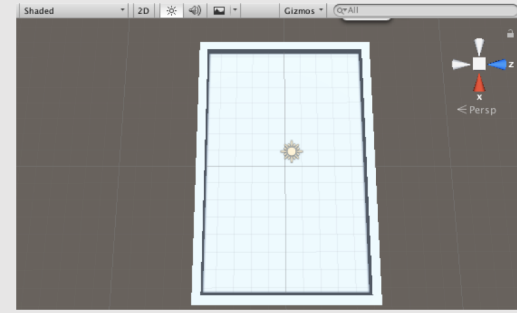


ゲームプログラミング2021

第5回用のシーン事前作成

北坂 孝幸

シーンの作成①



❖床 (Cubeオブジェクト) **Ground**

▶Position: (0, -0.25, 0) Rotation: (0, 0, 0) Scale: (15, 0.5, 10)

▶Rigidbody

➢Use Gravity: OFF, Is Kinematic: ON

各オブジェクトの色は
適当に付ける

❖壁4つ (Cubeオブジェクト)

▶左端 **Wall1**

➢Position: (0, 0.25, -5.25) Rotation: (0, 0, 0) Scale: (15, 1.5, 0.5)

▶右端 **Wall2**

➢Position: (0, 0.25, 5.25) Rotation: (0, 0, 0) Scale: (15, 1.5, 0.5)

▶上端 **Wall3**

➢Position: (-7.75, 0.25, 0) Rotation: (0, 90, 0) Scale: (10.5, 1.5, 0.5)

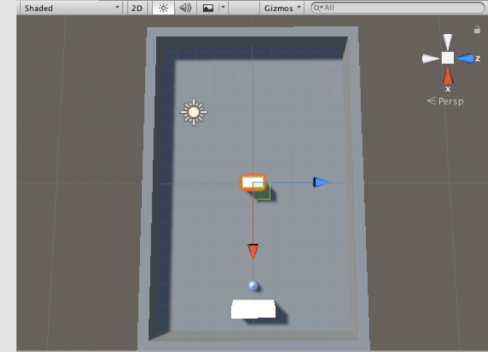
▶下端 **Wall4**

➢Position: (7.75, 0.25, 0) Rotation: (0, 90, 0) Scale: (10.5, 1.5, 0.5)

▶Rigidbody

➢Use Gravity: OFF, Is Kinematic: ON

シーンの作成②



❖バー (Bar)

- ▶Position: (6, 0.5, 0) Rotation: (0, 0, 0) Scale: (0.5, 1, 2)
- ▶Rigidbody
 - Use Gravity: OFF, Is Kinematic: ON

❖球 (Ball)

- ▶Position: (5, 0.25, 0) Rotation: (0, 0, 0) Scale: (1, 1, 1)
- ▶Rigidbody
 - Use Gravity: OFF, Is Kinematic: OFF
- ▶Tag: "Ball" ←新規に作成

❖ブロック (Block)

- ▶Position: (0, 0.5, 0) Rotation: (0, 0, 0) Scale: (0.5, 1, 1)
- ▶Rigidbody
 - Use Gravity: OFF, Is Kinematic: ON
- ▶Tag: "Block" ←新規に作成

シーンの作成③

❖壁，バー，ブロック，球の跳ね返り特性を設定

▶<Assets> - <Create> - <Physic Material>

➤名前を “Bounce” に

- Dynamic Friction: 0
- Static Friction: 0
- Bounciness: 1

▶Wall1~4, Bar, Block, Ballに設定

❖カメラの調整

▶右図のように

▶Projectionを“Orthographic”に

