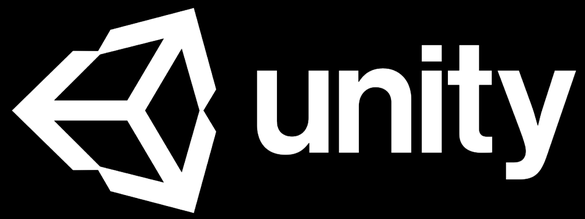
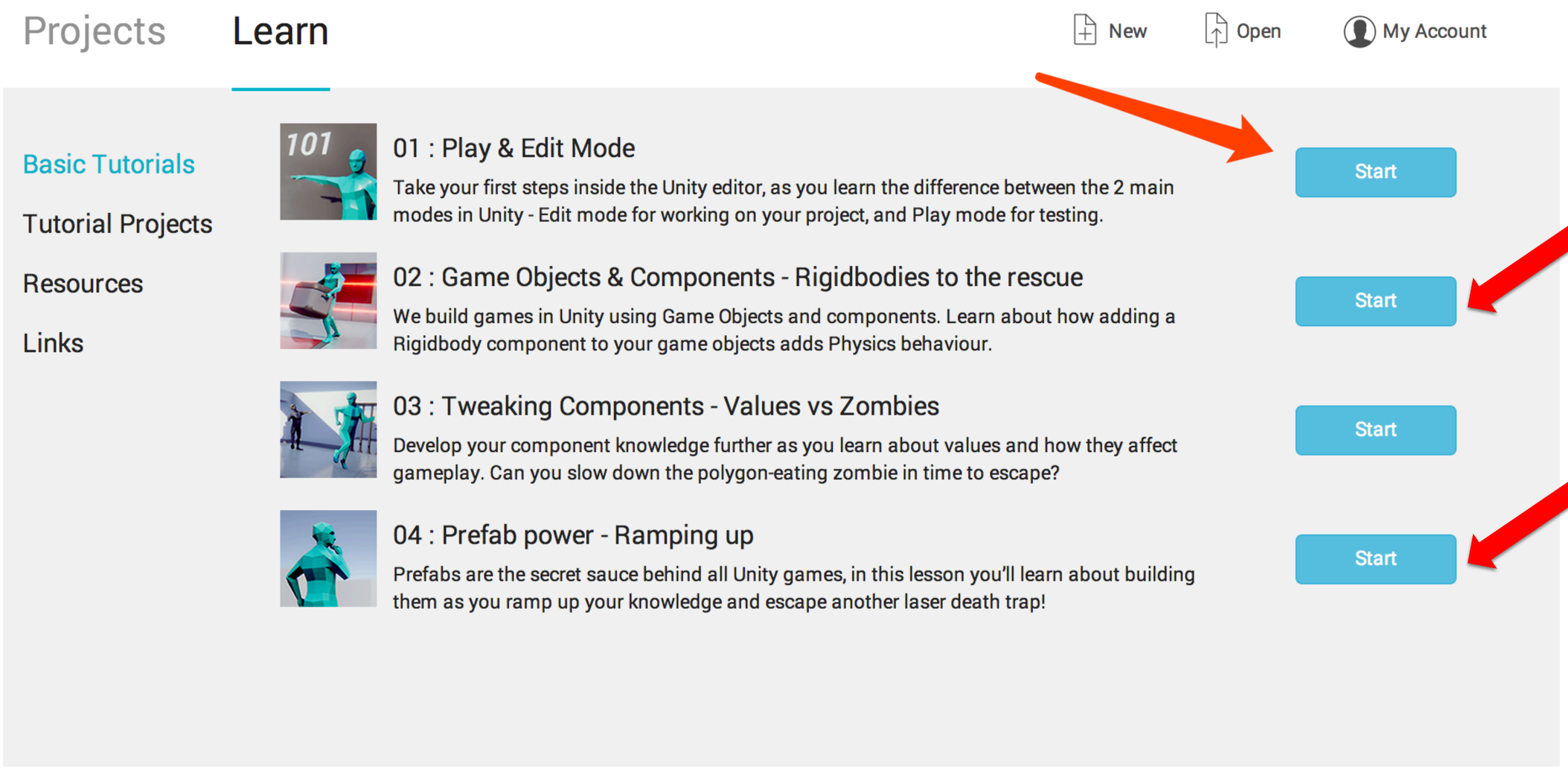

unity

Please Download 01 , 02 and 04



Beginner Workshop

“Passionate about VR, AR, and interaction design, I believe in the power of new simulation and that the users' insight behind the images is even more valuable. ”

