

Teleport, collisions, constraints

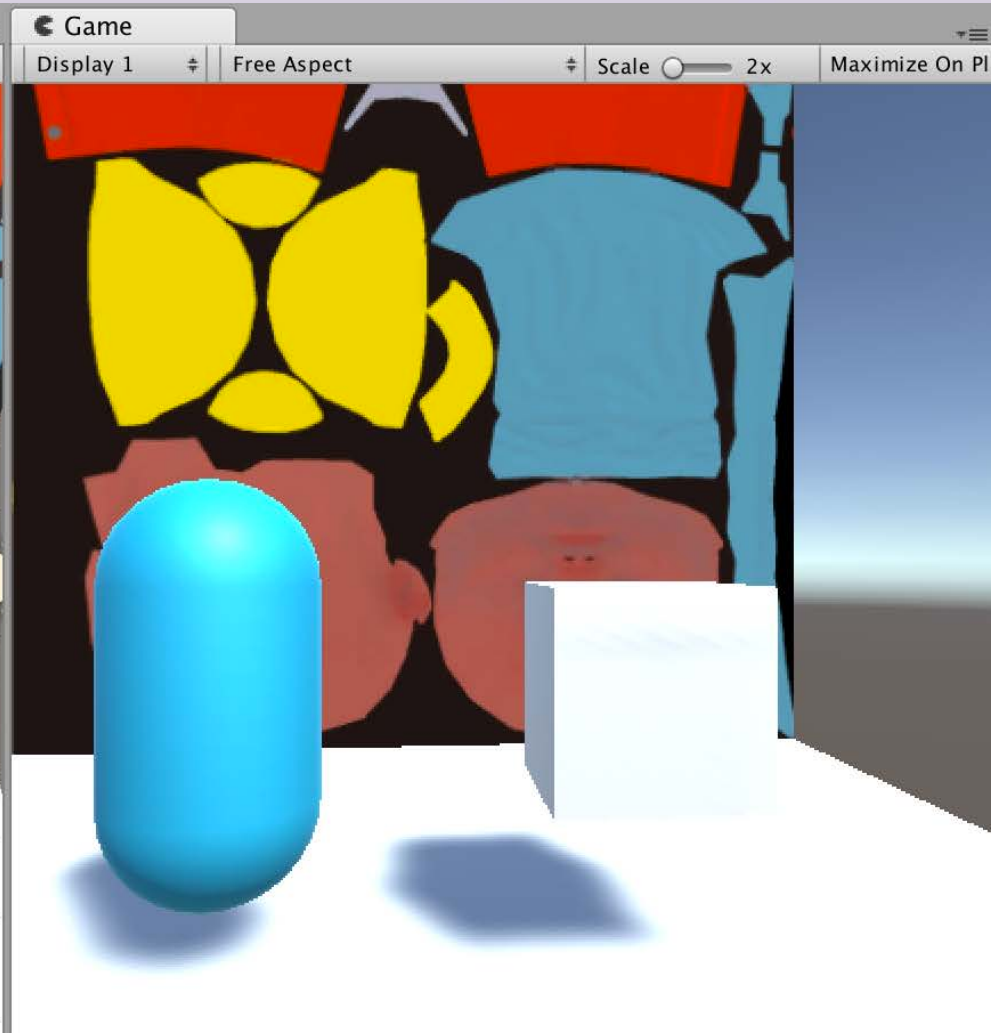
