Unity 게임엔진

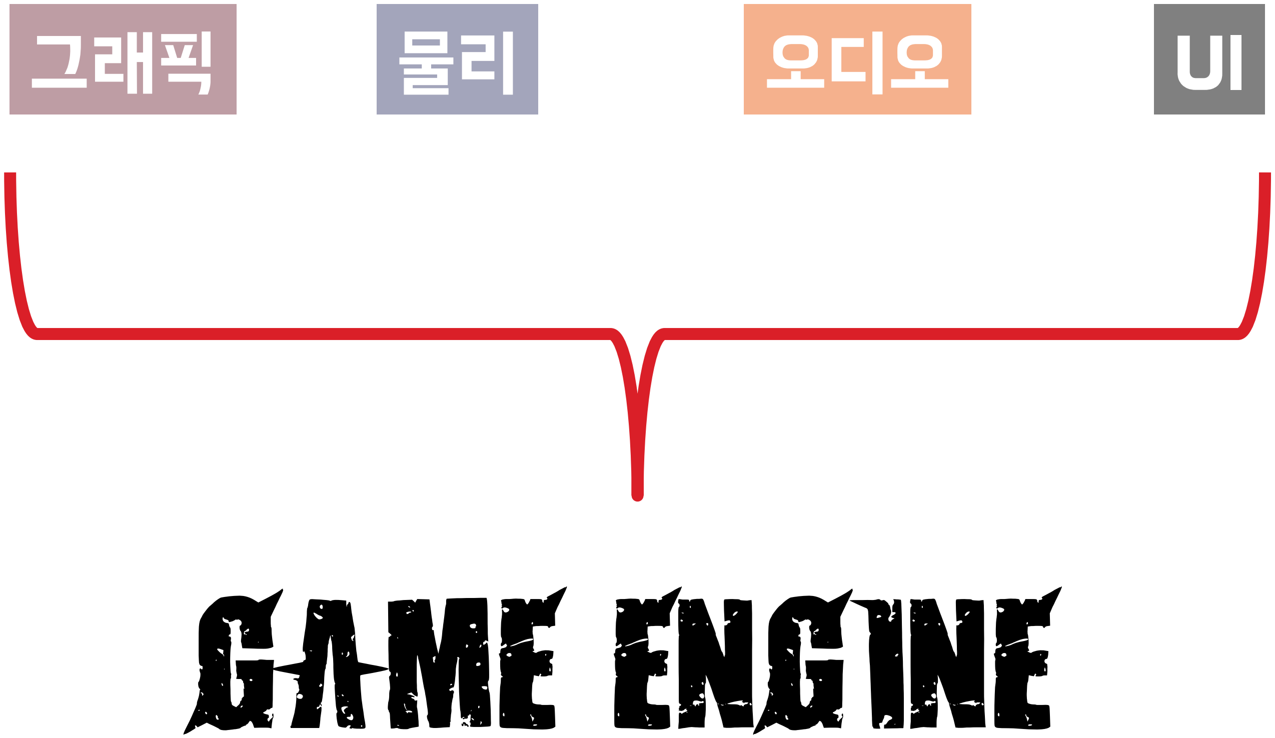
김평안

목차

- 게임엔진
- 유니티 사용법

게임엔진

게임엔진



그래픽

물리

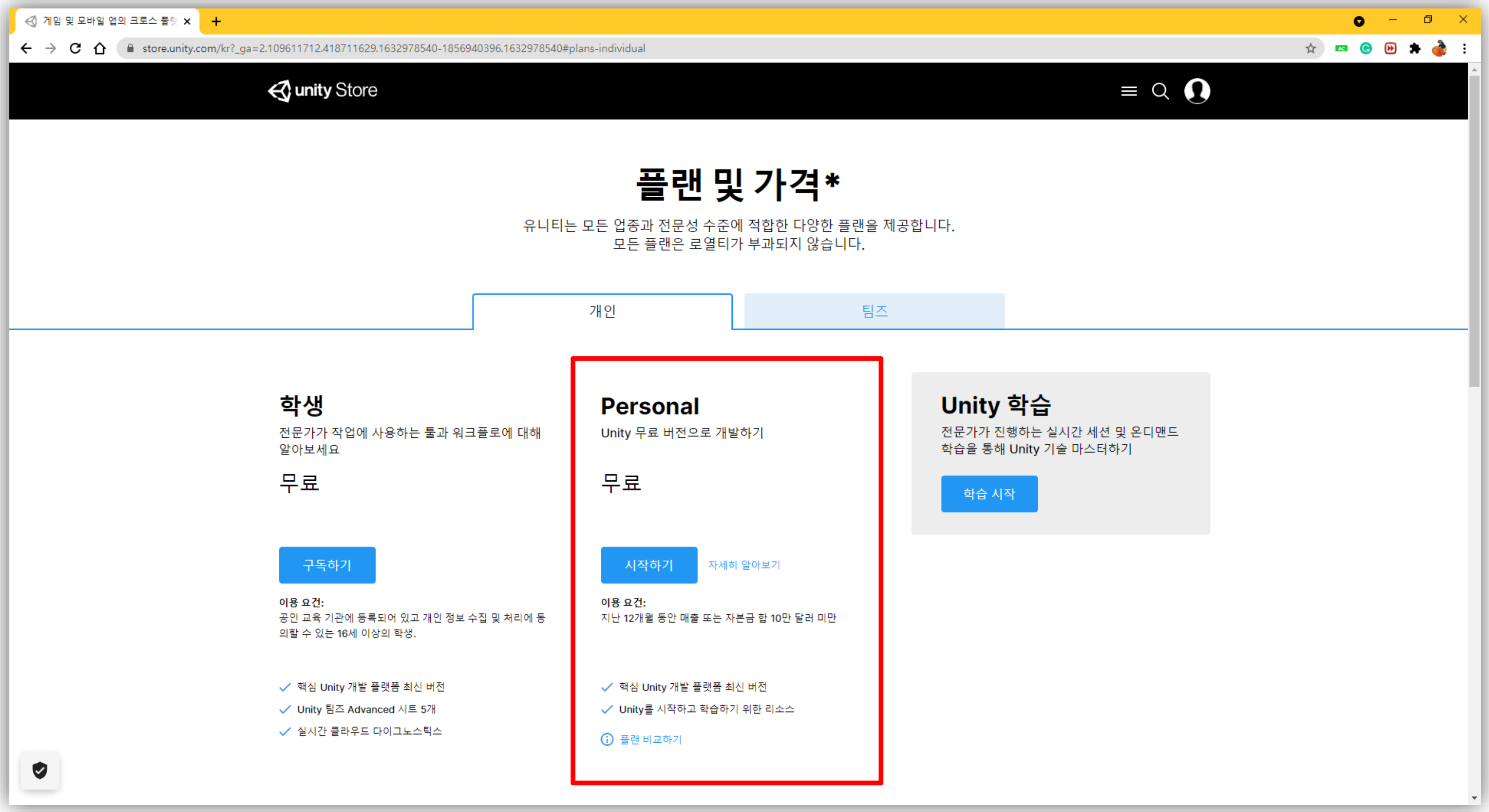
오디오

UI

GAME ENGINE

게임엔진

게임엔진



store.unity.com/kr?_ga=2.109611712.418711629.1632978540-1856940396.1632978540#plans-individual

플랜 및 가격*

유니티는 모든 업종과 전문성 수준에 적합한 다양한 플랜을 제공합니다.
모든 플랜은 로열티가 부과되지 않습니다.

학생

전문가가 작업에 사용하는 툴과 워크플로에 대해 알아보세요

무료

이용 요건:
공인 교육 기관에 등록되어 있고 개인 정보 수집 및 처리에 동의할 수 있는 16세 이상의 학생.

