



싸피를 꿰뚫어 보다

싸룬안

SSAFY 7th TEAM 싸룬안

자율프로젝트 서울 3반 5팀

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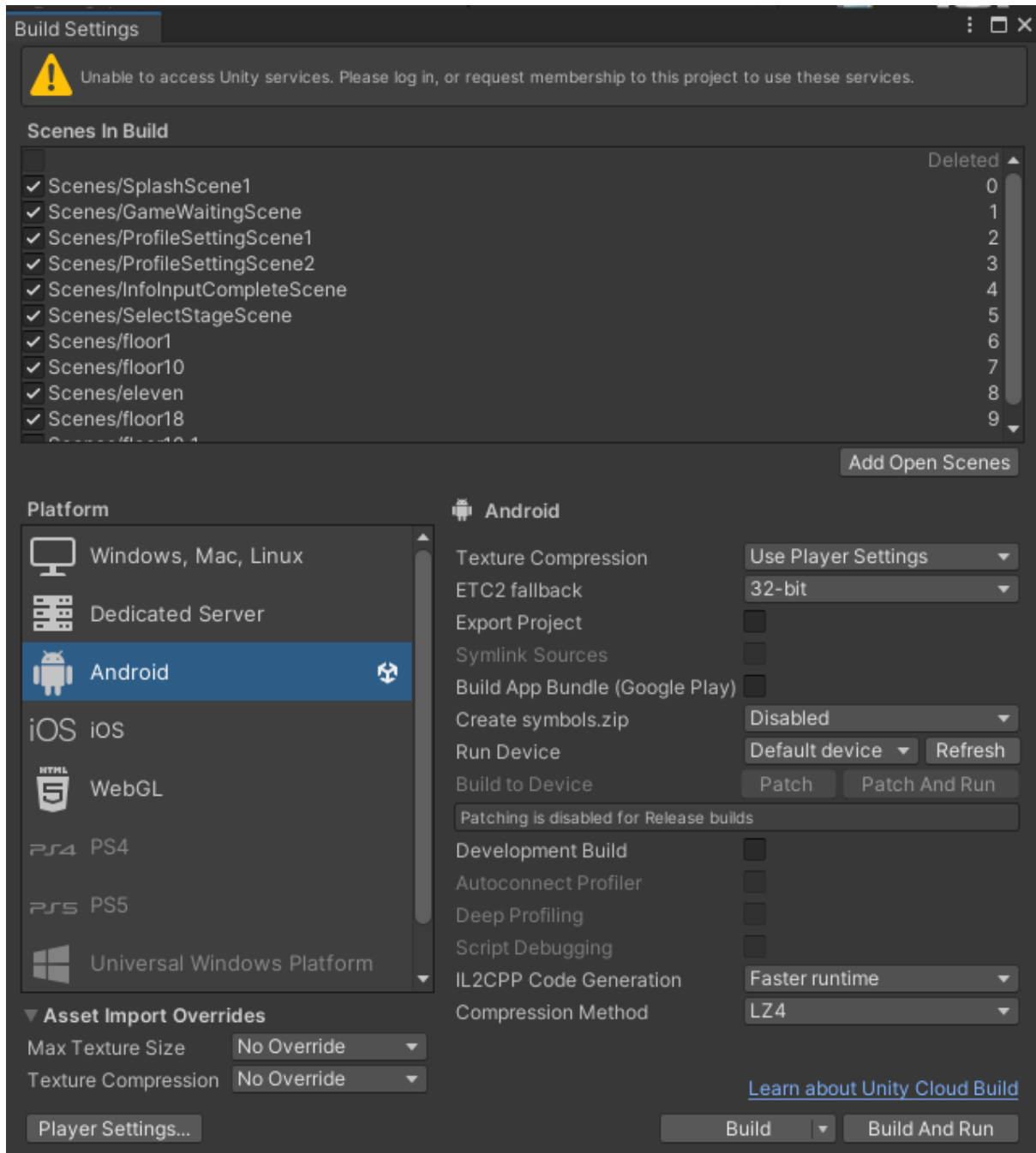
1. 기술 스택

1. 이슈 관리: Jira
2. 형상 관리: GitLab, Plastic SCM
3. 커뮤니케이션: Mattermost, notion, Webex
4. 개발 환경
 - A. Unity
 - B. Visual Studio
5. 상세 사용
 - A. Unity
 - i. Unity version 2021.3.11f1
 - ii. 3D Core
 - B. Blender
 - i. Blender version 3.3.1
 - C. Build OS
 - i. Android

