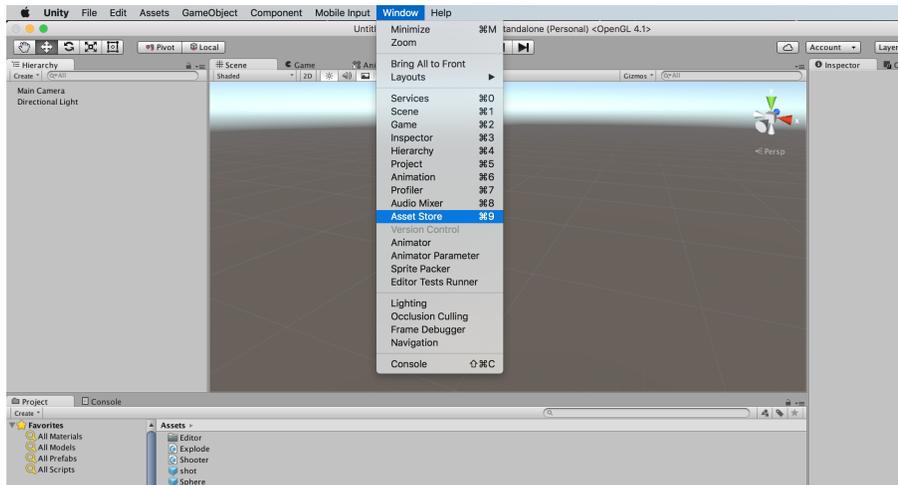


# Unity Tutorial 6

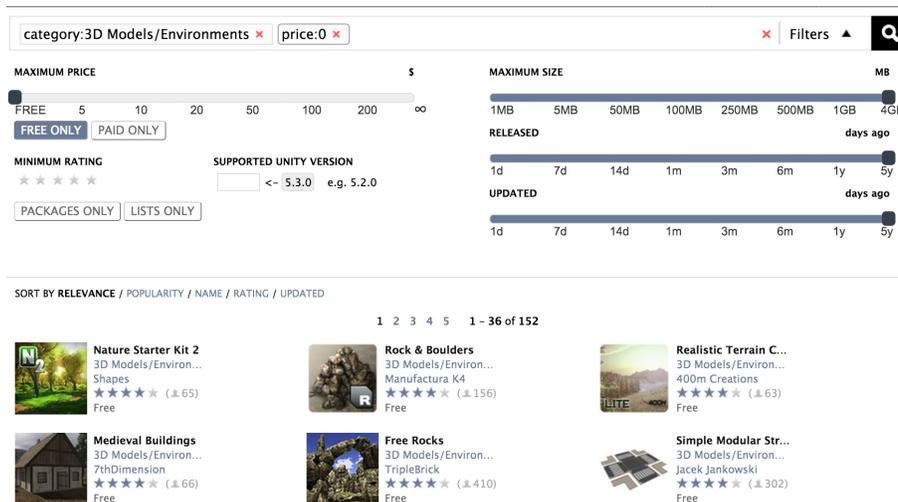
## CSC 3150/9010 - Game Development

### 1 Asset Store

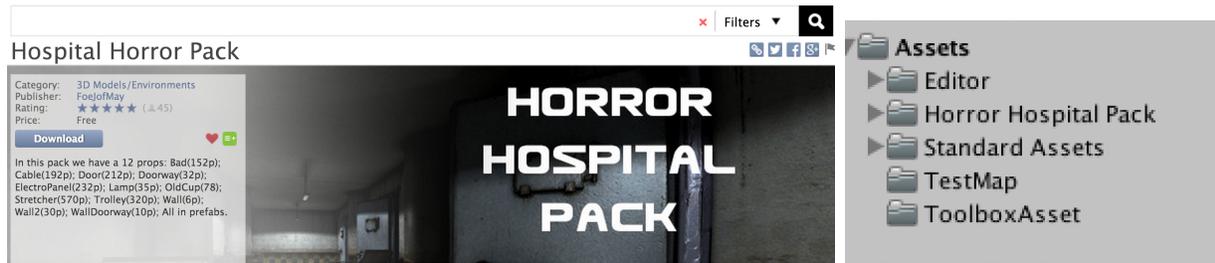
For this tutorial, we will be looking at how to obtain and import assets from the asset store. Open up a new scene and look under the window tab - asset store option.



You can search for different types of assets using the search bar, or you can browse through the popular assets below. I like to browse by categories as well. For this example, let us look for some 3D models, environment and add a filter for free models only.

