

## **BIBLIOGRAPHIE - PORTAL CHAMBRE 17 :**

### **— — — — — Shooting & Instantiating — — — — —**

- Prefab instantiation 1 by 1 :  
**[forum]** <https://answers.unity.com/questions/1554870/how-to-instantiate-a-prefab-one-by-one-in-foreach.html>.
- Shooting :  
**[youtube]** <https://www.youtube.com/watch?v=EwiUomzehKU>.
- Making objects bounce :  
**[forum]** <https://knightcube.medium.com/how-to-make-game-objects-bounce-in-unity-3a456c34c375>.

### **— — — — — Camera — — — — —**

- Using camera with the New Input System :  
**[forum]** <https://gamedev-resources.com/make-a-configurable-camera-with-the-new-unity-input-system/>.
- Camera follow mice :  
**[forum]** <https://stackoverflow.com/a/66250649/20119332>.

### **— — — — — Animations — — — — —**

- Sliding doors :  
**[youtube]** [https://www.youtube.com/watch?v=\\_5BnLwnKGa4](https://www.youtube.com/watch?v=_5BnLwnKGa4).
- Moving platforms [youtube]:  
<https://www.youtube.com/watch?v=ly9mK0TGJJ0>.  
<https://www.youtube.com/watch?v=lg4Gsm1QwoU>.

### **— — — — — New Input System — — — — —**

- Movements :  
**[forum]** <https://hal-brooks.medium.com/unity-input-system-movement-f2613e9f45f>.
- Setup of the New Input System :  
**[forum]** <https://learn.unity.com/tutorial/setting-up-the-input-system>.  
**[youtube]** <https://www.youtube.com/watch?v=m5WsmLEOFiA>.
- FPS Controller :  
**[youtube]** <https://www.youtube.com/watch?v=w4IMYgpqgdQ>.

- Character Controller (jump & component reference) :

**[youtube]** <https://www.youtube.com/watch?v=cnSqqA4OIEk>.

**[forum]** <https://docs.unity3d.com/Manual/class-CharacterController.html>.

## ----- UI -----

- Menus (pause, start, end) [youtube] :

Part 1 -> <https://www.youtube.com/watch?v=bxKEftSIGiQ>.

Part 2 -> <https://www.youtube.com/watch?v=bxKEftSIGiQ>.

- Cursor [forums] :

<https://docs.unity3d.com/ScriptReference/Cursor.html>.

<https://medium.com/debug-this/cursor-customization-in-unity-3d-2a29d5c87a65>.

## ----- Portals -----

- Portals :

**[youtube]** <https://youtube.com/watch?v=cWpFZbjtSQg>.

**[github]** <https://github.com/SebLague/Portals/tree/master>

## ----- Miscellaneous -----

- Changing materials (on trigger or other) :

**[youtube]** <https://www.youtube.com/watch?v=VEAU95v5MO8>.