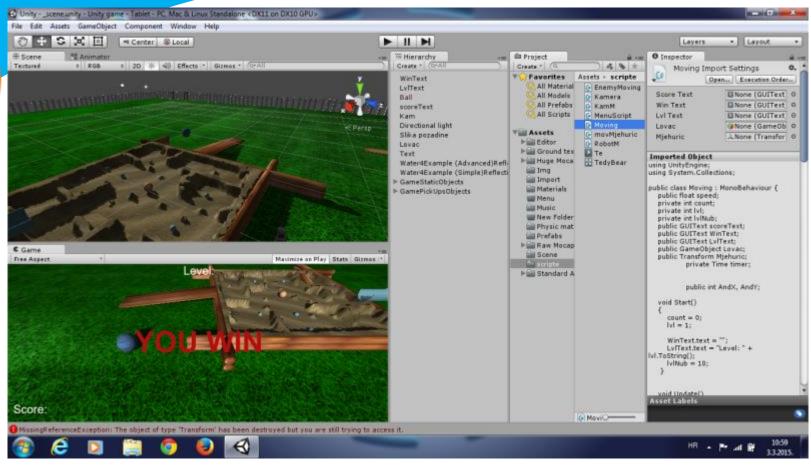
## Uvod u Unity 3D







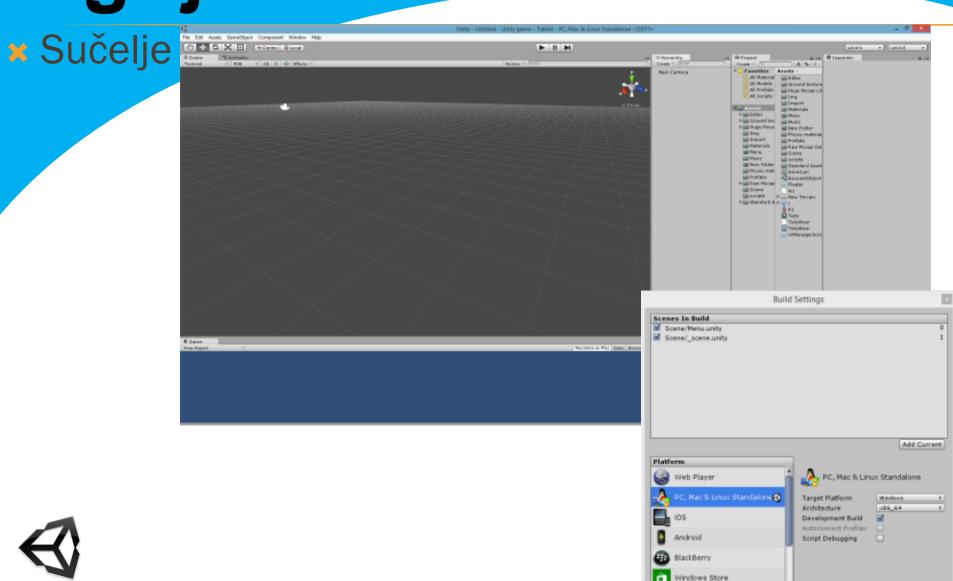
Izlaže: Slaven Vujnović

## **Unity WTF?**

- Alat za izradu multiplatformskih aplikacija s uključenim IDE:
  - + Koristi se u industriji igara, animacije i vojnoj organizaciji
  - + Više platformski (PC, WEB, Android, IOS, XBOX, PS ....)
- × Pro i Free verzija
  - + Pro verzija, dodatni moduli, plaćanje
  - + Free verzija, nema sve module
- ★ Kada zaradite 100 000\$ morate platiti licencu ②
- × Instalacija
  - + skidanjem exe fila od cca 1.5 Gb
  - + Registracija mailom



## A gdje smo sada ©



Windows Phone 8 Switch Platform Player Settings....

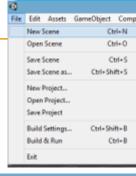
Build And Run

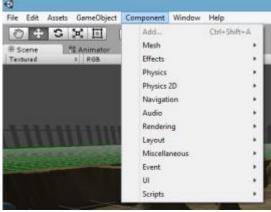


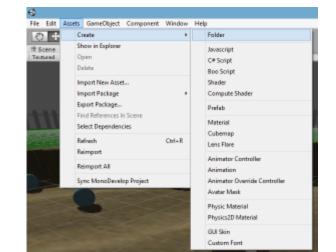
## Du ju spik Juniti ©

### Scene

- 📕 Svijet u kojem se sve odvija
- + Svaka scena je jedan nivo, nezavisna cjelina
- GameObject Geometrijski objekti, lego kockice
- Component ono što stvara svijet živim
  - + Mesh
  - + Effects
  - + ....
- Assest sve što nam treba za izradu igrice
  - + Scripte
  - + Animacije
  - Materijali
  - + GUI skin
  - Prefabs



