

# Computer Programming & Game Design I

## Directions: Transform Tools Review (Sci Fi Scene)

1. Open your Unity project **Level 6**
2. I have downloaded the assets package that you will need for this assignment. In order to retrieve it, go to the “Handouts” folder for our class. Right click and copy the **Sci Fi** folder. Then paste this folder in the Assets folder for your **Level 6** project.

3. For this assignment, you will insert various models/prefabs from this pack into a scene where you will create your own sci fi environment.

- a. To create a new scene, go to File > New Scene
- b. Save this scene immediately as **Sci Fi Layout** in your Assets folder
  - i. Remember, when you go to the Save As screen, DO NOT change where your file will be saved at. Unity automatically saves it to your Assets folder (which is where it needs to go; we can move this file to another folder later).



- c. Objects you will use in this assignment can be found:
  - i. Go to the Assets Folder > Sci-Fi Styled Modular Pack followed by:
    1. Models folder OR
    2. Prefabs folder
- d. In your blank scene, you will build sci fi scene (either aboard a space station, space ship, or a station located on a distant planet). You need to include at minimum the following:
  - i. At least (3) rooms (made with floors, walls, ceilings, windows)
    1. Think about what you want each of your rooms to be (control room, housing, living room, engine room, etc.)
  - ii. Hallways leading to these rooms (you can find these in the “Corridors” folder)
  - iii. Good use of furniture, decorative items, machines, etc.
  - iv. Add lights throughout your scene (from the ceiling, on the walls, etc.)
- e. This pack of models/prefabs does not include any life forms. As such, go to the Asset Store and find a free pack that includes objects with life forms (humans, aliens, zombies, etc.). Add a least (2) to your scene (remember, you don’t have to download the entire pack; you could just download individual models/prefabs).
- f. You will be graded on how well all the objects are scaled with one another (for example, a desk is not way bigger than the wall in the room) and the perspective of how well your objects are laid out (for example, a machine going through a wall). You will also be graded on good use of rotating.