



Design a Monster! (Student)

Discussion:

Developing your GameObjects and scenes in Unity is not always the first place to start in the design process. Often it helps to sketch out ideas with pencil and paper first before spending time manipulating 3D objects. This is what you'll do here.

Activity #1:

In this lesson you're going to design and build a monster car in Unity -- an imaginary vehicle of your creation. The only criteria is that your vehicle has at least two driveable wheels. It does not have to look like a car!

In the space below, or on a separate piece of paper, sketch out ideas for your monster vehicle, ultimately settling on a design that you like.

Activity #2:

You will be using primitive 3D geometric shapes (cubes, cylinders, spheres, and planes) in Unity to create your vehicle.

In the space below, take the sketch from Activity #1 and redraw it with only the geometric shapes listed above. You may have to be creative with your use of the shapes! You will then use this as a guide for developing your creation in Unity.