— Keting Pan, Storyteller wanna-be

In this workshop, you may learned:

1. Scene setup ; Environment/Lighting
2. Character & camera control
3. Basic logic implement
4. Particle system

Learning Flow

1. Get to know Unity Editor and use of Standard Assets;

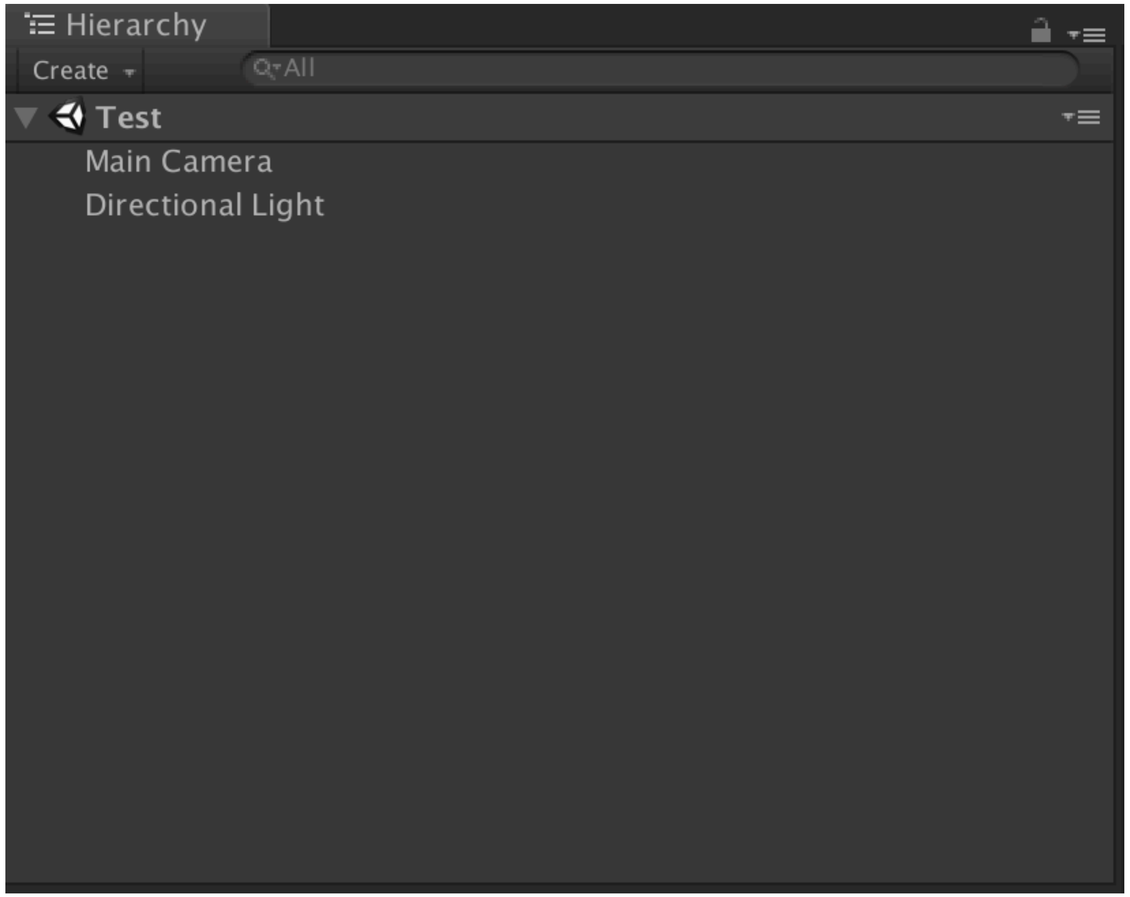
2. Key concept (i.e. GameObjects, Component, Prefab, Rigidbody etc);

