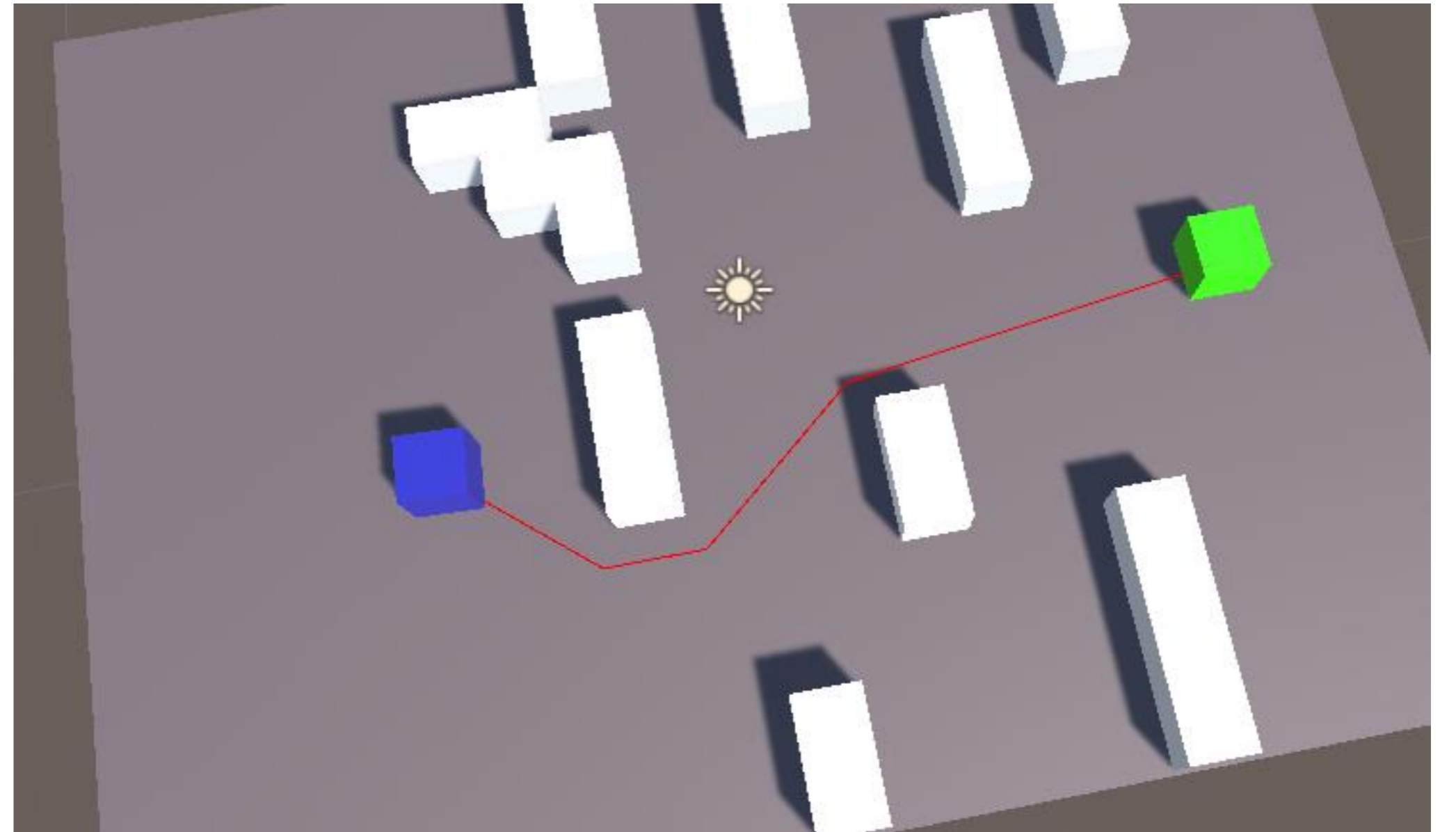


Navigational Methods in 3D Virtual Environment

Software used: Unity 3D

Algorithm involved: A* Pathfinding

Physics Engine: Unity Physics



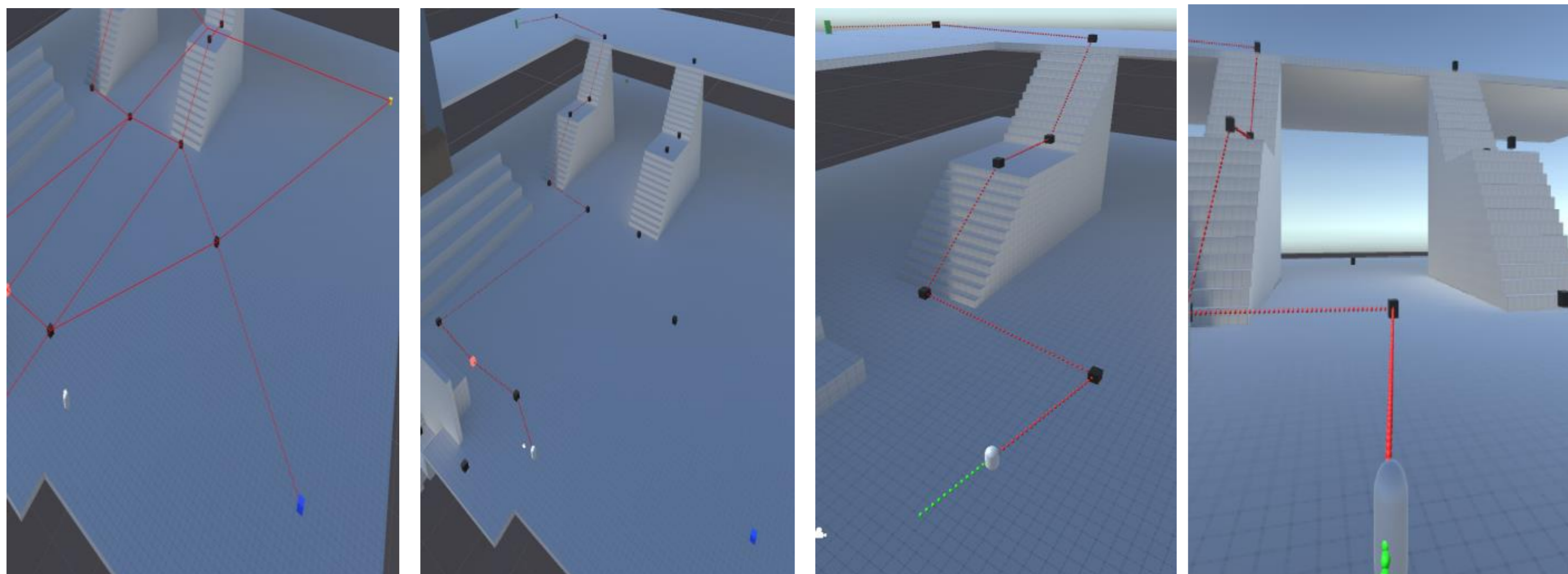
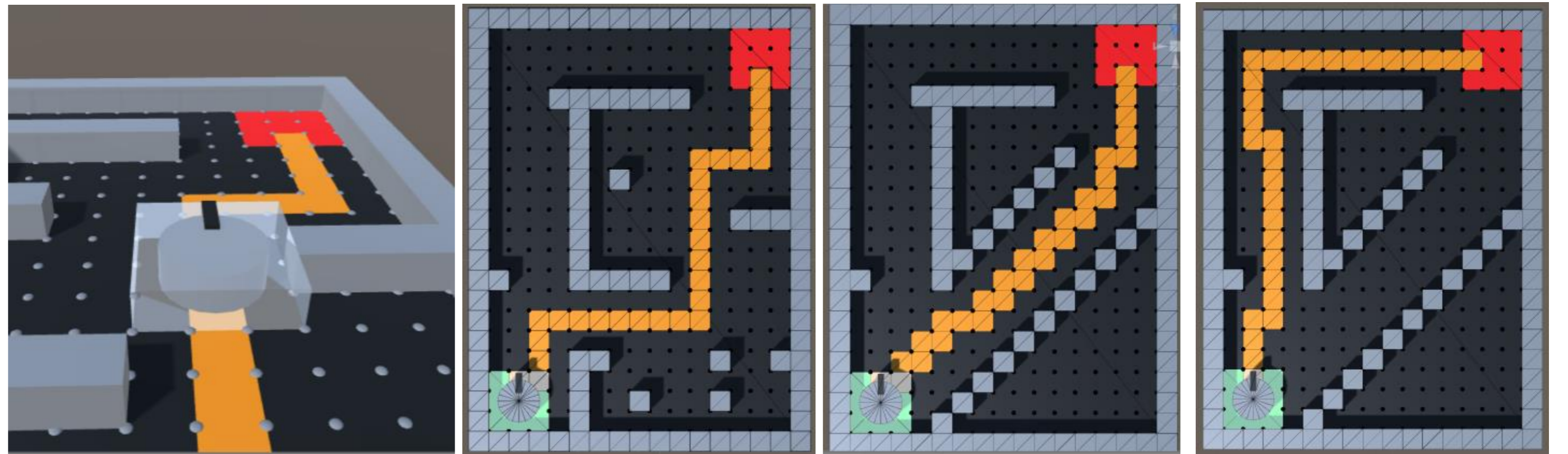
Grid-Based

Use of Grid-Map

Object collision consideration

Avoidance of Zig-Zag path

Smooth motion and camera



Node-Based

Uses of Nodes and Edges

Runtime generation of path

Movement to destination

Smooth camera rotation

Computationally fast

Collision-Based

Free from Navigational Map

Runtime path generation

Collision using Unity Physics

Aerial searching

Intuitive

