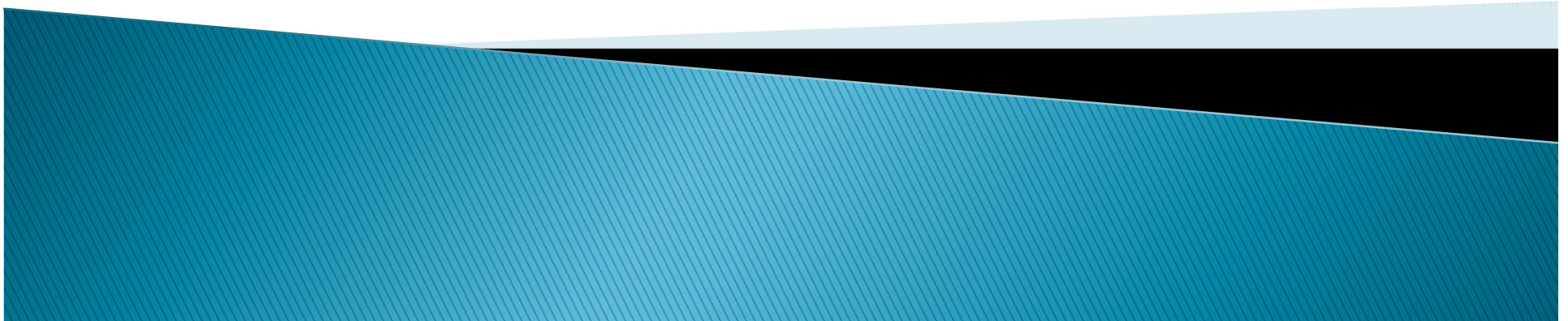


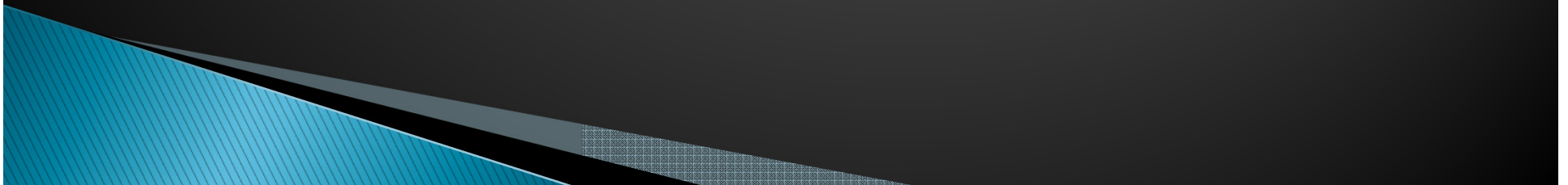
# Creating an Environment

Esteban Walter Gonzalez Clua  
Instituto de Computação – UFF  
esteban@ic.uff.br



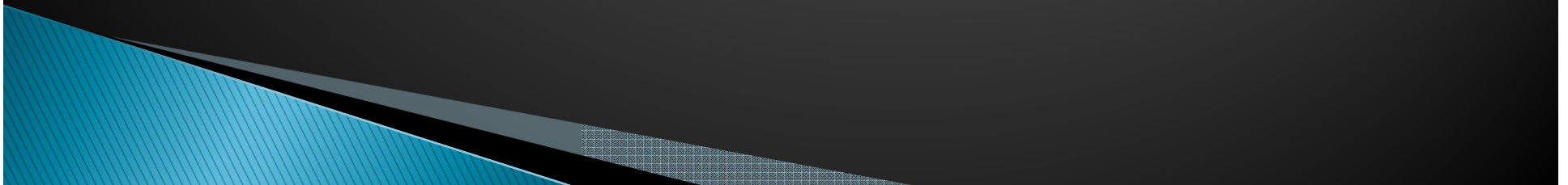
# Terrain

Setting resolution, Height and Width



# Terrain

Painting details, valleys and smooth

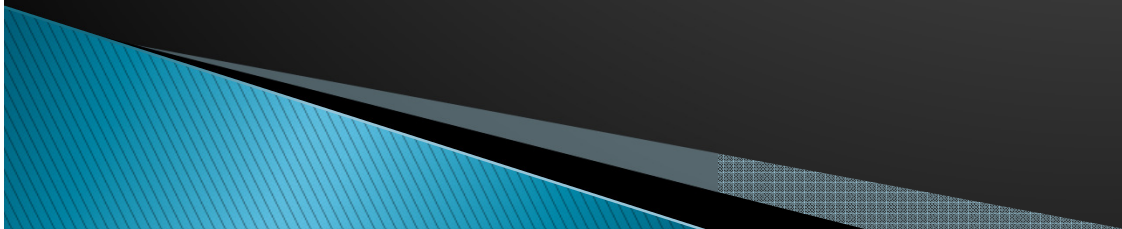


# Terrain

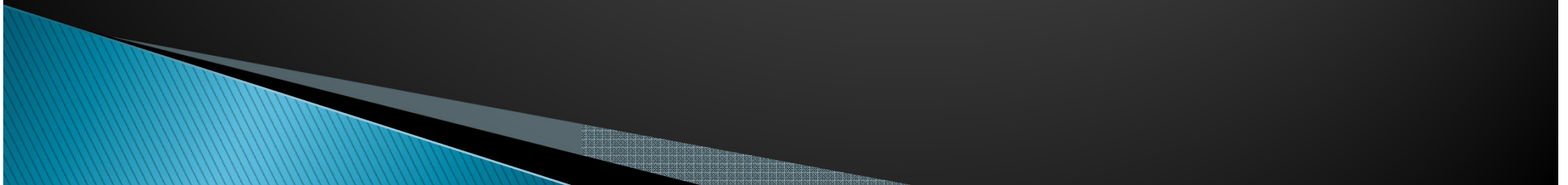
Texturing

Memory and multilayers

