

<https://github.com/amel-unity/Multi-Scene-workflow.git>

第一人称射击

实现合金装备崛起的斩切模式

项目源码：

<https://github.com/mixandjam/MGR-BladeMode>

Filmstorm Tutorial：<https://youtu.be/J1GgvDfmIo0>

支持作者创作：<https://www.patreon.com/mixandjam>

//很好的技能示例

[https://on.unity.com/2YmvHI3](https://www.youtube.com/redirect?q=https%3A%2F%2Fon.unity.com%2F2YmvHI3&v=Jv9jGyIWelU&redir_token=QUFFLUhqbjd6SzFSWE5WdG9iM2FfQWd6ZDQ4Tkg4Qk9Vd3xBQ3Jtc0treGRteXJNckx4M2lPMktsZ2thTXR3ZHVIcWJmakJlbnVpZHZEY0g3OVBMWlhpLWIwR2NxRkZxQXNhSkNUem9TejdNdGt6VW51TnN6U1pZSC1PQzhpX2UxRDdORjcwY0FONTVRem5PZnV1Z1JkVFhMdw%3D%3D&event=video_description)