3. Simple Game Making ; Use of Physics / Light

Start Unity

5 small windows in Unity Editor

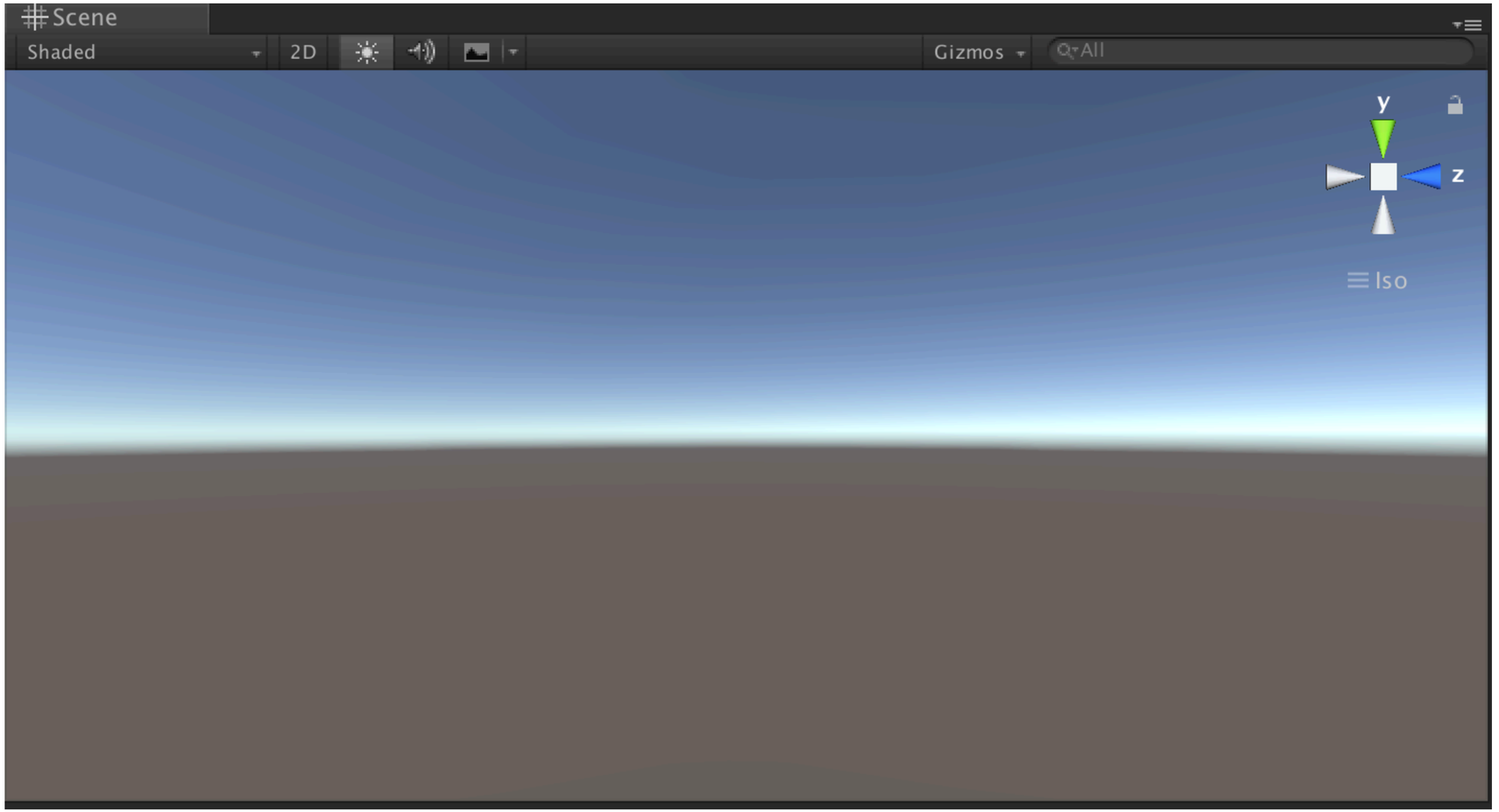
Hierarchy (煮食檯)