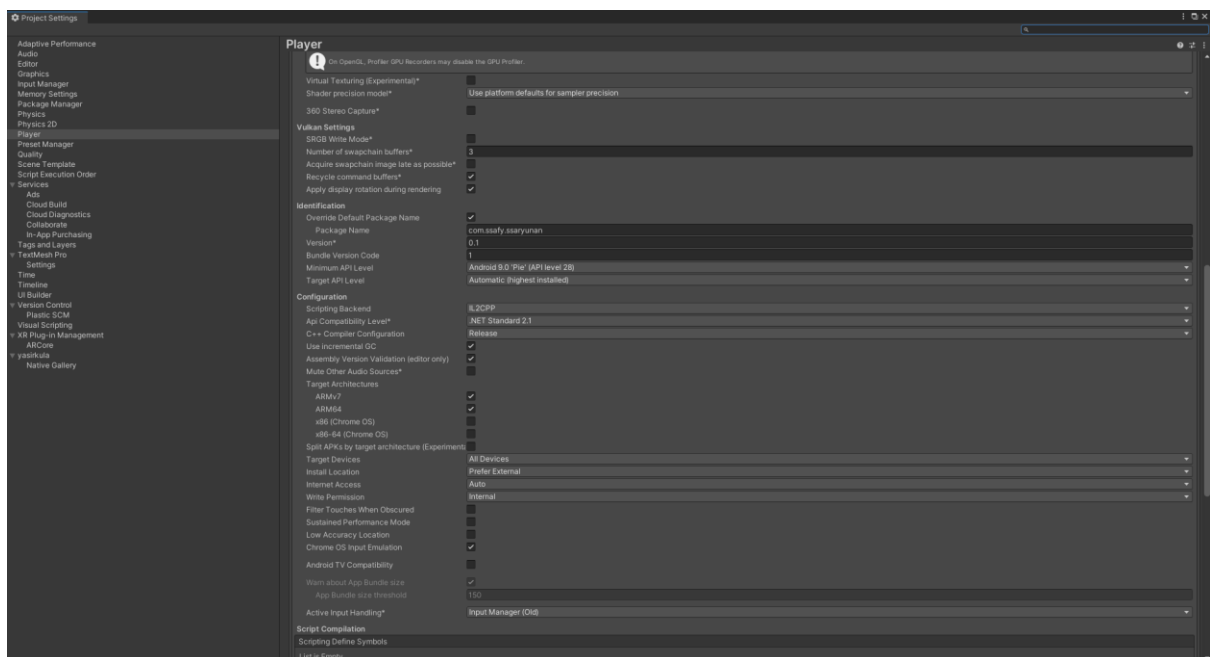
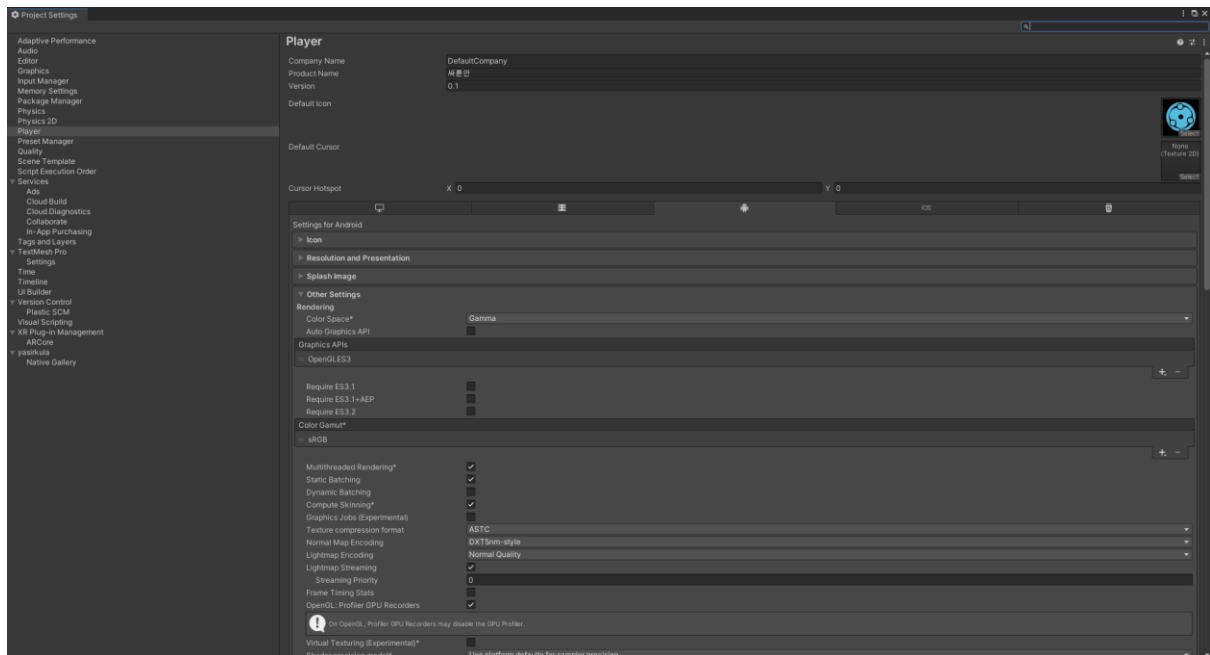
2. 빌드 상세 내용

