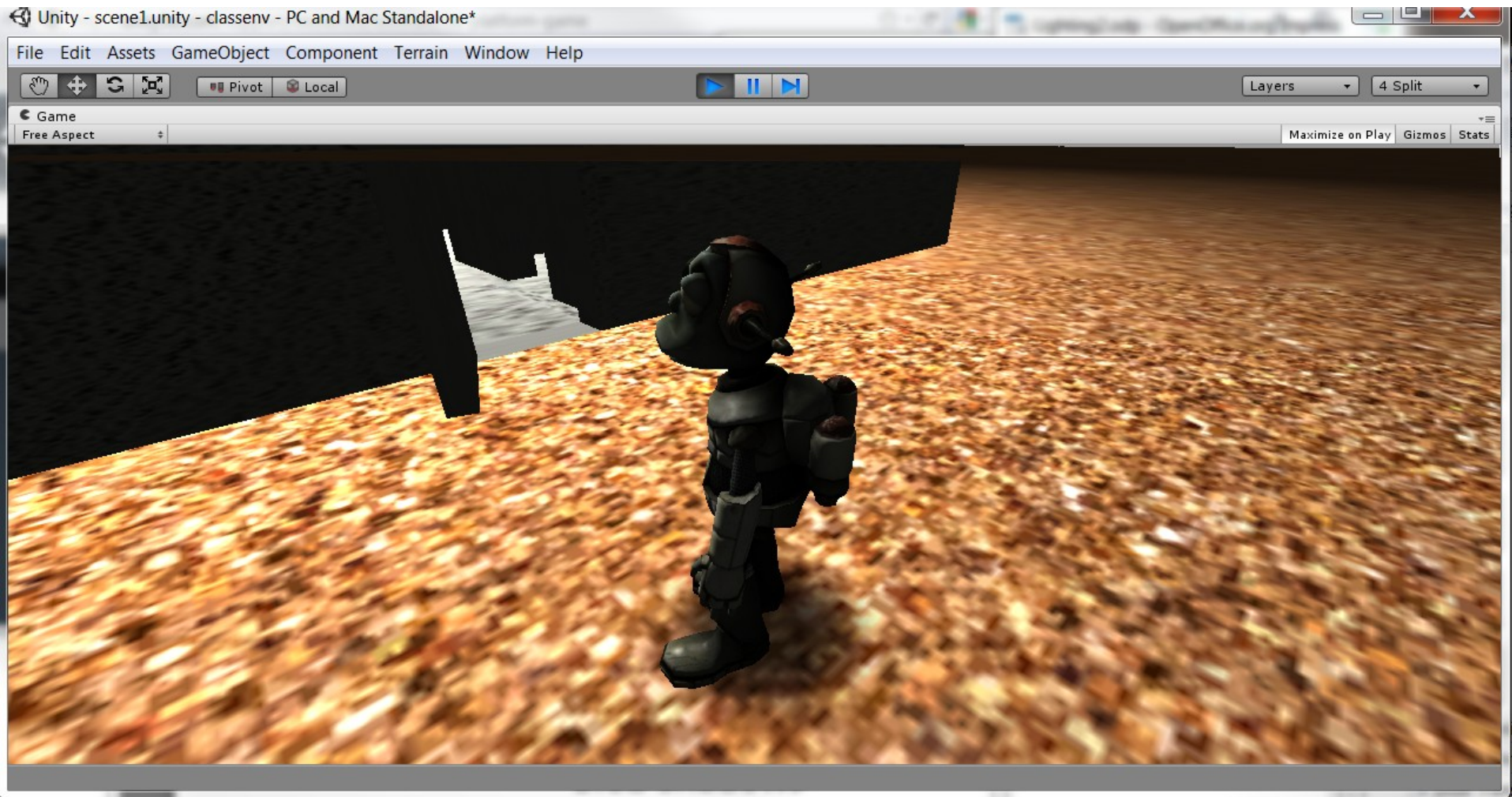


Unity Assignment 3

- Download and install the **3D Platform Game** and the 3DPlatformTutorial PDF file
- Complete Chapters 1-3 of the Tutorial and create a second set of scenes using the assets of the tutorial and the buildFBX.fbx mesh referenced on the class web page and using the Lerpz mesh with the 3rd person camera model implemented in the tutorial. Add textures and lighting to make the new scenes attractive.
- Upload Screen shots of the both scenes to the class svn by class on 10/4 (see examples on slides below.)

Unity Assignment 3



Unity Assignment 3

