

Unity – Player

NHN NEXT
서형석

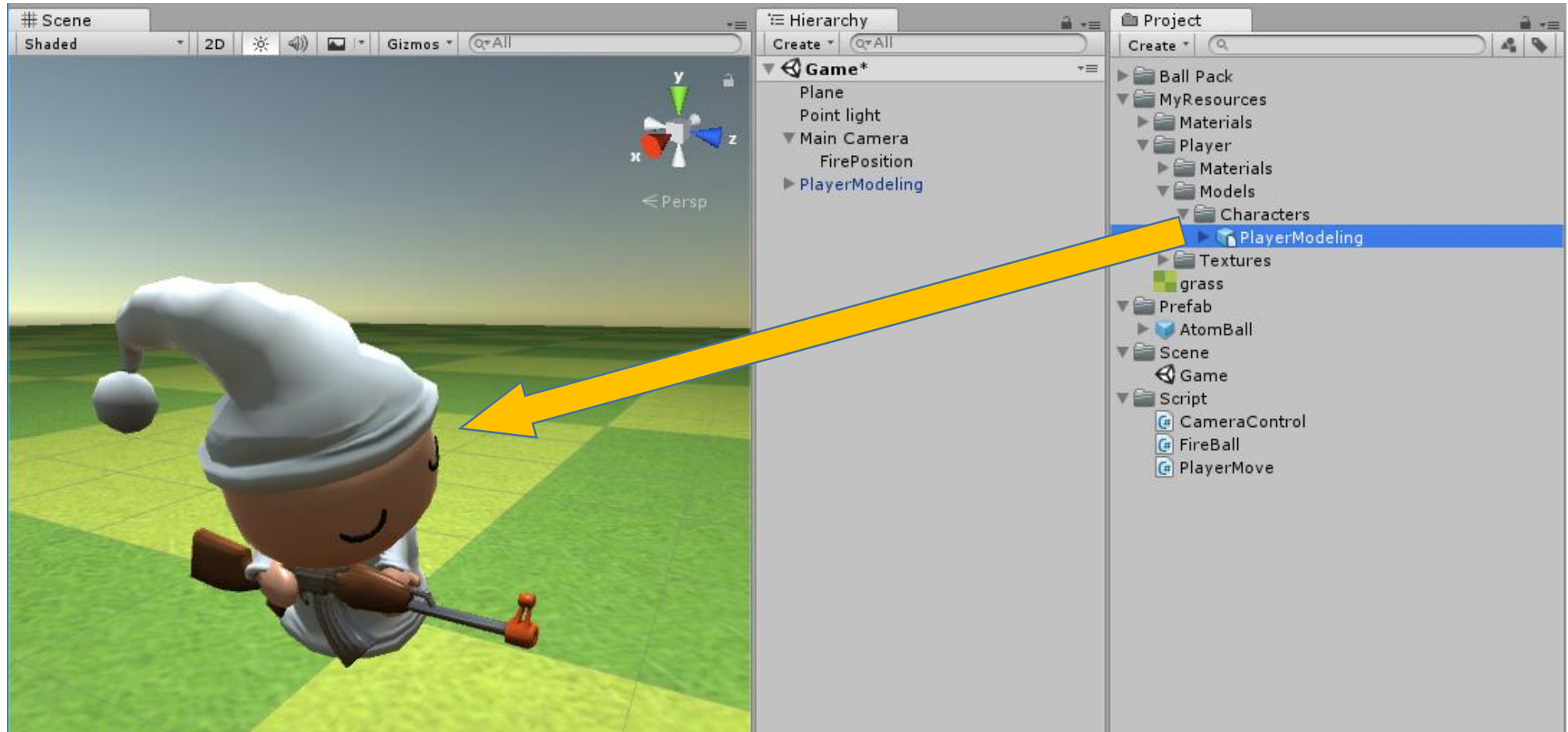
Unity

- Player 패키지 추가



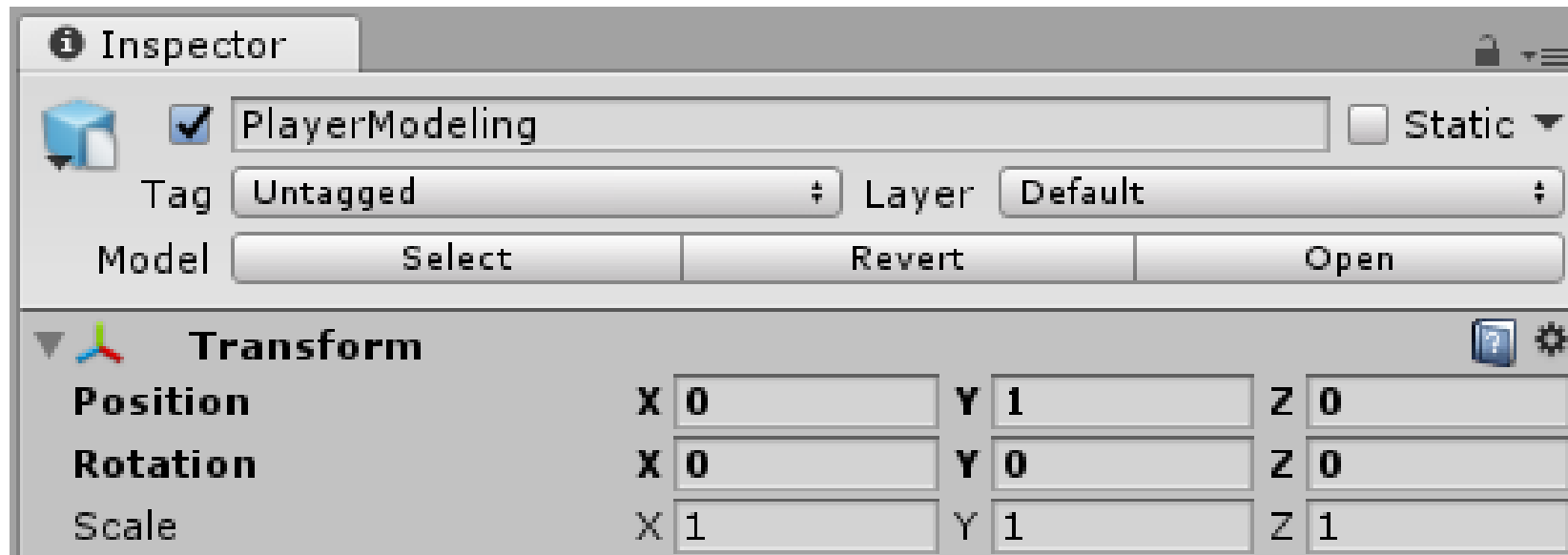
Unity

- Player 추가



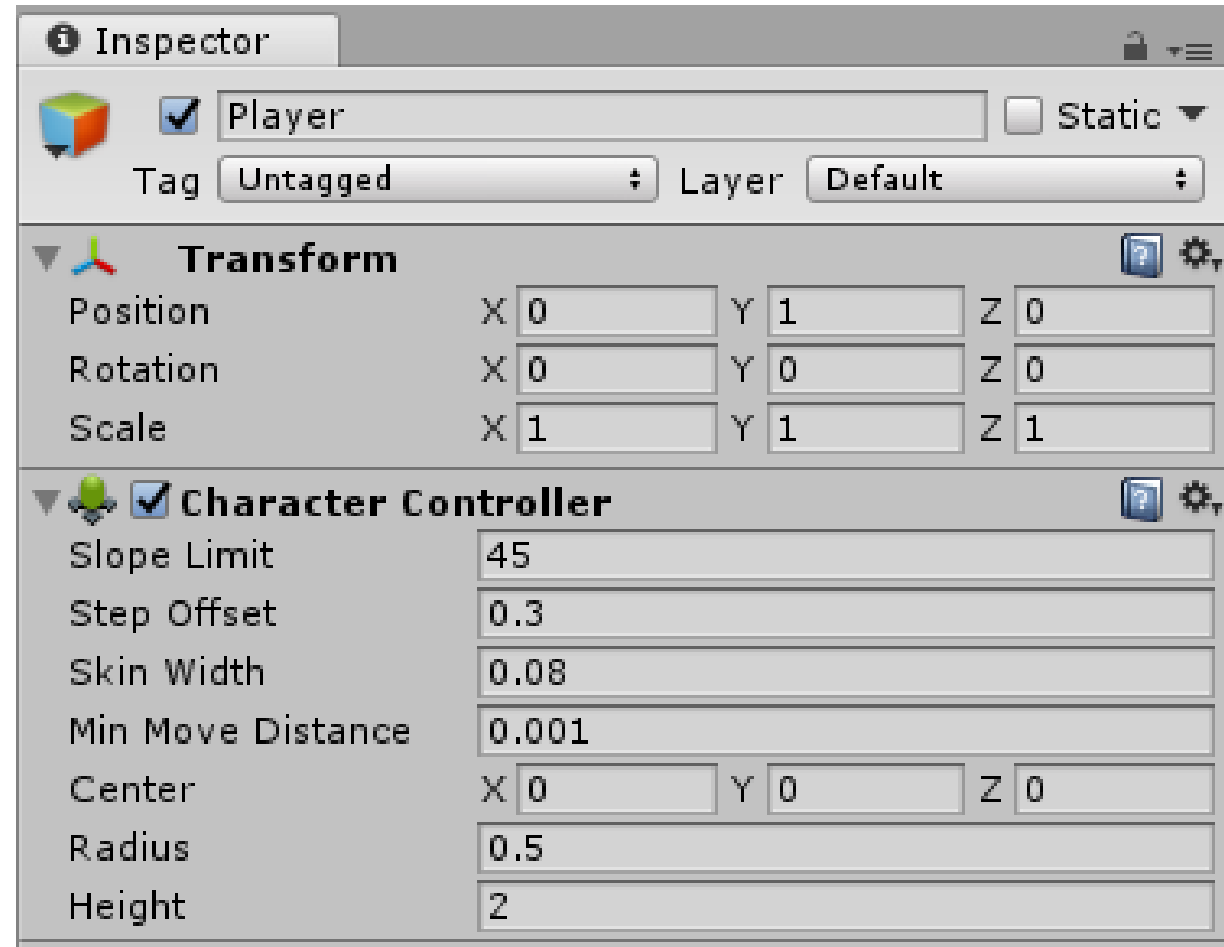
Unity

- PlayerModeling 위치 설정



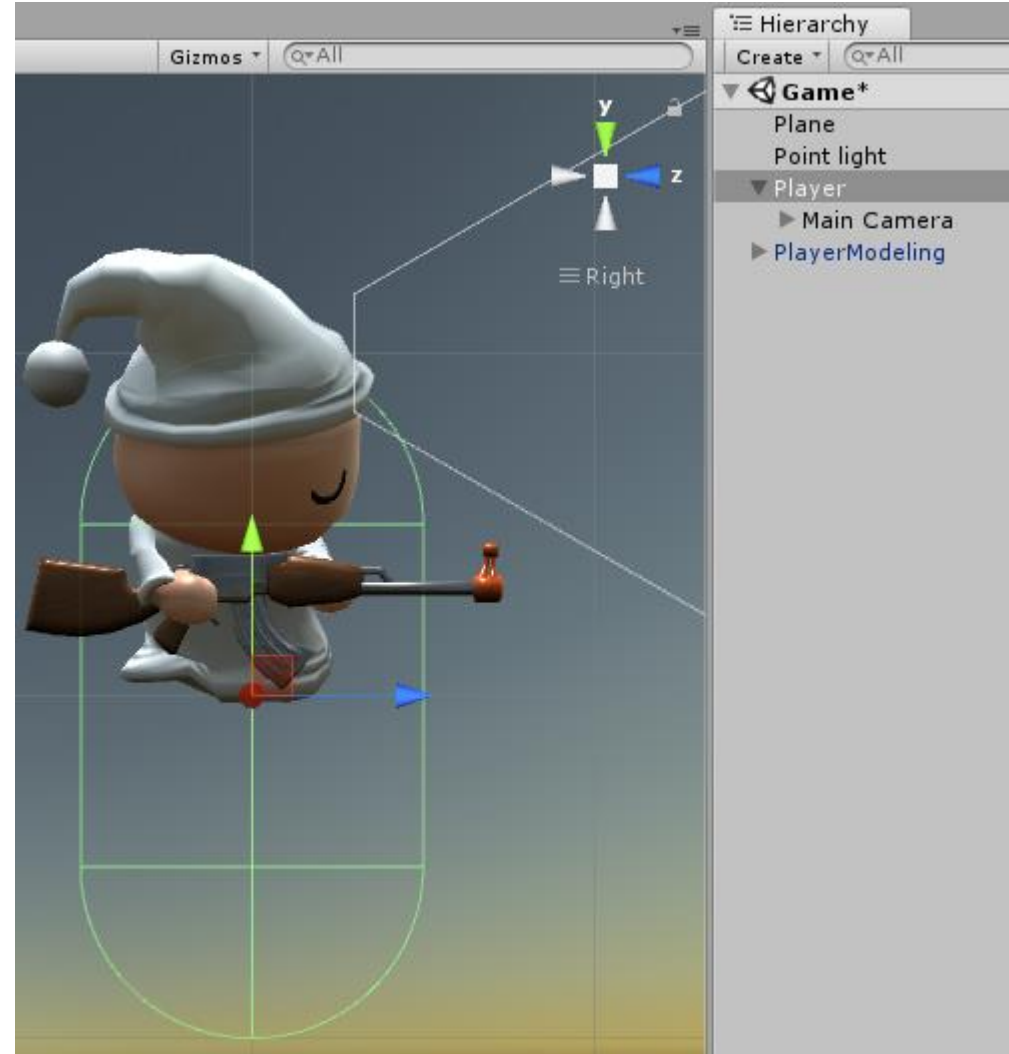
Unity

- Player 오브젝트 생성 및 위치 적용 및 CharacterController 추가



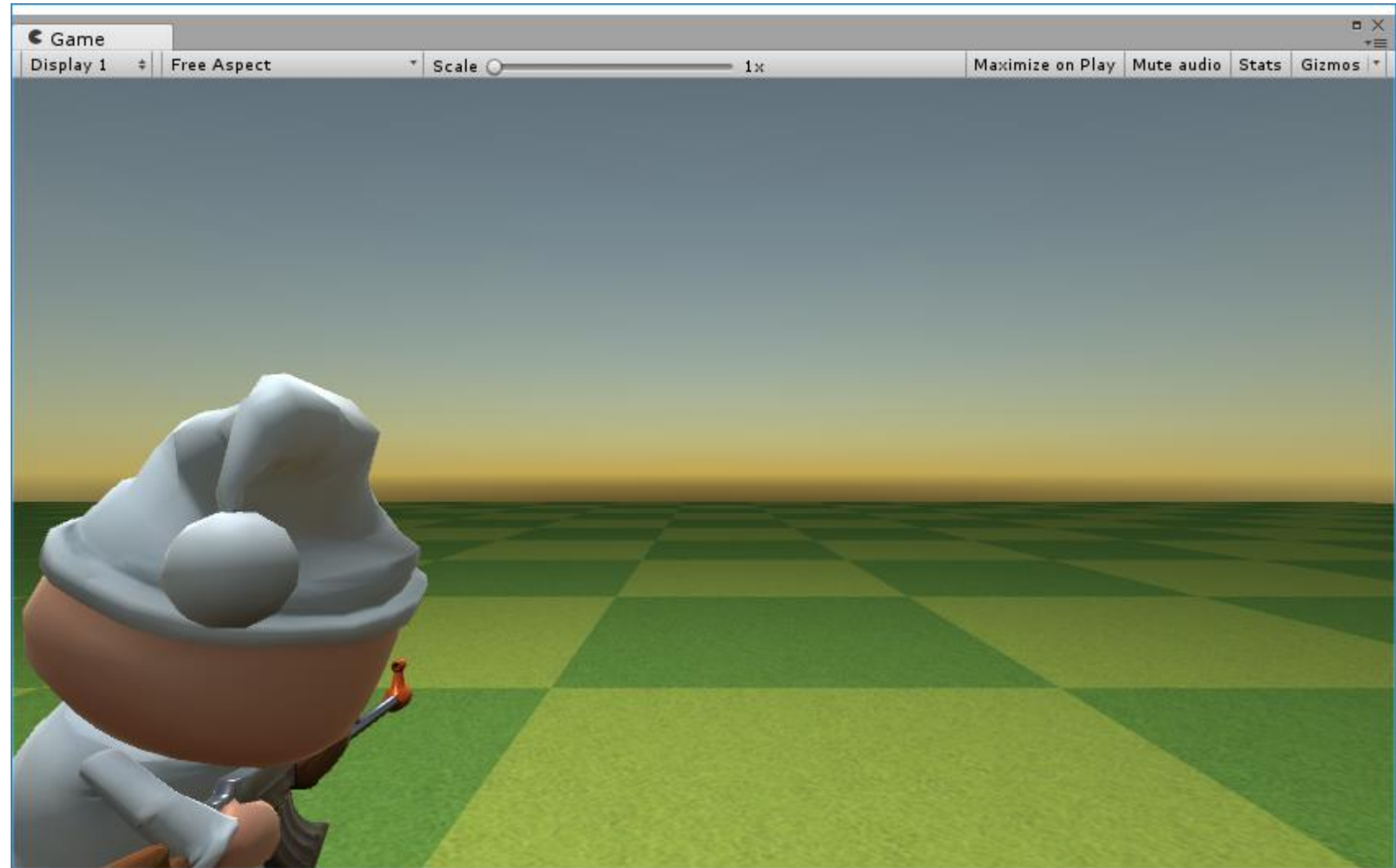
Unity

- Player 하위로 Main Camera 이동



