



Exercise 7

ADDING OBJECTS AND INTERACTIONS IN UNITY

Preparation

Watch the tutorial video

Adding Objects and Interactions in Unity

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

Offline: 07_Unity3.mp4 (available from the instructor)

Review template files

Beginner: use the Unity Earth Project files for this exercise.

Intermediate and advanced: use the scripts in the Tutorial 7 folder.

Game objects and interactions

BEGINNER

In Unity, open the Geography Game scene from the Scene folder of the Earth Unity Project. Replace the images of the Boston collider object with images for your city. Then move the collider to the geographic location of your city. Alternatively, duplicate the collider objects (Quad and Sphere), so you now have a second collider in the game. Assign your images to it and move it to the location of your city.

INTERMEDIATE

In your Unity project (from Tutorials 5 and 6), add the MaxCamera.cs and BostonPopup.js scripts to the Scripts folder. Attach the camera script to the Main Camera and assign the 3D Earth model to its Target variable. Create a collider for your city, attach the BostonPopup.js script to it, and assign your images to it.

ADVANCED

Think how you can use the MaxCamera.cs and BostonPopup.js scripts for your game. For example, the camera script can be attached to the camera in your game, but you will use your own 3D game object as its Target. The popup script can be attached to any collider, which will make it possible to click on it to show/hide an information panel. How would you create a collider for an object with complex geometry?

ALL

Save the scene and project. Play the game in Unity and try all the interactions you added.