- ✓ 핵심 Unity 개발 플랫폼 최신 버전
- ✓ Unity 팀즈 Advanced 시트 5개
- ✓ 실시간 클라우드 다이그노스틱스

Personal

Unity 무료 버전으로 개발하기

무료

이용 요건:
지난 12개월 동안 매출 또는 자본금 합 10만 달러 미만

- ✓ 핵심 Unity 개발 플랫폼 최신 버전
- ✓ Unity를 시작하고 학습하기 위한 리소스

Unity 학습

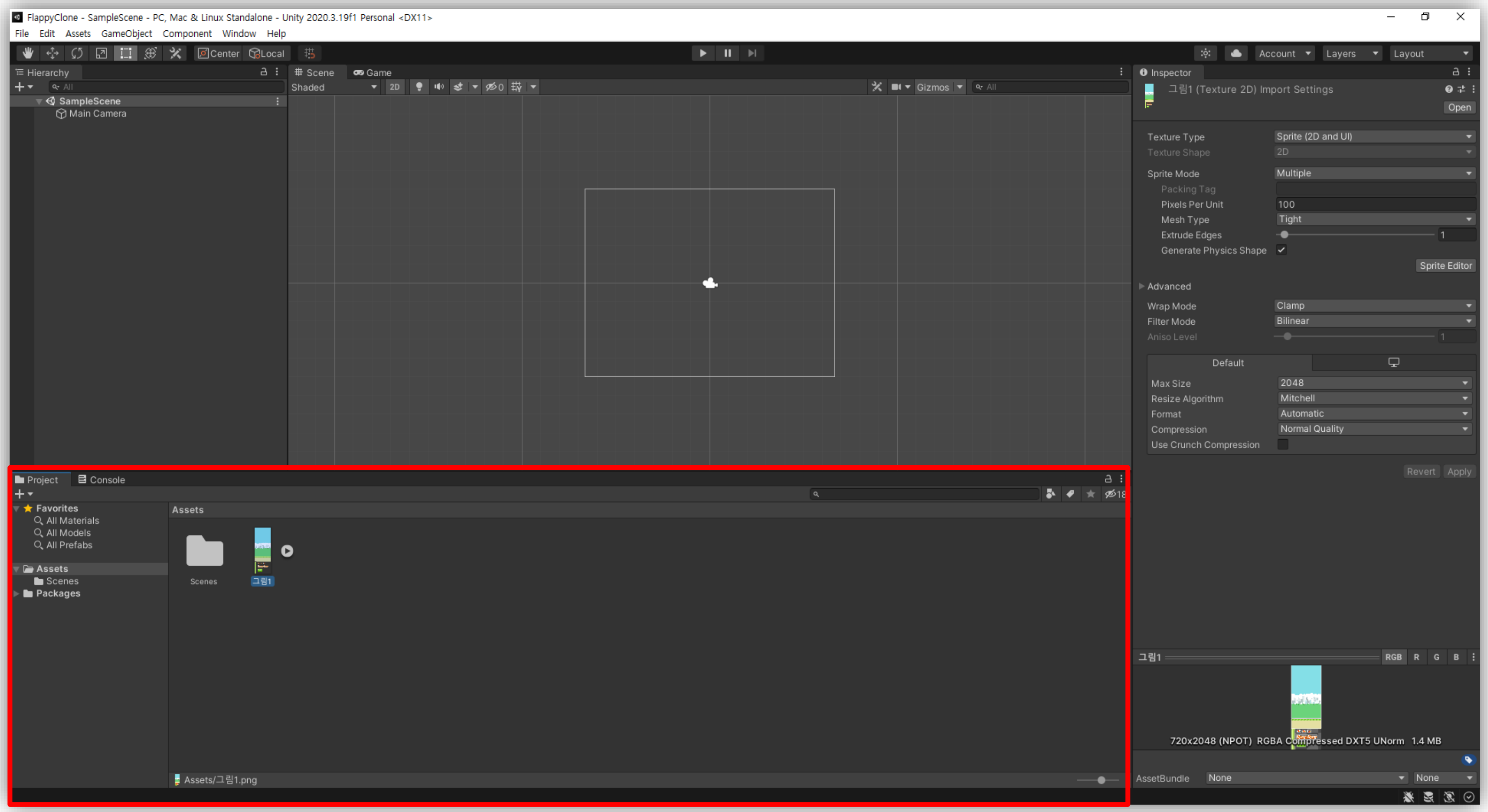
전문가가 진행하는 실시간 세션 및 온디맨드 학습을 통해 Unity 기술 마스터하기

유니티 사용법

유니티 사용법

유니티 사용법

- 유니티 화면 구성



FlappyClone - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.19f1 Personal <DX11>

그림1 (Texture 2D) Import Settings

Texture Type: Sprite (2D and UI)
Texture Shape: 2D
Sprite Mode: Multiple
Packing Tag
Pixels Per Unit: 100
Mesh Type: Tight
Extrude Edges: 1
Generate Physics Shape: ☑

Advanced
Wrap Mode: Clamp
Filter Mode: Bilinear
Aniso Level: 1

Default
Max Size: 2048
Resize Algorithm: Mitchell
Format: Automatic
Compression: Normal Quality
Use Crunch Compression: □

Revert Apply

그림1 RGB R G B

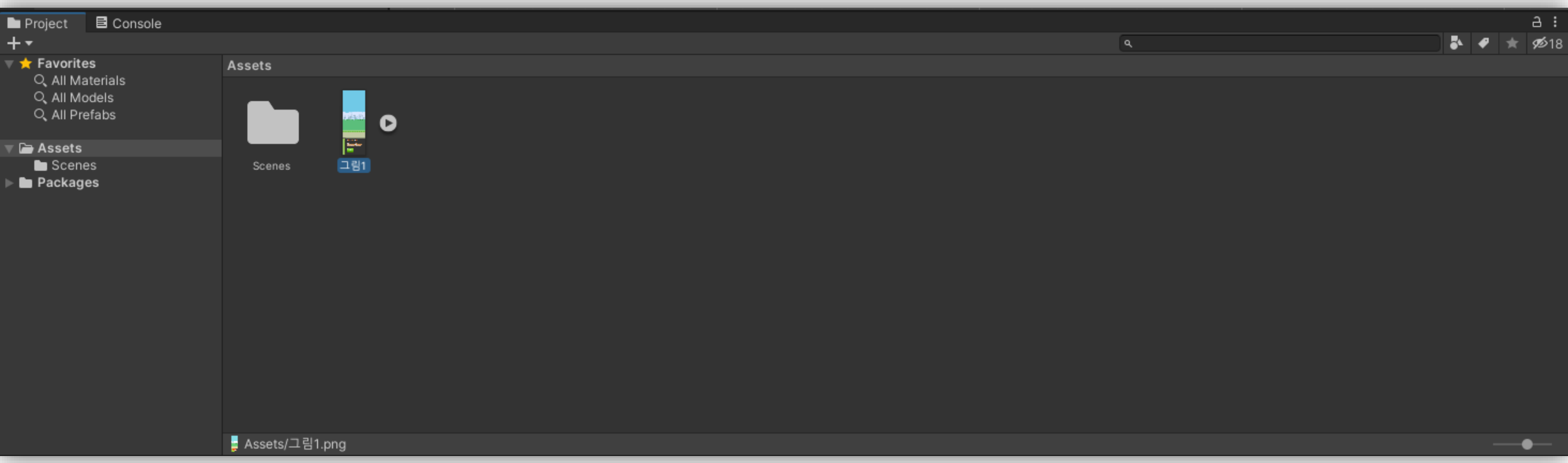
720x2048 (NPOT) RGBA Compressed DXT5 UNorm 1.4 MB

