COSC 729: Virtual Reality and its Applications
Spring Semester 2019
Instructor: Dr. Sharad Sharma
Assignment 4: Emergency Response in VR City

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]
        Animation triggers could be for opening doors and windows for buildings or for any other relevant activity inside your city.
  • 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.