

## ASSIGNMENT II

**AMATEUR GARDENING CORNER: BASIC LEVEL DESIGN**

In this assignment, you are asked to create an amateur gardening corner using Quixel Megascans assets in Unreal Engine 5. Your goal is to design an immersive and visually appealing environment with designated interaction locations for planting seeds and watering plants to help them grow.

**Requirements**

- Create a new project with [First Person Project template](#) in Unreal Engine 5.1.
- Designate a spawn point for the player.
- Create a gardening corner: Design and build an amateur gardening corner, using houseplants, pots, planters, and a watering can from Quixel Megascans.
- Feel free to choose and import the required assets to your project from the free Marketplace environments.
- Allocate interaction locations: Designate locations for planting seeds and watering plant to help them grow. Implementing the gameplay, where the player must plant seeds, and water plants to grow the plants, will be the assignment for the next week.
- The game engine, requirements and the asset packs are given as recommendations. You are free to use other game engines (such as Unity) or assets.
- Record an in-game walkthrough video of maximum 60 seconds. The file size should not exceed 120 MB<sup>1</sup>. You can use OBS or NVIDIA ShadowPlay to capture the video.

**Resources**

- Feel free to use the Quixel assets available for free for all UE5 users.  
Vegetation / Houseplants on Quixel Megascans | <https://quixel.com/megascans/collections?category=archviz&category=vegetation&category=houseplants>  
Watering Can | <https://quixel.com/megascans/home?assetId=ukpkabgbw>  
Pots and planters | <https://quixel.com/megascans/home?category=3D%20asset&search=planter>
- If you haven't installed Unreal Engine 5.1 yet, refer to this tutorial: <https://www.youtube.com/watch?v=9feSxyc-i78>
- You can watch this tutorial for an introduction to Unreal Engine 5: Unreal Engine 5 Beginner Tutorial | Getting Started (2022) | <https://www.youtube.com/watch?v=ptCN4cysDig&list=PLncmXJdh4q88DFCEVuGpOY3AGQwBvoQnh>

**Deadline**

2023-04-27 Thursday (w08), 12:30

Please make sure to submit your work on time and follow the guidelines carefully to receive full credit for this assignment.

If you have any questions, don't hesitate to contact us via Microsoft Teams.

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<sup>1</sup> You can use Adobe Premiere/Premiere Rush or HandBrake with "Web > Creator 1080p60" preset to optimize the video size (H.264 coding format, .mp4 container format, 60 FPS framerate, 8Mbps target bitrate, 48 kHz AAC stereo audio).