Project (冰箱)

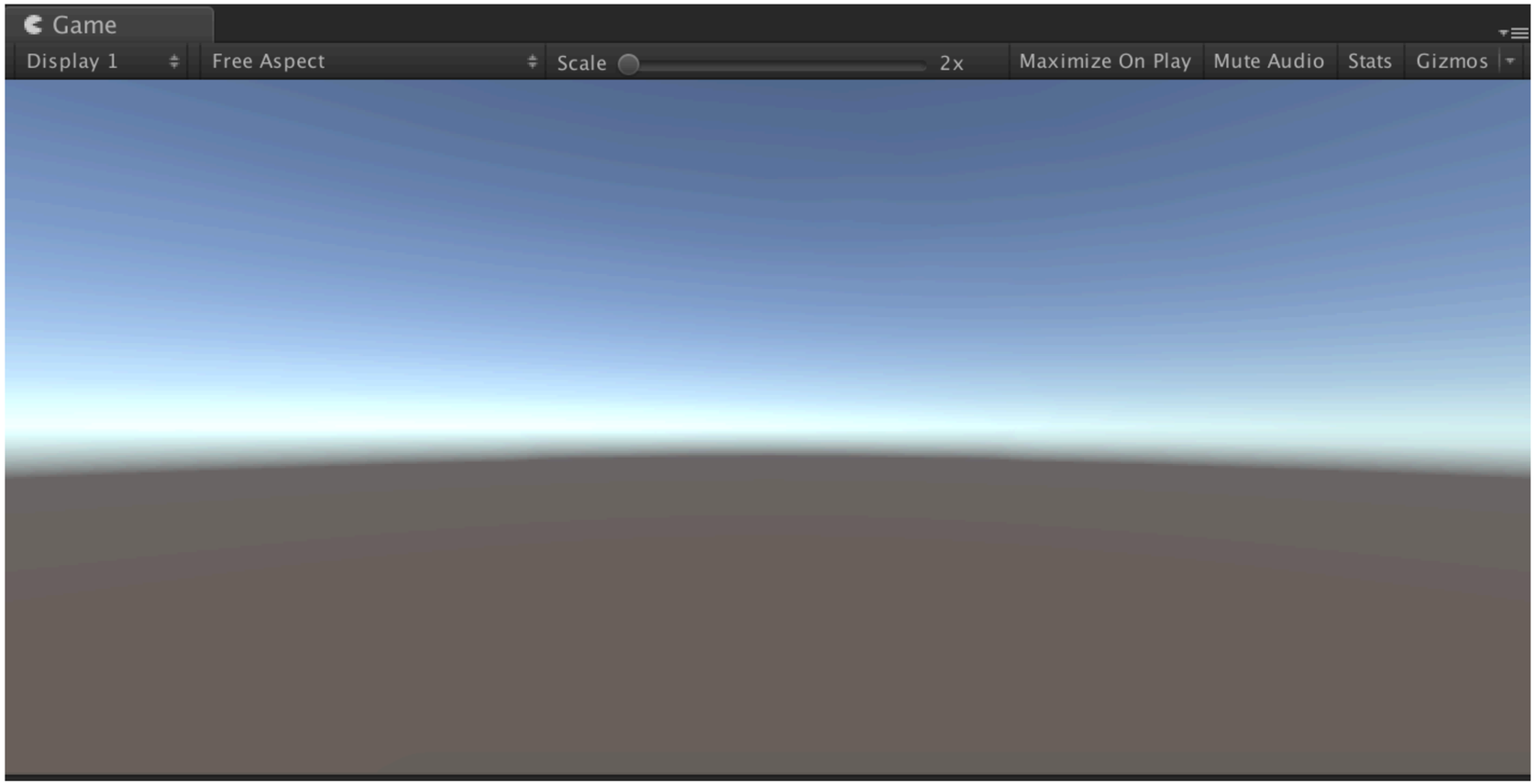
5 small windows in Unity Editor

Scene (炒菜鏟)