AssetBundle: None None

Assets/그림1.png

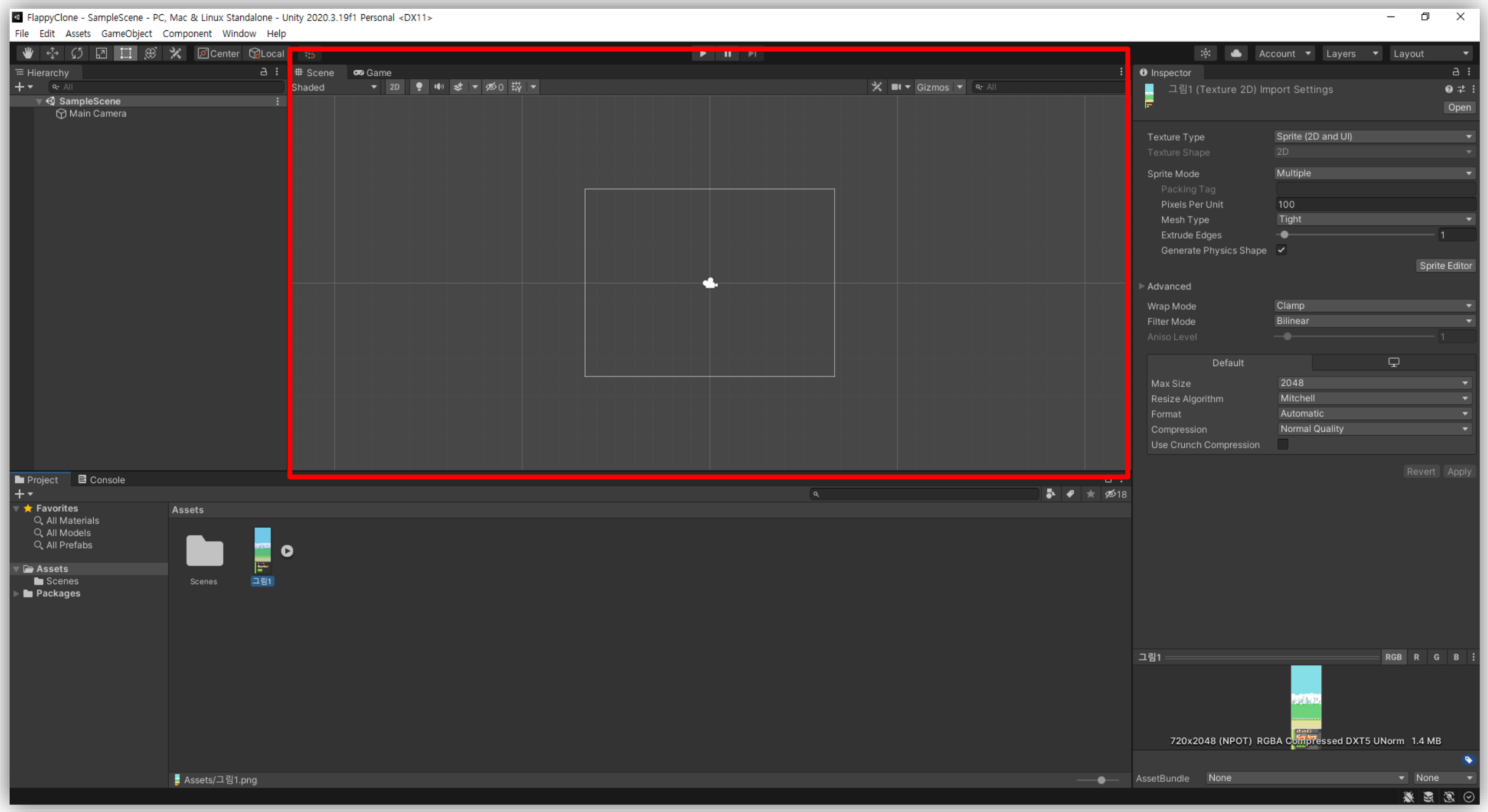
유니티 사용법

- 유니티 화면 구성



유니티 사용법

- 유니티 화면 구성



FlappyClone - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.19f1 Personal <DX11>

그림1 (Texture 2D) Import Settings

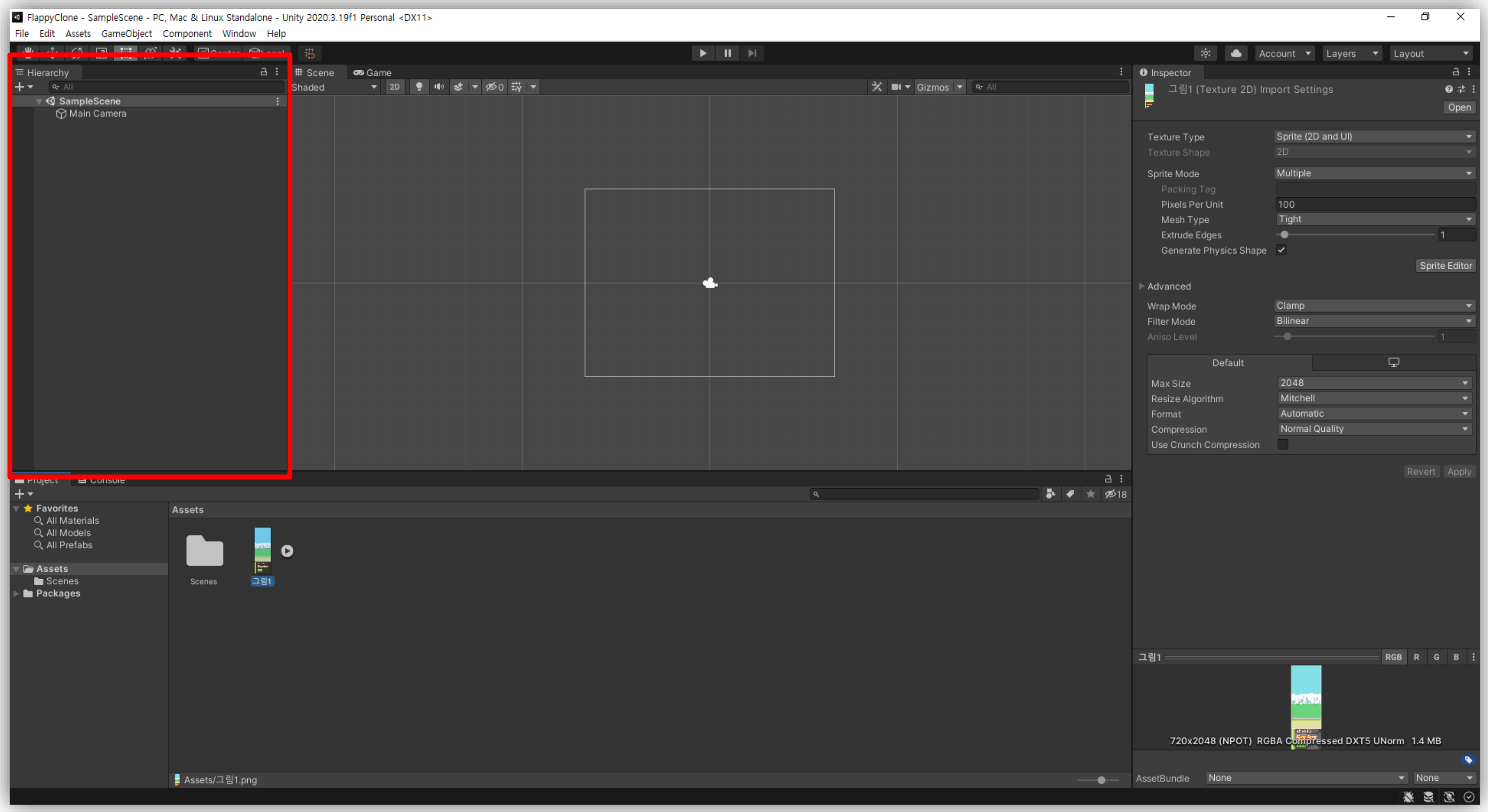
Texture Type	Sprite (2D and UI)
Texture Shape	2D
Sprite Mode	Multiple
Packing Tag	
Pixels Per Unit	100
Mesh Type	Tight
Extrude Edges	1
Generate Physics Shape	☑
Wrap Mode	Clamp
Filter Mode	Bilinear
Aniso Level	1
Max Size	2048
Resize Algorithm	Mitchell
Format	Automatic
Compression	Normal Quality
Use Crunch Compression	□
AssetBundle	None / None

720x2048 (NPOT) RGBA Compressed DXT5 UNorm 1.4 MB

Assets/그림1.png

유니티 사용법

- 유니티 화면 구성



FlappyClone - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.19f1 Personal <DX11>

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720x2048 (NPOT) RGBA Compressed DXT5 UNorm 1.4 MB

