

Task 4 - Cactus

We will expand on the skills we learnt in the previous tasks to create a more complex mesh that has curves

Work through each of the videos below to build a finished cactus that you will be able to use in your Unity project.

[lazyviewport-master.zip](#)

[Hotkey Cheat Sheet.pdf](#)

[Key Points.docx](#)

[Textures.zip](#)

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