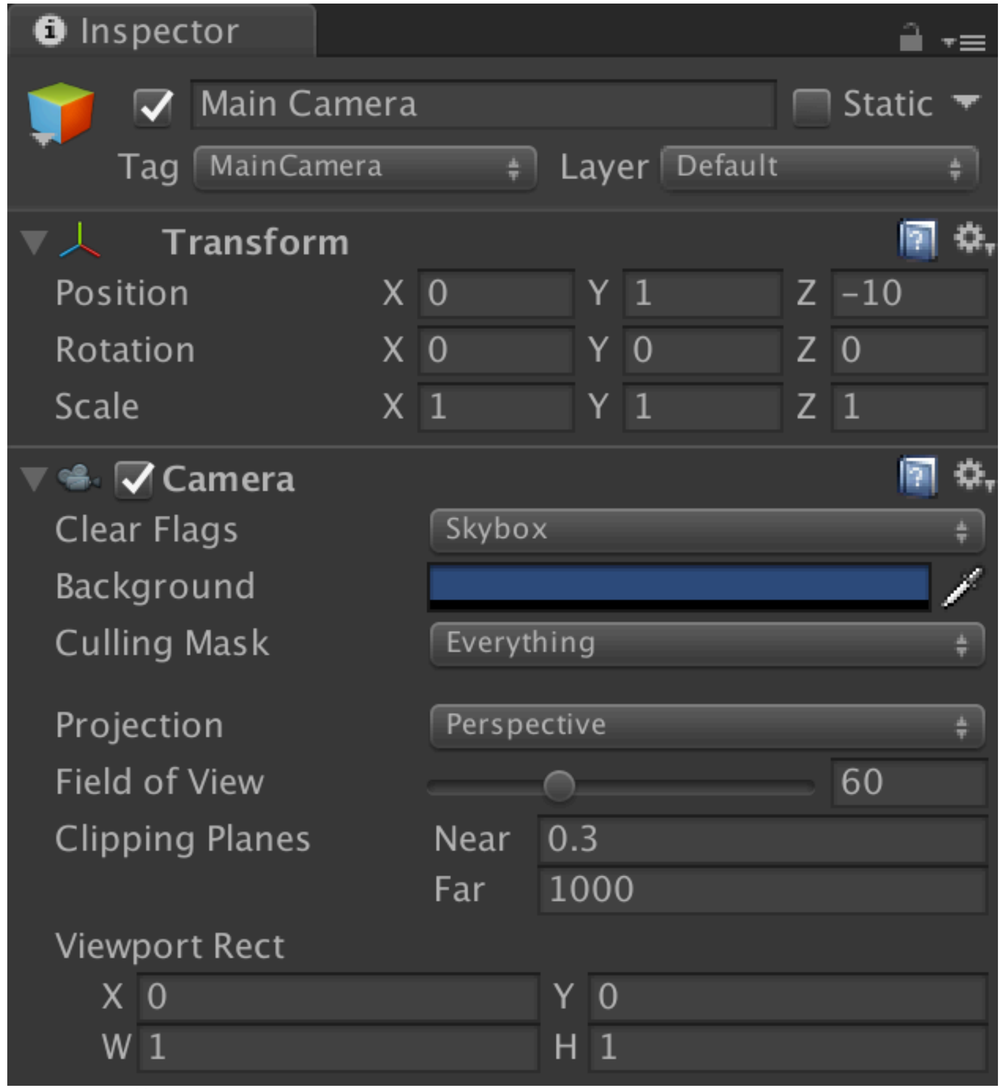
5 small windows in Unity Editor

Game (成品)



5 small windows in Unity Editor

Inspector (素材之性質)



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Basic Unity Workflow

Projects Learn

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Tutorial Projects

Resources

Links

01 : Play & Edit Mode

Take your first steps inside the Unity editor, as you learn the difference between the 2 main modes in Unity - Edit mode for working on your project, and Play mode for testing.

Start

02 : Game Objects & Components - Rigidbodies to the rescue

We build games in Unity using Game Objects and components. Learn about how adding a Rigidbody component to your game objects adds Physics behaviour.

Start

03 : Tweaking Components - Values vs Zombies

Develop your component knowledge further as you learn about values and how they affect gameplay. Can you slow down the polygon-eating zombie in time to escape?

