

== Introduction ==

This is the set of Unity assets for "De Pont".

== Use ==

All existing models can be found in the sub-folder NMTriX/SubmarineDePont under Models. Drag and drop a model to the Scene View to make it into an instance.

Under Prefabs there are a number of generic prefabs that can be used to quickly put together a new scene with the environment.

Every character has an "Animations" folder which contains all of its animations. These can be used by placing the animation in question in an animation controller and playing it by using an Animator component on the character model. In every character there are several meshes which can be switched on or off in the Unity inspector.

== Demo ==

There are several cameras in the demo-scene. Switch them on or off to see a number of standard camera angles at work. "Camera Dynamic" is the dynamic camera which is controlled by PlayerCapsule, and "Camera Animation" is used by Sequence, a trial version of which is included. The trial can be removed without any problems and is only there to demonstrate camera animation.

To allow the boats to sail, Unity's in-built navigation functionality is used. See Window > Navigation for the relevant settings. For speed, it is a good idea to set the "Agent Radius" to a value of at least 10 when baking# [check meaning of "baken" with Corine] the navigation mesh again.

== Video ==

Via Window > Capture Video videos can be recorded in Unity's Play Mode.