



Exercise 5

USING GRAPHICAL ASSETS IN UNITY

Preparation

Watch the tutorial video

Using Assets in Unity

Online: <http://www.youtube.com/user/mitartemis>

Offline: 05_Unity1.mp4 (available from the instructor)

Review template files

Beginner: use the files in the folder called Tutorial 5 for this exercise.

Using graphical assets

BEGINNER

In Unity, open the GeographyGame work file from the Scene folder of the Earth Unity Project. Replace the 3D Earth model with the 3D model you created in Tutorial 4. Also import all new images from Photoshop and Illustrator (Tutorials 1-3) into the Textures folder.

INTERMEDIATE

Create a new Unity project. Add the Maya Earth Project and your images from Photoshop and Illustrator to the Assets folder. Add the Earth model to the Scene. Also add light(s) to illuminate Earth.

ADVANCED

Same as for intermediate level, but work with your own 3D models!

ALL

Save the new scene and project!