Start

04 : Prefab power - Ramping up

Prefabs are the secret sauce behind all Unity games, in this lesson you'll learn about building them as you ramp up your knowledge and escape another laser death trap!

Start

Quiz I

Any other ways to get to the final destination ?

Important Unity Concept

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Start

Learning & Learning Outcome:

- GameObjects and components are the building blocks of Unity
- We add components to GameObjects to change how they behave
- How to select GameObjects in the Scene view or Hierarchy window
- How to use the Inspector window to add components to GameObjects

GameObject is an object in the game that may comprise of one or many Components

Asset Management

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Start

Key Notes:

- We can change values on components to fine-tune how they affect GameObjects
- We use the Inspector window to change values on components

Key & Must-know concept

1. Rigidbody (剛體)
2. Prefab (預製件)
3. Material (材質)
4. Terrain (地形)
5. AudioMixer (混音)

Standard Asset

unity

Standard Assets

2D
Cameras
Characters
CrossPlatformInput
Effects

Environment
ParticleSystems
Prototyping
Utility
Vehicles

All we need today

1. Cameras
2. Effects
3. Particle Systems
4. Prototyping
5. Characters

Part I
Scene set up

Scene set up

1. 拖入FloorPrototype64x01x64
2. 拖入HousePrototype16x16x24
3. 根據自己想象創建一個場景
4. Create “Environment” Empty Object

Part II
Character & Camera

Character & Camera - FPSController

1. Add FPSController

2. Play and test

Character & Camera – Third Person Controller

1. Add ThirdPersonController
2. Play and test
3. Then add MultipurposeCameraRig to the scene
4. Drag ThirdPersonController to “Target” place

Character & Camera - Hand Held Camera

1. Add HandheldCamera
2. Drag EthanHead to “Target” in HandHeldCam script
3. Drag ThirdPersonController to “Target” in Target Field of View script
4. Follow speed = 0.1
5. Play and test

Quiz II

Try to use CCTV camera prefab by yourself.

Character & Camera - Free Look Camera

1. Add FreeLookCameraRig

2. Drag EthanHead to “Target” in HandHeldCam script

3. Play and test

Part III
Create Enemy

Create Enemy – AI Controller

1. Add AIThirdPersonController

2. Drag ThirdPersonController to “Target” in AICharacter Control script

3. Select Environment, change it to Navigation static on top-right

4. Open Navigation, click Bake

5. Play and test

Create Enemy – Change Material

1. Duplicate Ethan Material “EthanGrey” in ThirdPersonCharacter/Materials

2. Change the color

3. Make a zombies wave!

Part IV
Particle

Particle – Make scene better

1. Open ParticleSystems/Prefabs
2. Add DustStorm
3. Add FireComplex
4. Add Smoke

Part V
Logic Utility

Logic Utility - Active Trigger I

1. Add Active Trigger on Smoke
2. Add Sphere collider and scale it to proper size
3. Click “Is Trigger”

Logic Utility - Active Trigger II

1. Open Action list of the script
2. Select “Replace”
3. Target = Smoke ; Source = Fireworks Prefab

Quiz III

How to make player explode when enemy hit it?

1. Create Enemy prefab and delete other ones
2. Add Active Trigger
3. Add Sphere Trigger on Enemy
4. Replace the player with explosion prefab
5. Click “Apply”

Logic Utility – Physics layers

1. Duplicate enemy
2. Play and test
3. Add layer “EnemyTrigger”
4. Edit->Project Setting->Physics
5. Unclick “EnemyTrigger” to “EnemyTrigger”

Part VI

Use of Light Reflection

Light and reflection – Reflection

1. Create a new sphere
2. Create a new material
3. Drag it to the sphere
4. Metallic and Smoothness set to 1
5. Create a reflection probe and select Realtime type

Light and reflection – Light setting

1. Change Camera Clear Flags Solid Color
2. Set a dark Background color and save it as preset
3. Goto Window->Lighting->Setting
4. Change Source to “Color”
5. Turn on “Fog”

Light and reflection – Directional light

1. Select Directional Light
2. Change Color to preset one
3. Set Intensity to 0.3

Thank you!
panketing@unity3d.com

unity