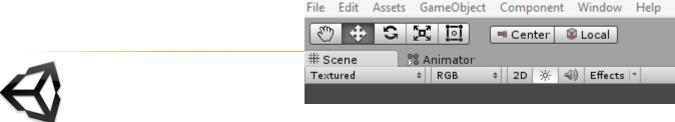






## Ajmo raditi

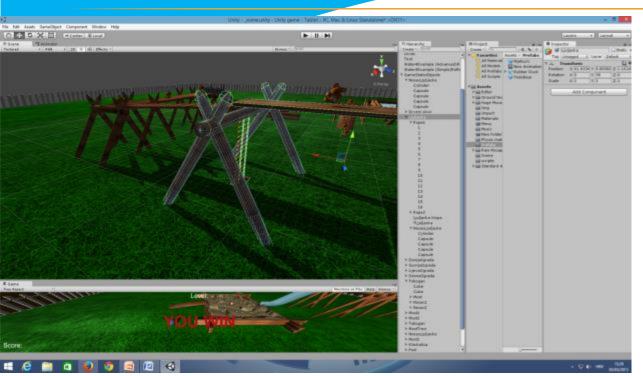








### A kako to sve radi?



Svaki objekt se sastoji od manjih objekata koji se jednostavno grupiraju premještanjem u određeni folder ili importiranjem iz Blendera, Maye, 3DS-a



## Mislili ste da je samo to.

lone <DX11>

Svakom objektu se dodaju komponente koje ga definiraju i daju svojstva. Prepoznavanje sudaranja, oblik, link na C#, animaciju itd.

void FixedUpdate()

```
Layers
                                                                                                                                                             Layout

≡ Hierarchy

                                                                        Create - (0-
                                                                                                  Create *

■ Ball

                                                                        WinText
                                                                                                    Favorites
                                                                                                               Assets > Scene
                                                                                                                                  Tag Ball

    Layer Default

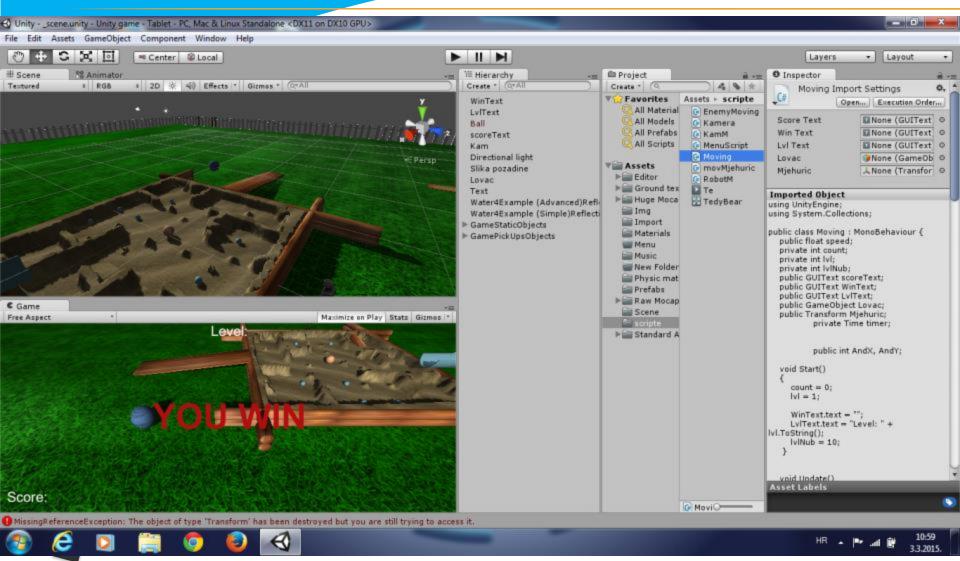
                                                                                                       All Material

    _scene

                                                                                                                 € Menu
                                                                                                       All Prefabs
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                                                                                                                                 Win Text
                                                                                                                                                 ■ WinText (GUIText)
float moveHor = Input.GetAxis("Horizontal");
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                                                                                                                                 Lyl Text
                                                                                                                                                 Lovac
                                                                                                                                 Lovac
                                                                                                                                                 AMjehuric (Transform)
                                                                                                                                 Mjehurio
float moveVer = Input.GetAxis("Vertical");
                                                                                                                                 And X
                                                                                                                                 And Y
Vector3 mov = new Vector3(moveHor, 0, moveVer);
                                                                                                                                     Rigidbody
                                                                                                                                                                     □ 0.
                                                                                                                                 Drag
rigidbody.AddForce(mov * speed * Time.deltaTime);
                                                                                                                                                 0.05
                                                                                                                                 Angular Drag
                                                                                                                                                 M
                                                                                                                                 Use Gravity
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                                                                                                                                 Interpolate
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                                                                                                                               Asset Labels
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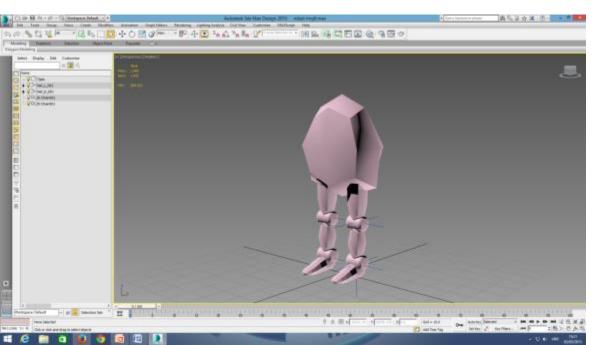
# A kada to sve spojimo





## Zaključak

- Jednostavan za naučiti.
- Ima izvrsne tutoriale na netu.
- × Velika zajednica





#### Sljedeći projekat:

- -Na temelju Head over Heels
- -Vrlo kompleksan
- -Potrebno
  - 3D modeliranje sa rigify i animiranje
  - C# programiranje
  - Izrada scena
  - Izrada zagonetki

## Spreman sam, kreni.



× Pitanja, molim!