AssetBundle: None None

Assets/그림1.png

유니티 사용법

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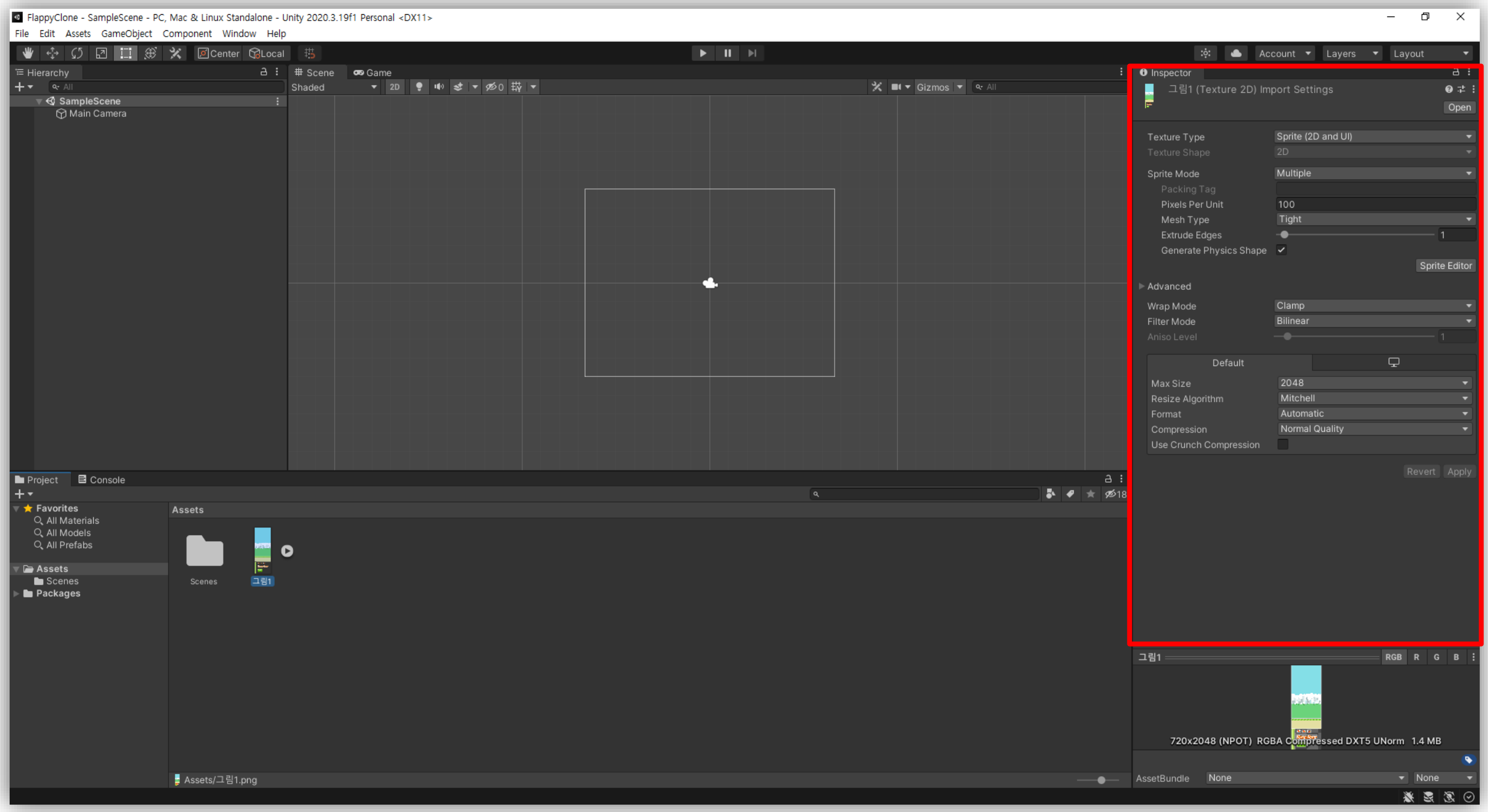

그림1 (Texture 2D) Import Settings

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Texture Shape: 2D
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Mesh Type: Tight
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Advanced
Wrap Mode: Clamp
Filter Mode: Bilinear
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Default
Max Size: 2048
Resize Algorithm: Mitchell
Format: Automatic
Compression: Normal Quality
Use Crunch Compression: □