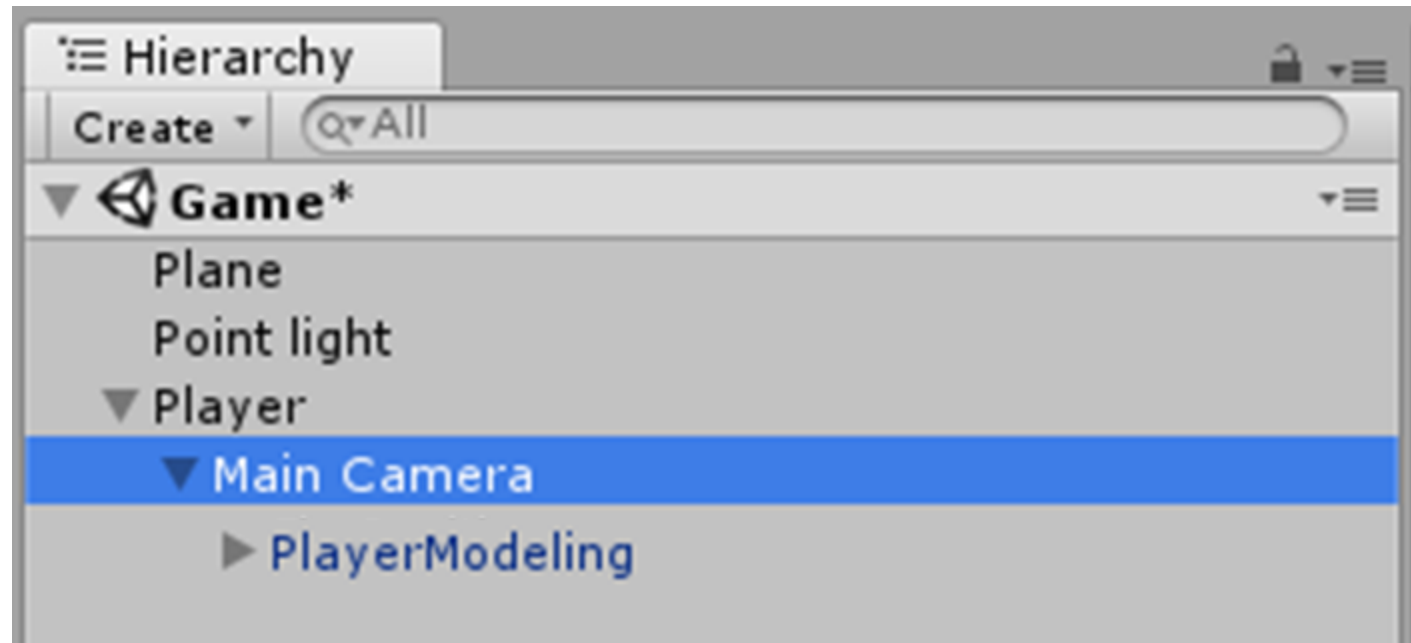
Unity

- 카메라 위치 조정



Unity

- 위치 조정 후 PlayerModeling도 MainCamera 하위로 이동



Unity

- PlayerMove 스크립트 작성

```
public class PlayerMove : MonoBehaviour
{
    CharacterController characterController = null;

    void Start()
    {
        characterController =
            GetComponent<CharacterController>();
    }
}
```

```
public class PlayerMove : MonoBehaviour
