This project is meant to update the previous assignment 3

Please submit your assignment by: 3/27/2019

References: Lynda.com [1. Unity 3D Essential Training, 2) Unity: Interactivity for AEC]

Submission:
Submit your code files and all scene assets in the SHARMASHARE directory on the network. [\SSharma Share\COSC729-Submissions\Assignment4]

Description:

In this project you will update VR City environment. You can reuse the VR city environment created for Assignment 3.

1) Add fire and Smoke in the environment [40 points]
   • Check section 12 for the implementation in exercise “Unity 3D Essential Training” at Lynda.com. The section explains how to add dust and fog effects using particle filter.

2) Create animation triggers [30 points]
   • Check section 2 & 3 for the implementation in exercise “Unity: Interactivity for AEC” at Lynda.com. The section explains how to add colliders and create animate triggers through proximity interactions.

3) Build simple User Interface (UI) buttons for interaction [20 points]
   Add slider, button and drop down menu for a relevant functionality in your project
   Creativity: The UI elements should be designed with emergency response theme.

4) Compile the project as a desktop build. [10 points]
   • Check section 15 video for the implementation in exercise “Unity 3D Essential Training” at Lynda.com.

Submit 2 folders on the shared drive
1) Complete Project
2) Desktop built.