그림1
720x2048 (NPOT) RGBA Compressed DXT5 UNorm 1.4 MB

AssetBundle: None None

유니티 사용법

- 에셋

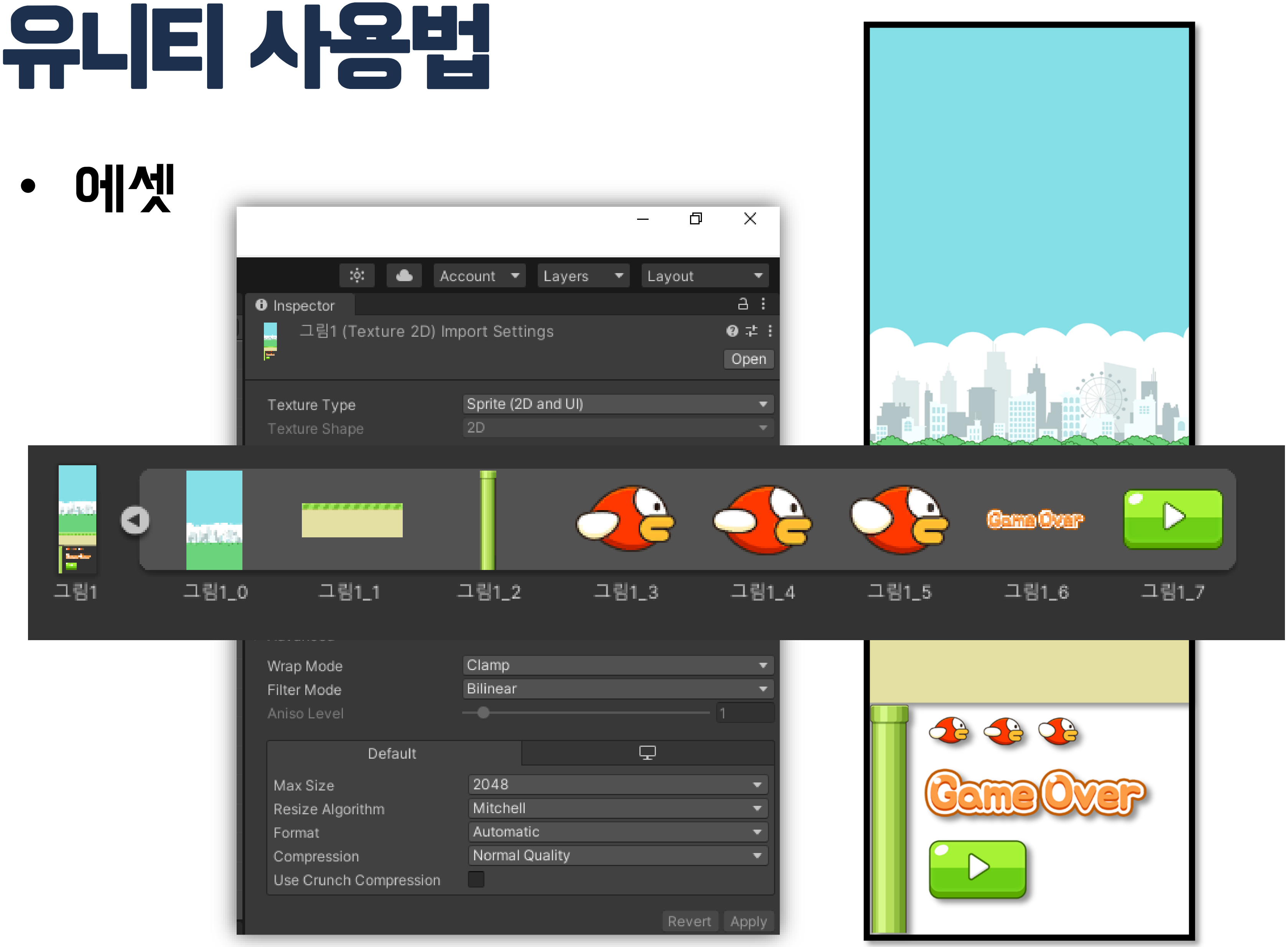


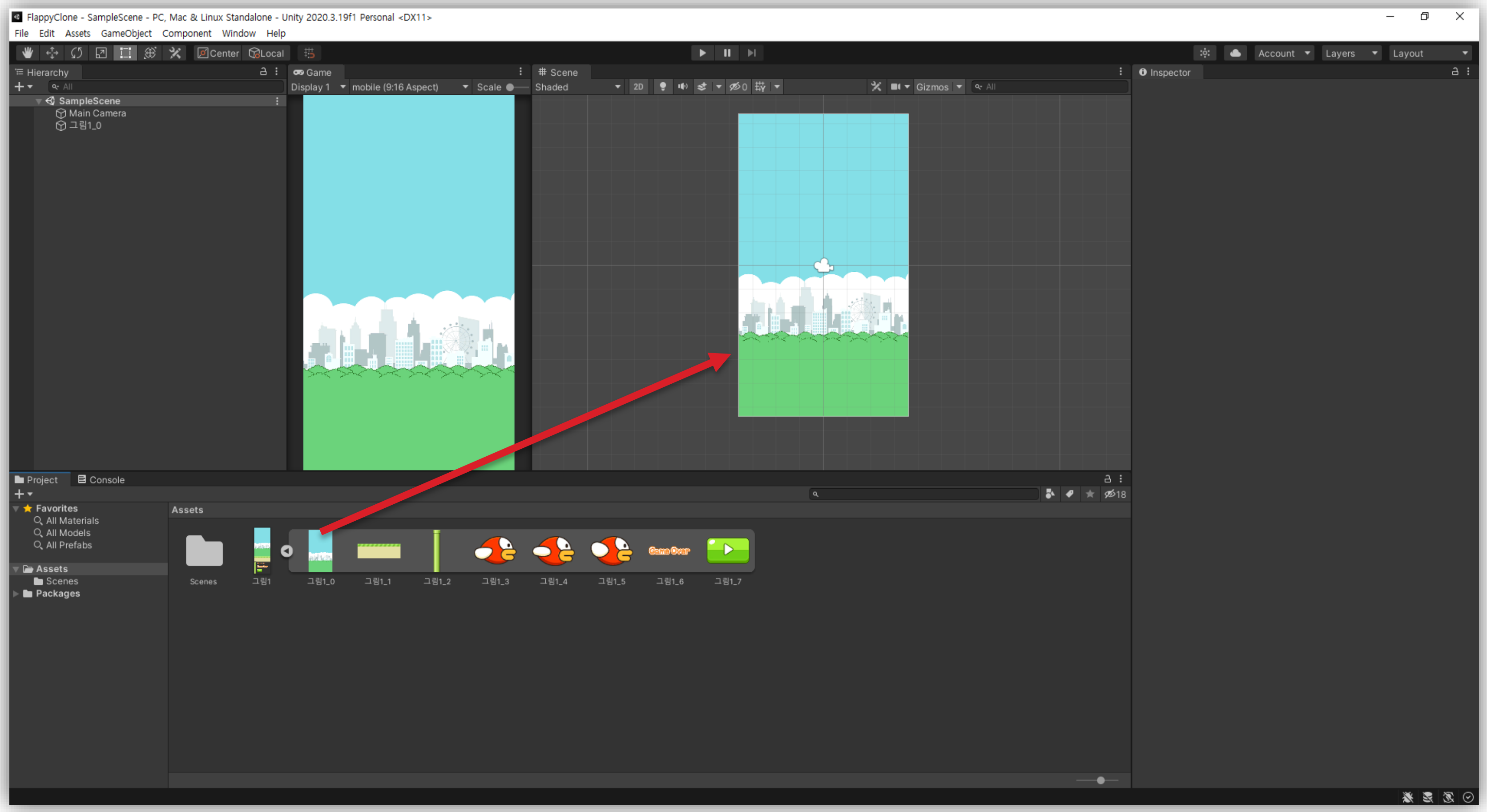
그림1 (Texture 2D) Import Settings

Texture Type: Sprite (2D and UI)
Texture Shape: 2D
Wrap Mode: Clamp
Filter Mode: Bilinear
Aniso Level: 1

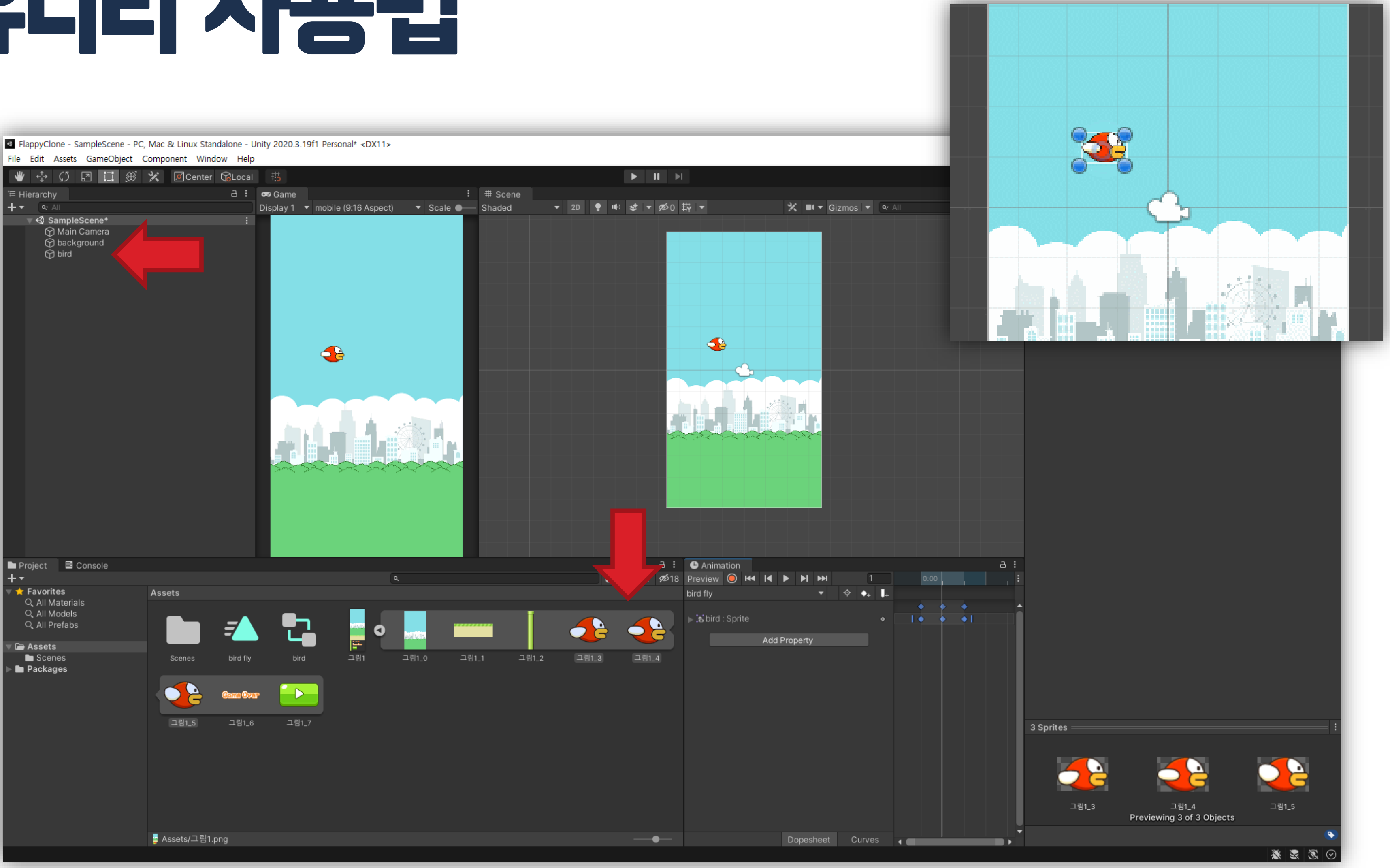
Default

Max Size: 2048
Resize Algorithm: Mitchell
Format: Automatic
Compression: Normal Quality
Use Crunch Compression: □