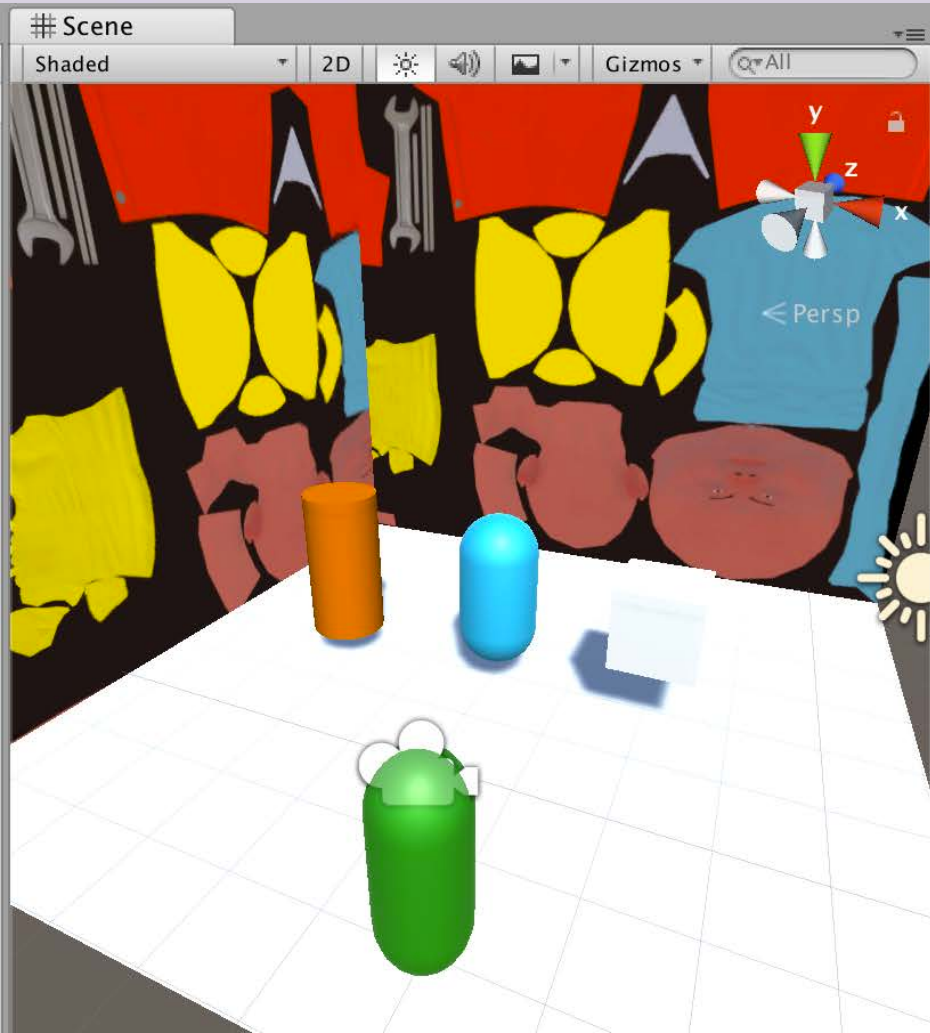
Teleport