{
    ...

    public Transform cameraTransform;
    public float moveSpeed = 10.0f;

    void Update()
    {
        float x = Input.GetAxis( "Horizontal" );
        float z = Input.GetAxis( "Vertical" );

        Vector3 moveDirection = new Vector3( x, 0, z );
        moveDirection = cameraTransform.TransformDirection( moveDirection );
        moveDirection *= moveSpeed;

        characterController.Move( moveDirection * Time.deltaTime );
    } // End of Update
}
```

```
public class PlayerMove : MonoBehaviour
```

```
{
```

```
.....
```

```
public float jumpSpeed = 10.0f;
```

```
public float gravity = -20.0f;
```

```
float yVelocity = 0.0f;
```

```
void Update()
```

```
{
```

```
.....
```

```
if( characterController.isGrounded == true )
```

```
    yVelocity = 0.0f;
```

```
if( Input.GetButtonDown( "Jump " ) )
```

```
{
```

```
    yVelocity = jumpSpeed;
```

```
}
```

```
yVelocity += (gravity * Time.deltaTime);
```

```
moveDirection.y = yVelocity;
```

```
    characterController.Move( moveDirection * Time.deltaTime );
```

```
} // End of Update
```

```
}
```

Unity

- **생각할 문제**

: 카메라가 하늘을 보거나 바닥을 볼 때는 앞뒤 이동 정도가 충분치 않다고 느껴질 것이다. 이유가 무엇인가?

: 점프를 무한히 할 수 있다.

회수 제한을 주려면 어떻게 해야 할까?