유니티 사용법

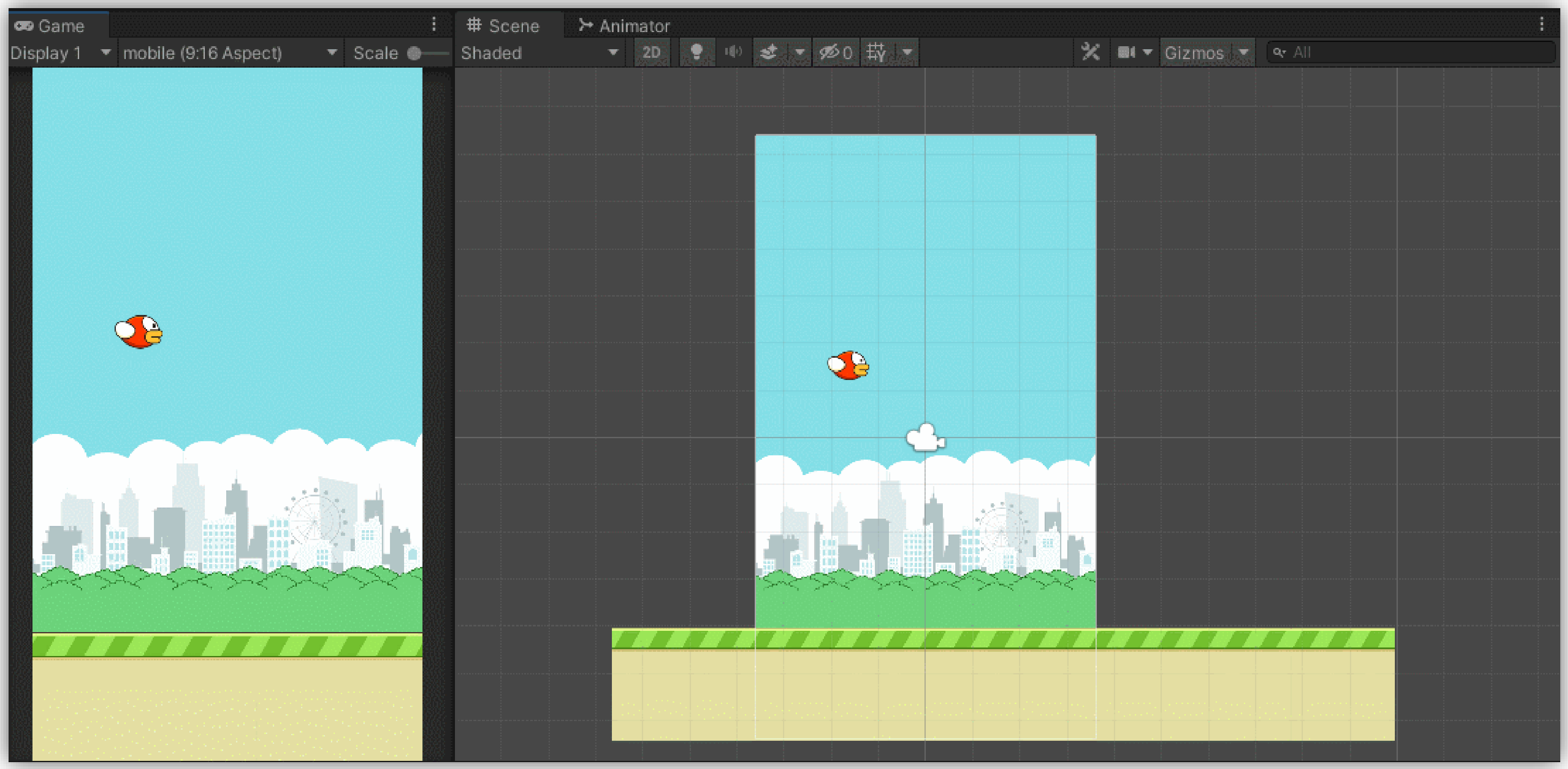

FlappyClone - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.19f1 Personal <DX11>
File
Edit
Assets
GameObject
Component
Window
Help
Center
Local
Account
Layers
Layout
Hierarchy
SampleScene
Main Camera
그림1_0
Game
Display 1
mobile (9:16 Aspect)
Scale
Scene
Shaded
2D
Gizmos
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Assets
Scenes
그림1
그림1_0
그림1_1
그림1_2
그림1_3
그림1_4
그림1_5
그림1_6
그림1_7
Game Over
18

유니티 사용법

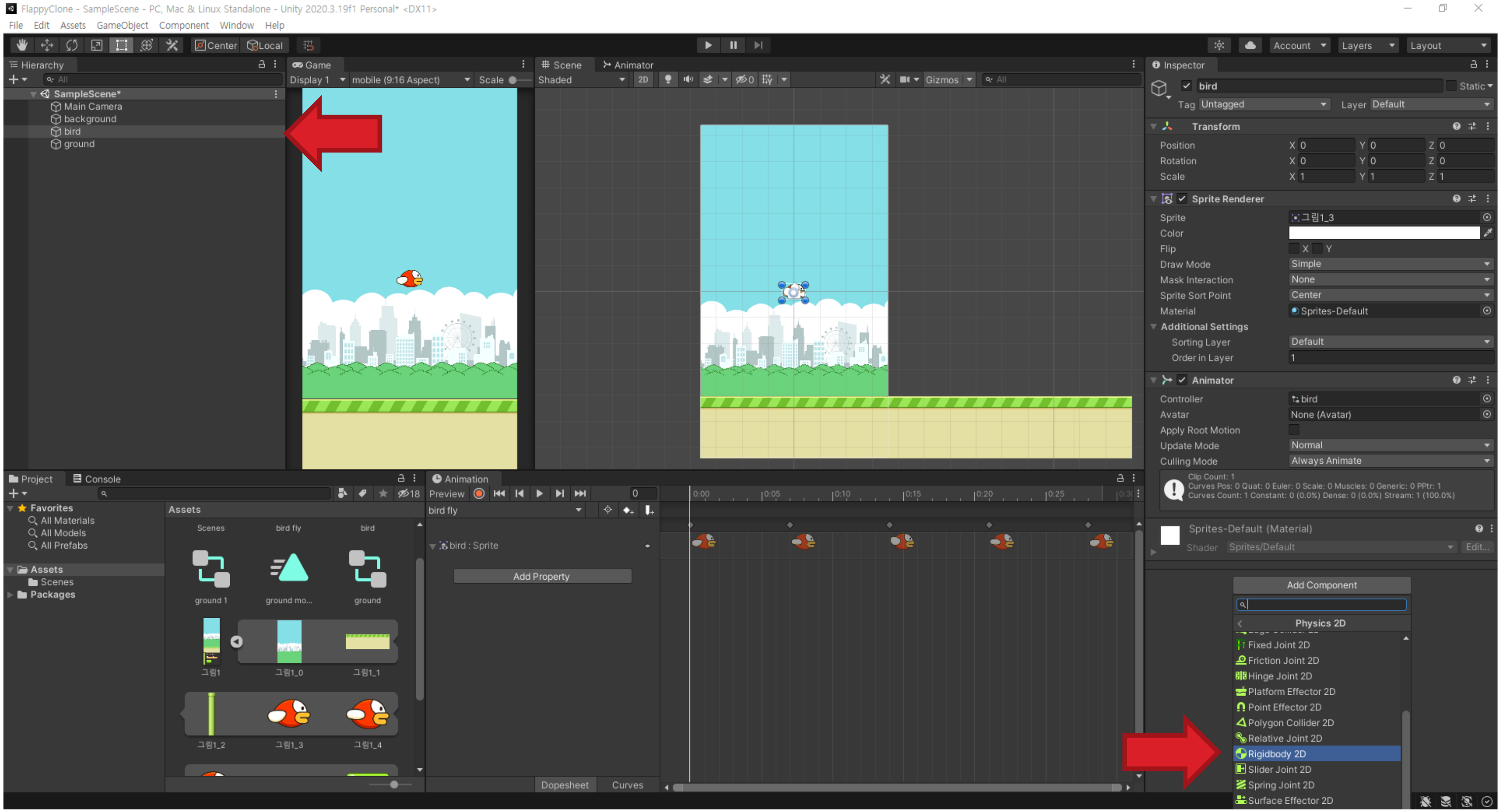


FlappyClone - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.19f1 Personal* <DX11>
File Edit Assets GameObject Component Window Help
Center
Local
Hierarchy
SampleScene*
Main Camera
background
bird
Game
Display 1
mobile (9:16 Aspect)
Scale
Scene
Shaded
2D
Gizmos
All
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Scenes
bird fly
bird
그림1
그림1_0
그림1_1
그림1_2
그림1_3
그림1_4
그림1_5
그림1_6
그림1_7
Game Over
Assets/그림1.png
Animation
Preview
bird fly
bird : Sprite
Add Property
Dopesheet
Curves
3 Sprites
그림1_3
그림1_4
그림1_5
Previewing 3 of 3 Objects

유니티 사용법


Game
Display 1
mobile (9:16 Aspect)
Scale
Scene
Animator
Shaded
2D
0
Gizmos
All

유니티 사용법



FlappyClone - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.19f1 Personal* <DX11>

Hierarchy

- SampleScene*
  - Main Camera
  - background
  - bird
  - ground

Game: Display 1, mobile (9:16 Aspect), Scale

Scene: Shaded, 2D, Gizmos

Inspector

bird, Static
Tag Untagged, Layer Default

Transform

	X	Y	Z
Position	0	0	0
Rotation	0	0	0
Scale	1	1	1

Sprite Renderer

Sprite	그림1_3
Color	
Flip	X Y
Draw Mode	Simple
Mask Interaction	None
Sprite Sort Point	Center
Material	Sprites-Default
Additional Settings	
Sorting Layer	Default
Order in Layer	1

Animator

Controller	bird
Avatar	None (Avatar)
Apply Root Motion	□
Update Mode	Normal
Culling Mode	Always Animate

Clip Count: 1
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 1 (100.0%)

Sprites-Default (Material)
Shader Sprites/Default

Add Component

Physics 2D

- Fixed Joint 2D
- Friction Joint 2D
- Hinge Joint 2D
- Platform Effector 2D
- Point Effector 2D
- Polygon Collider 2D
- Relative Joint 2D
- Rigidbody 2D
- Slider Joint 2D
- Spring Joint 2D
- Surface Effector 2D