Collisions

Dynamic parenting

Constraints

CAVE testing 2



Teleport

```
#pragma strict
```

```
var target : Collider; // should be assigned in inspector.  
var FirstPersonController : GameObject; // should be assigned in inspector.  
var key : Collider; // should be assigned in inspector.
```

```
function OnTriggerEnter(other : Collider)  
{  
    FirstPersonController.transform.position.x = -3;  
    FirstPersonController.transform.position.y = 1;  
    FirstPersonController.transform.position.x = -2;  
  
    key.transform.parent = FirstPersonController.transform;  
}
```

Dynamic parenting

```
function Update () {  
  
    if (Input.GetButtonDown("Fire1"))  
    {  
        key.transform.parent = FirstPersonController.transform;  
    }  
    if (Input.GetButtonDown("Fire2"))  
    {  
        key.transform.parent = null;  
    }  
}
```

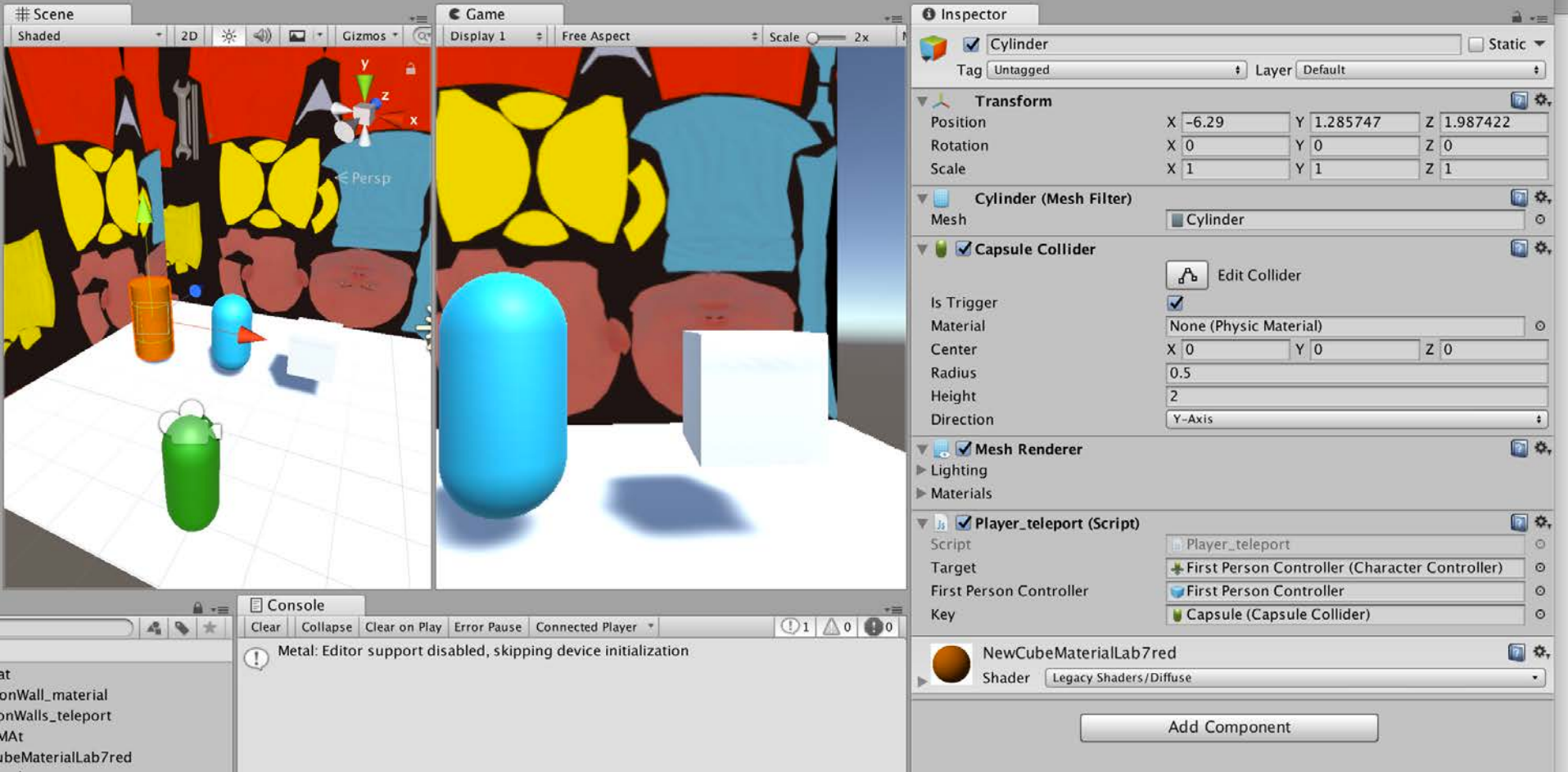
```
#pragma strict
```

```
var target : Collider; // should be assigned in inspector.  
var FirstPersonController : GameObject; // should be assigned in inspector.  
var key : Collider; // should be assigned in inspector.
```

```
function OnTriggerEnter(other : Collider)  
{  
    FirstPersonController.transform.position.x = -3;  
    FirstPersonController.transform.position.y = 1;  
    FirstPersonController.transform.position.x = -2;  
  
    key.transform.parent = FirstPersonController.transform;  
}
```

```
function Update () {  
  
if (Input.GetButtonDown("Fire1"))  
{  
    key.transform.parent = FirstPersonController.transform;  
}  
if (Input.GetButtonDown("Fire2"))  
{  
    key.transform.parent = null;  
}  
}
```

Teleport, collisions, constraints



Teleport, collisions, constraints

CAVE2 Testing 2

Environment

Geometry

Textures/materials

Basic interaction

Navigation

Start thinking about:

- Audio (FXs, bg, narration, music, etc.)
- Special FXs (particles, environmental, magic, transformations, etc.)
- Interaction and navigation details