

MTEC 3175

Week 12 - Design Environment

Demo – Level Design 3D (ProBuilder) & Layering 2D (Parallax, Cinemachine)

Lab – Integrate Assets

This Week's Plan

- EXP Check: ProBuilder, Cinemachine
- Demo: Prototyping, Skyboxes, Cinemachine
(Maybe split in two, do half after the break?)
- Lab: Every Team Should Have Prototype Assets

Snapping Hotkeys Cheatsheet

- V - Grab by vertex
- Ctrl while dragging - Snap position
- +/- - Change ProGrid number (half/doubling!!)

Demo: To Unity!

(ProBuilder! Parallax! Cinemachine!)

Free Skyboxes!



BRIGHT SHINING STAR
3 Skyboxes
★★★★★ (271)
FREE



BG STUDIO
Free HDR Skyboxes Pack
★★★★★ (3)
FREE



STAGIT EAST
Earth & Planets skyboxes
★★★★★ (138)
FREE



MOODWARE
City Street Skyboxes Vol. 1
★★★★★ (11)
FREE



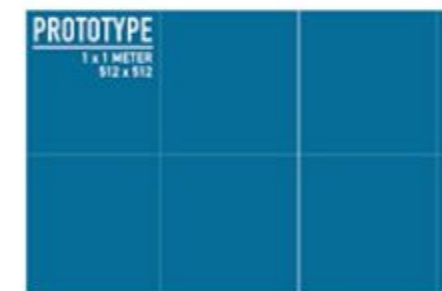
WELLO SOFT
10 Skyboxes Pack : Day - ...
★★★★★ (144)
FREE



BRIGHT SHINING STAR
3 Skyboxes 2
★★★★☆ (117)
FREE



RPGWHITELOCK
AllSky Free - 10 Sky / Sky...
★★★★★ (72)
FREE



CIATHYZA
Gridbox Prototype Materials
★★★★★ (78)
FREE



AVIONX
Skybox Series Free
★★★★☆ (166)
FREE



BG STUDIO
8K Skybox Pack Free
★★★★★ (25)
FREE



PRODIGIOUS CREATIONS
Vast Outer Space
★★★★★ (154)
FREE



ECLYPSO
Skybox add-on
★★★★★ (10)
FREE

HOMEWORK CLARIFICATION

- Continue development!!
- (Recommended) Aim for a playable prototype
- (Totally Optional) Youtube Environment Design Tutorials - See OpenLab