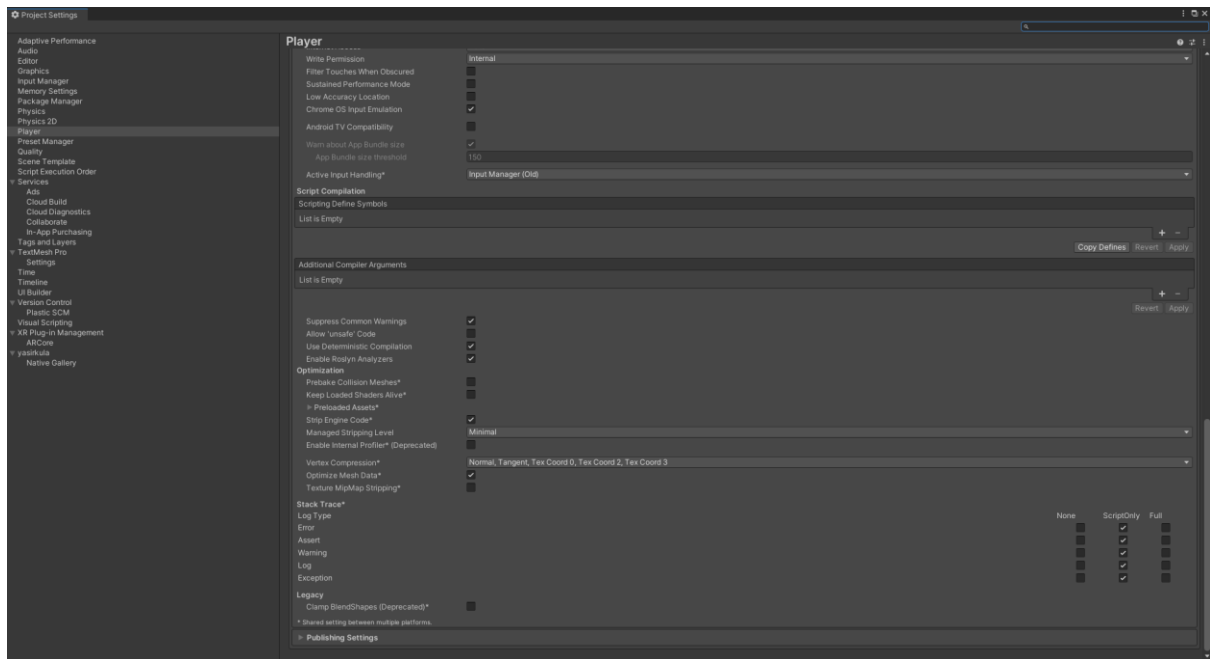
1. Application Build

- Scene 설정

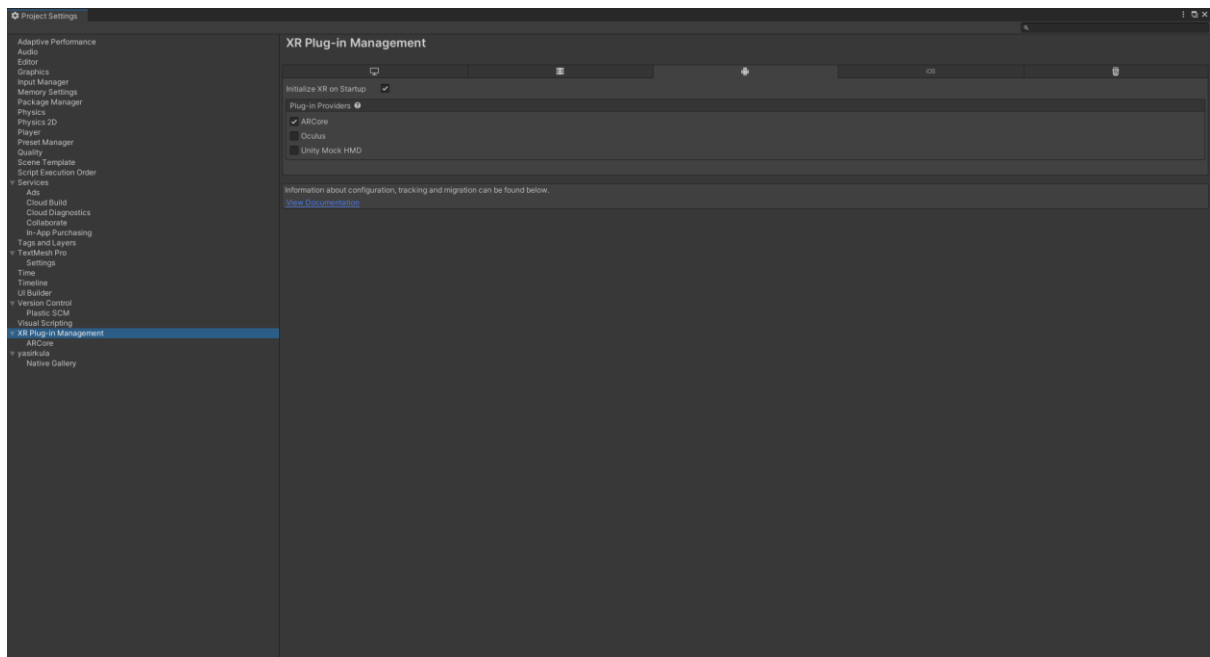


- Platform 및 Player 설정





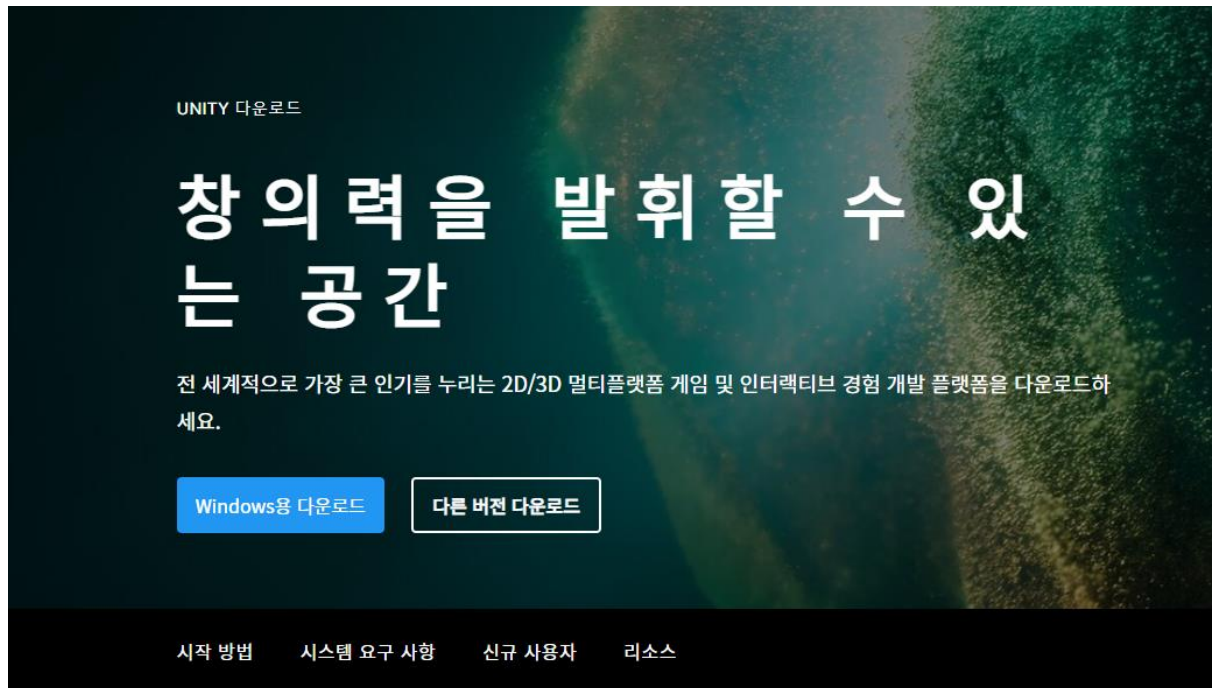
- ARcore 적재



2. 개발 환경 설정

1. Unity

[창의적인 프로젝트 시작 및 Unity Hub 다운로드 | Unity](#)



2. Blender

[Blender - Free and Open 3D Creation Software](#)