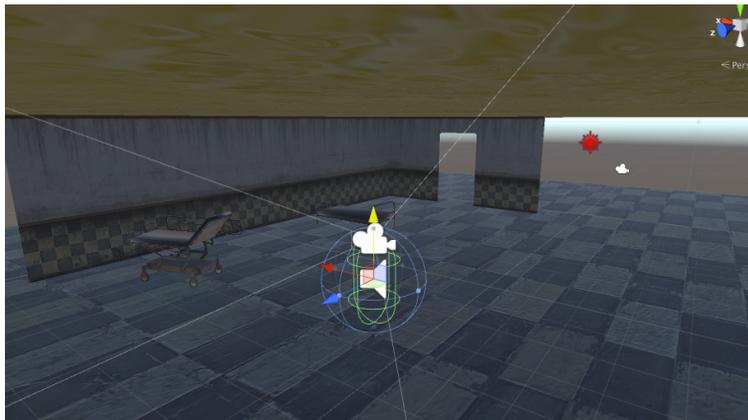


We'll create a zombie apocalypse horror game. Let's download the "Hospital Horror Pack" and import this into our scene. After you click download, the button will turn from the download into the "import" button. When the import is complete, you should be able to see the hospital horror pack in your assets directory. Take some time to peruse the hospital pack. You'll see the materials



and models directory, but the one we are most interested in is the prefabs directory. Populate the scene using some props. Use control -D to duplicate items and the hot keys that we know of (w e r) to translate, rotate the objects into place.

For the scene, you will have to create a floor and a ceiling and texture them with the materials provided in the package. Also something you may notice is that you can only see one side of the 3D object. This is because the camera is only rendering the faces of the mesh which the normal is facing. You will need to be cognizant of the normal direction when placing your objects into the scene. We can put some more props in our scene, change the directional lighting, and also add a first person controller into the scene in order to navigate. Create a fully enclosed scene that is

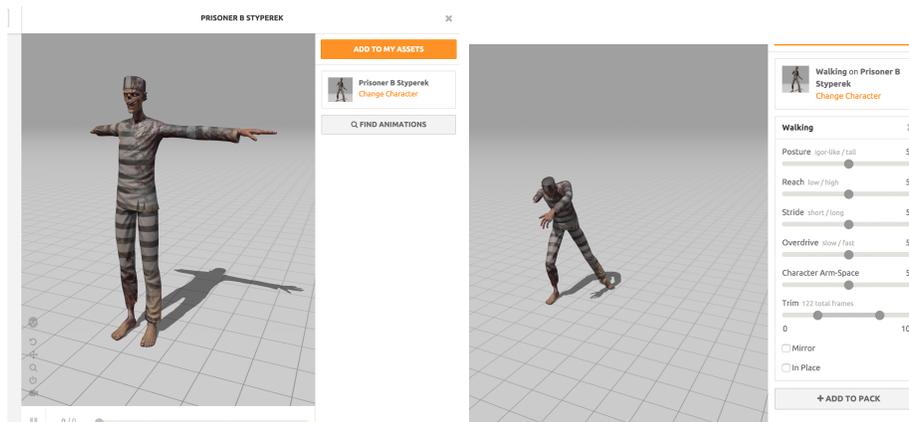
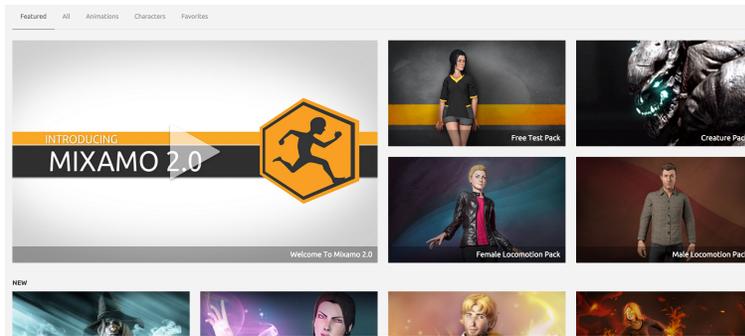


navigable.

The following scene has been rendered with no skybox, and no directional light. The lights that come with the hospital are baked lights, which mean it will bake the lighting into the texture (which might take a while).

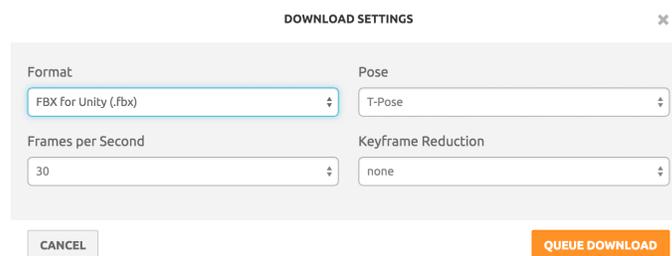


Lets now go to mixamo and create a character. Log in to the mixamo store and pick out a zombie character to use. Once you select a particular character you can search through a list of



possible animations to add. Take some time now to peruse the animations available for humanoid characters. You should be able to find almost any animation here (combat, movement, general) that you could want in a basic scenario. For my character, I will select a zombie movement. Then I will add the animation to my pack, and then add the pack to my assets.

Once I have the content saved to my assets, I will download the asset as a unity FBX file in the Tpose. Make sure you are downloading the animations and not just the characters. This will ensure you are able to obtain the corresponding animations as well. Under the downloads section, I should then download and unzip the file. You can drag these assets into your asset folder and they should be available immediately. You can then drag your zombie into the scene. However, currently



the zombie is not moving. We will talk next time about how to add the animations to your assets using the mechanim system.