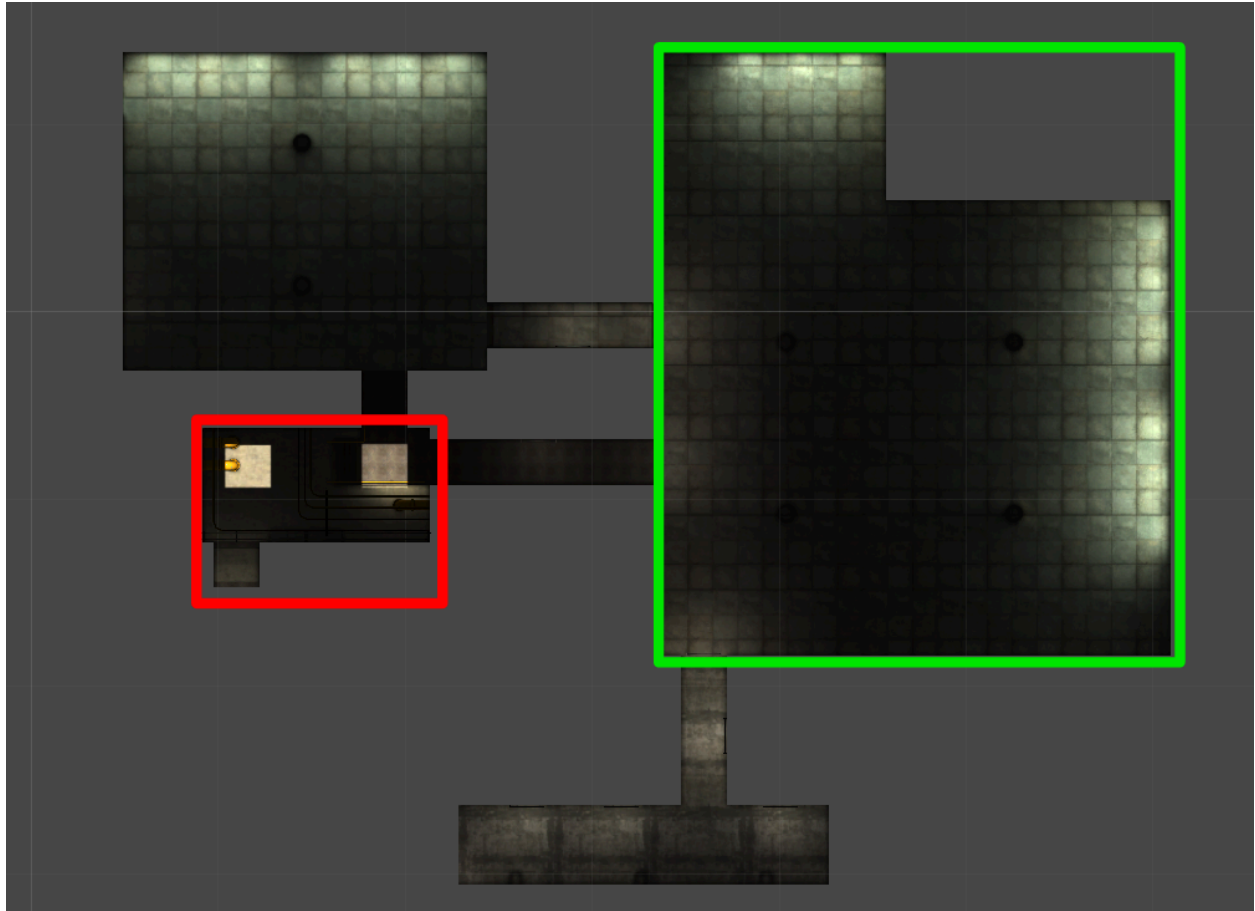




Unity Scene Layout View

1. This project is a mobile zombie shooting game, we need you to help to design/layout a dirty and massive warehouse with given 3d models and scene.
2. The green area is the playing area for the game.
3. We will provide the whole Unity3D project, and need you to work with Unity3D game engine.

What we need you to help to do:

0. Experienced with Unity3D game engine
 1. Delete all pipes models in red area (for purpose of reducing polygons)
 2. Retexture the green area models(Area_05, Area_05a_Floor, Area_05b_Ceiling), make it tileable (512x512), can create by using original textures.
 3. Add lighting set up in Unity3D (relighting in Unity3D), make it feel more horrible and hallowed atmosphere.
 4. Using the given props to fill up/layout this warehouse, and make it looks dirty and in a mess.
 5. Keep the whole scene triangles under 15k.
 6. You can use any 3D software(Maya, 3DSMax, etc...) to modify models and textures, and at last just provide us the whole finished Unity3D project files.

p.s:

1. This is a FPS defense game, that mean the player can not move, and can only stand and rotate to shoot coming zombies.
2. For testing, you can hit play in Unity, and then use left/right arrows to change view position. just make sure within the 3 position looking are good enough is OK.
3. All 3d props model are in the \Assets\Props_Models folder
4. The working file is in the \Assets\[Scenes]\SceneLevel