2020.11.10 3D콘텐츠프로그래밍 팀 회의 자료

**References**

<https://www.youtube.com/watch?v=ML-lt08trys>

유니티 2018.3 버전을 이용해 만든 VR 소화기 시뮬레이션

<https://blog.naver.com/PostView.nhn?blogId=ghost365&logNo=221380308534&parentCategoryNo=&categoryNo=34&viewDate=&isShowPopularPosts=true&from=search>

중력의 영향을 받는 총알 발사

**Assets**

1. 집

<https://assetstore.unity.com/packages/3d/environments/urban/survival-old-house-55315>

복층구조로 이루어져있어 개발 의도에 적합하다고 판단했습니다.

2. 소화기

<https://assetstore.unity.com/packages/3d/props/fire-extinguisher-21147#reviews>

3. 불

<https://assetstore.unity.com/packages/tools/fire-propagation-92187#description>

번지는 것까지 구현할 수 있도록 되어 있는 것 같아 넣게 되었습니다.

<https://www.youtube.com/watch?v=c1DKWajEEUk> (효과음)

4. 가구

<https://assetstore.unity.com/packages/3d/props/furniture/raw-wooden-furniture-free-166329>

<https://assetstore.unity.com/packages/3d/props/interior/interior-props-pack-asset-86452>

5. 기타(아이템 등)

<https://assetstore.unity.com/packages/3d/props/tools/axe-20493> (도끼)

<https://assetstore.unity.com/packages/3d/props/first-aid-set-160073> (회복아이템)