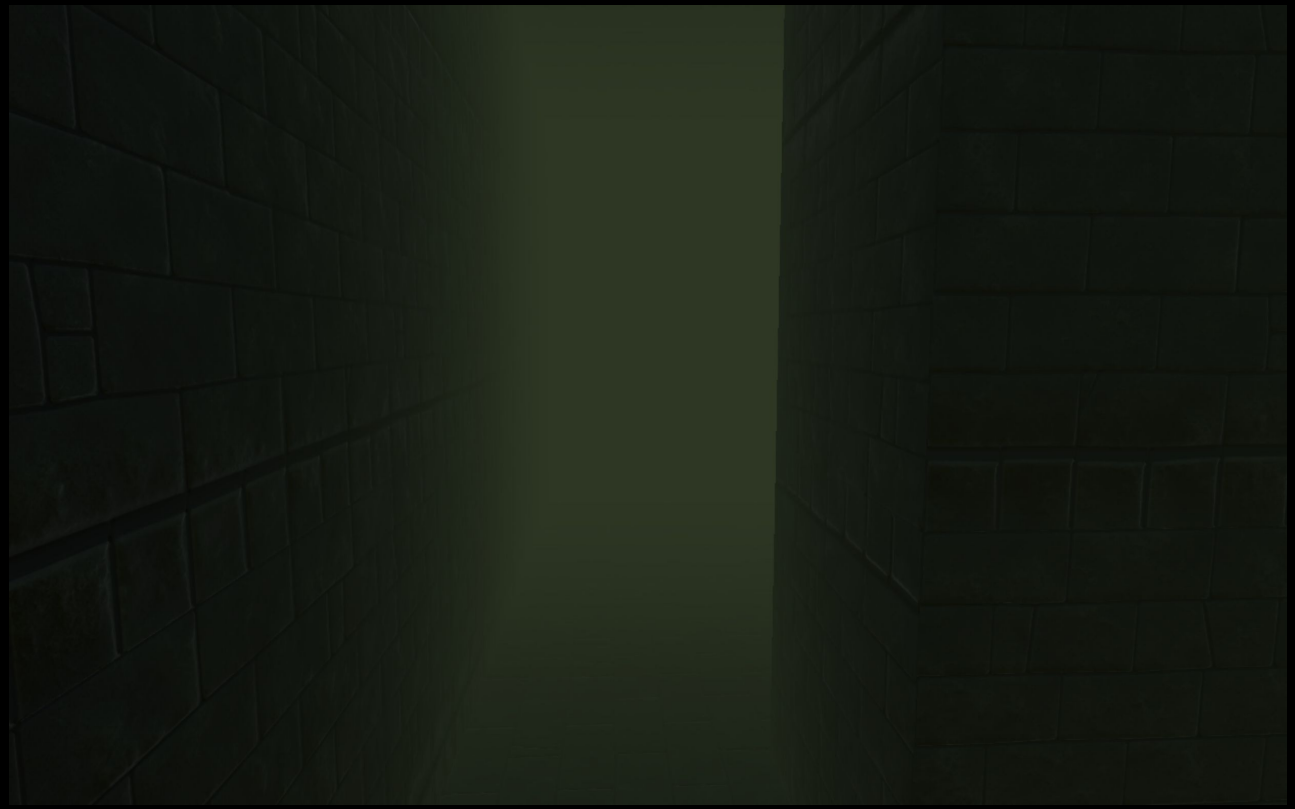


http://www.escapistmagazine.com/articles/view/video-games/goodoldreviews/14810-Good-Old-Reviews-Silent-Hill#&gid=gallery_4886&pid=1

Fog

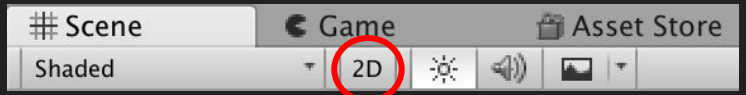
http://onlysp.com/shadow-of-the-colossus-ps4-pro/

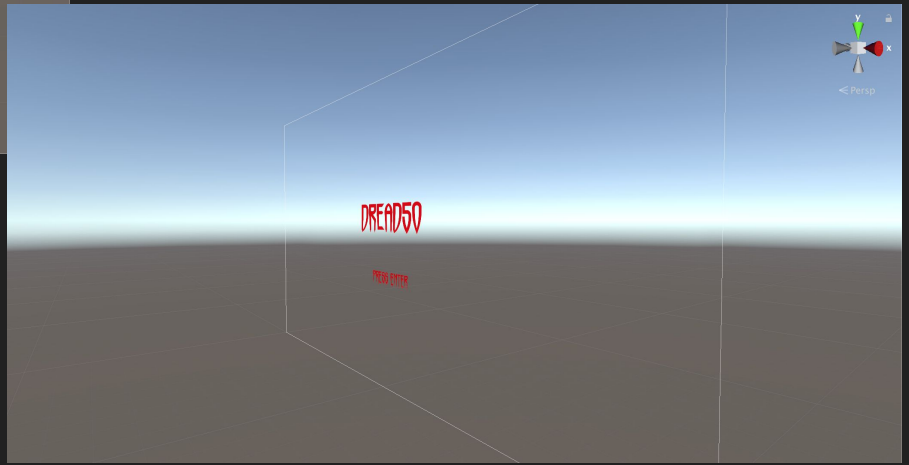
Fog



Unity2D

DREAD50
PRESS ENTER


Scene
Game
Asset Store
Shaded
2D


DREAD50
PRESS ENTER

Assignment 9

- Create gaps in the floor that the player can fall through.
- When the player falls through the hole (approximately two blocks below), transition to a screen with "Game Over" text. Pressing "Enter" here should loop back to the Title Scene.
- Add a "Text" object to the Play Scene that keeps track of how many levels the player has navigated through.

Next Time...

See you next time!