MipMaps



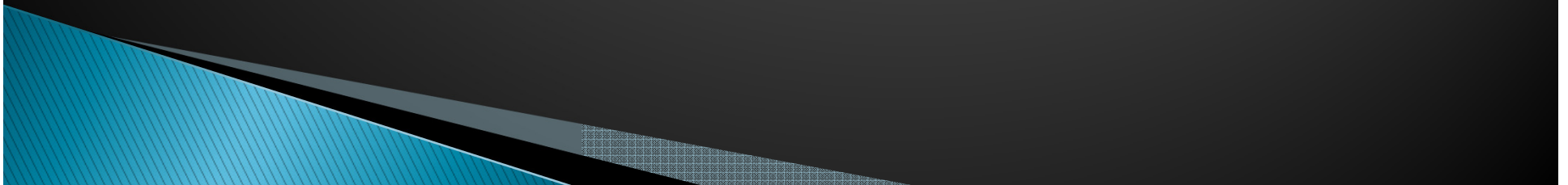
# Painting Trees



# Assets

Taking more trees at Asset store

# Adding details (grass)



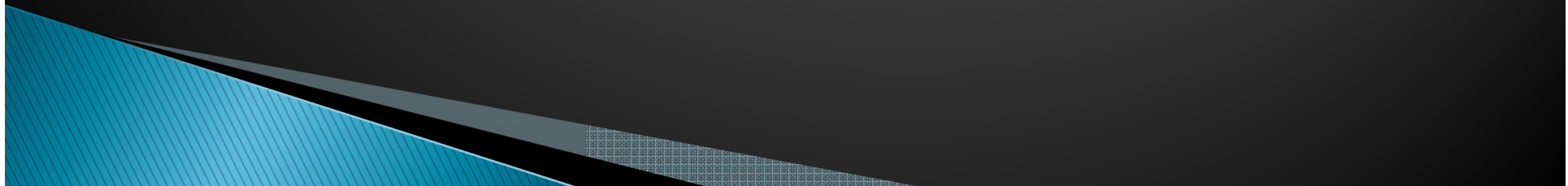
# Adding details (elements)



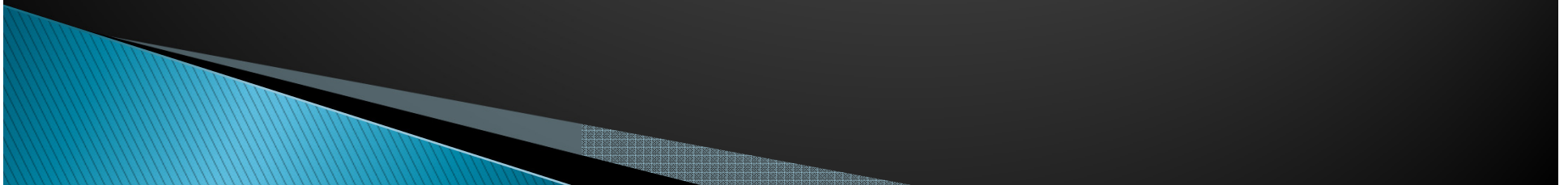
# Configuration



# Skybox

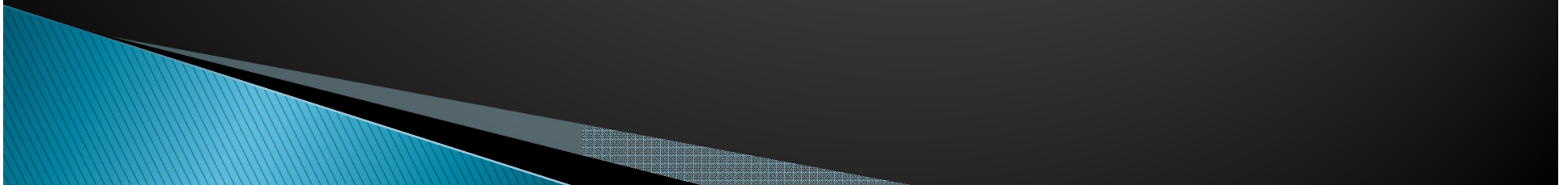


Fog



# Lighting and baking

Adding shadows



# Character Component



# Audio Listener

# Aspect Ratio

# Building project



# Player settings