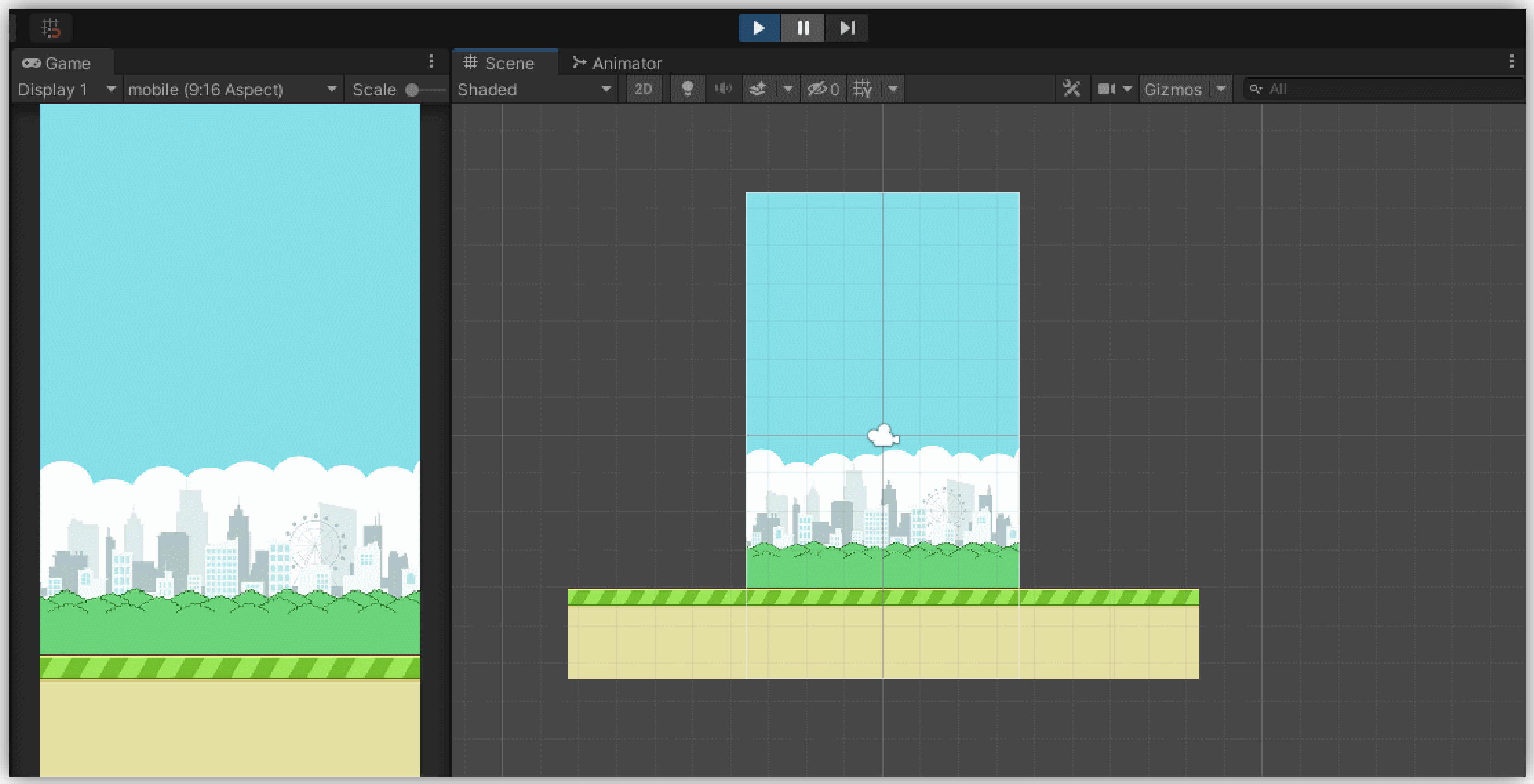
Project

- Favorites
  - All Materials
  - All Models
  - All Prefabs
- Assets
  - Scenes
- Packages

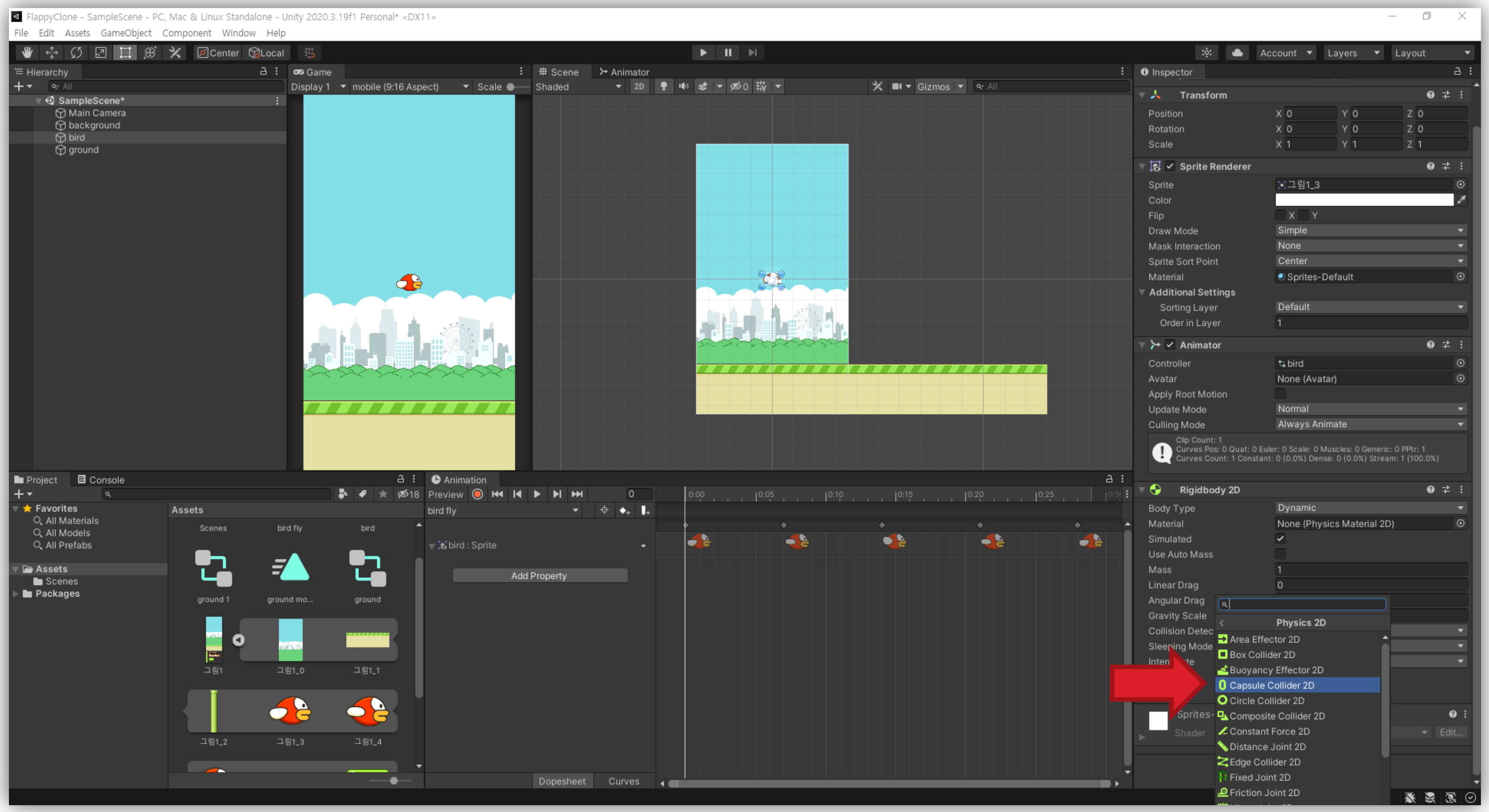
Assets: Scenes, bird fly, bird, ground 1, ground mo..., ground, 그림1, 그림1_0, 그림1_1, 그림1_2, 그림1_3, 그림1_4

Animation: bird fly, bird : Sprite, Add Property

유니티 사용법


Game
Display 1
mobile (9:16 Aspect)
Scale
Scene
Animator
Shaded
2D
0
Gizmos
All

유니티 사용법



FlappyClone - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.19f1 Personal* <DX11>

Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

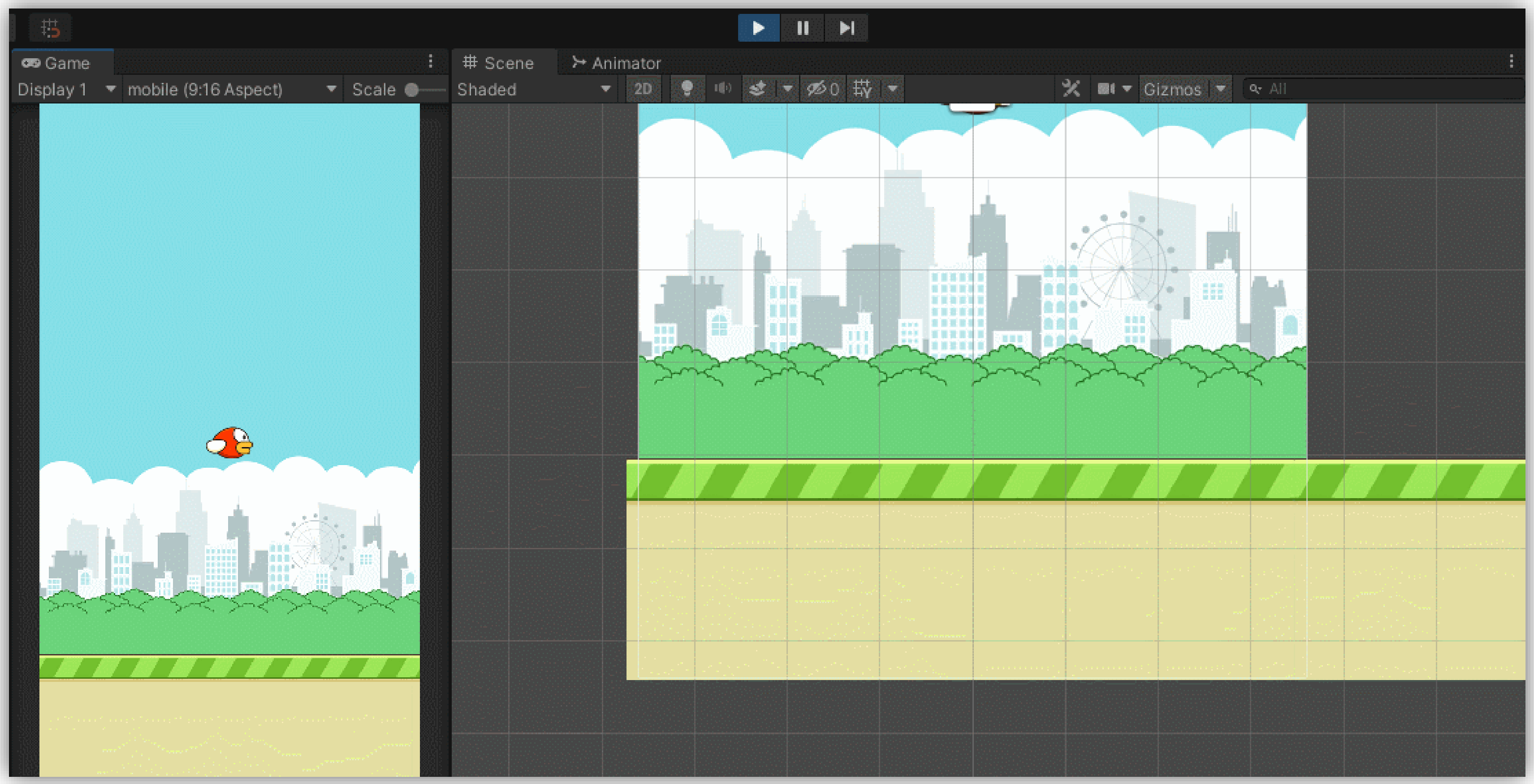
Sprite Renderer
Sprite 그림1_3
Flip □ X □ Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 1

Animator
Controller bird
Avatar None (Avatar)
Apply Root Motion □
Update Mode Normal
Culling Mode Always Animate

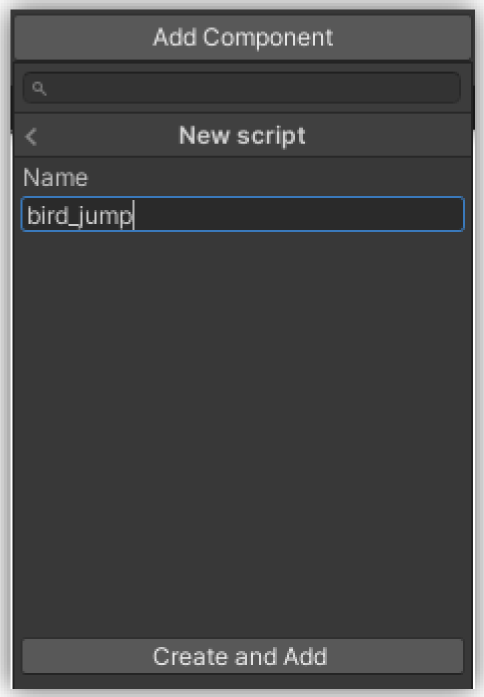
Clip Count: 1
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 1 (100.0%)

Rigidbody 2D
Body Type Dynamic
Material None (Physics Material 2D)
Simulated ☑
Use Auto Mass □
Mass 1
Linear Drag 0

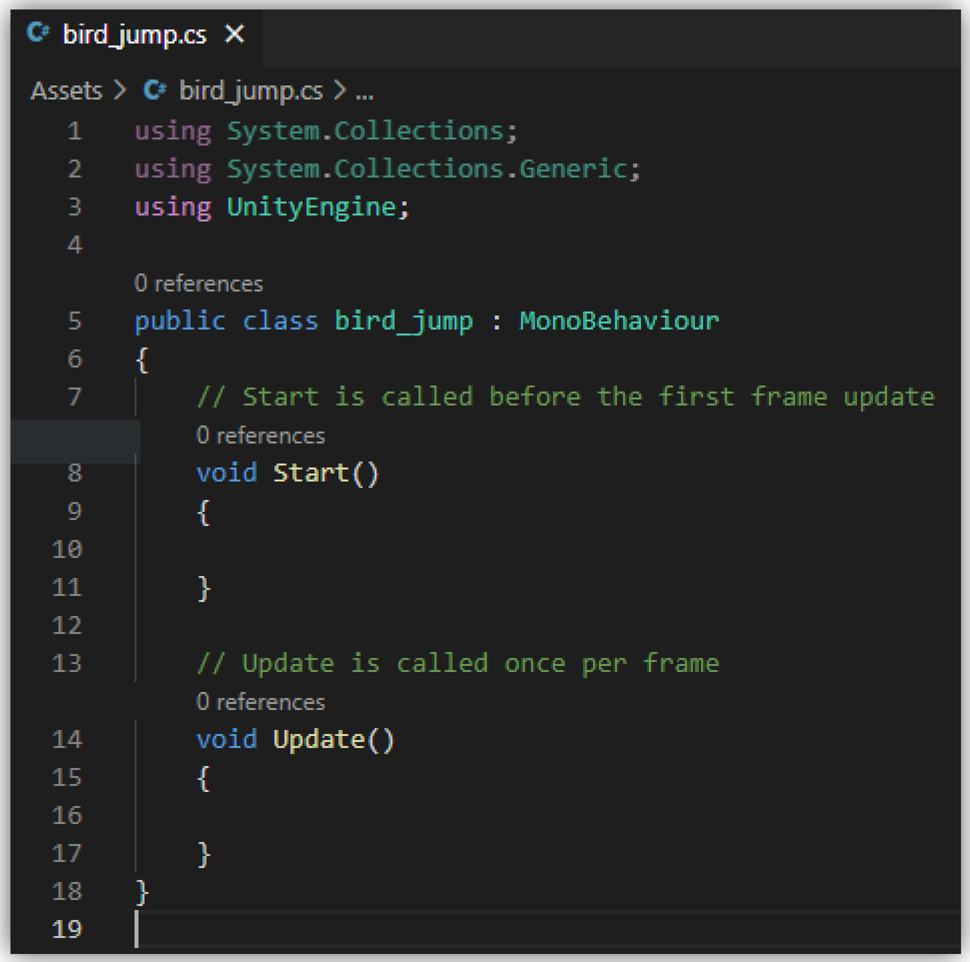
유니티 사용법


Game
Display 1
mobile (9:16 Aspect)
Scale
Scene
Animator
Shaded
2D
0
Gizmos
All

유니티 사용법



Name: bird_jump



```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

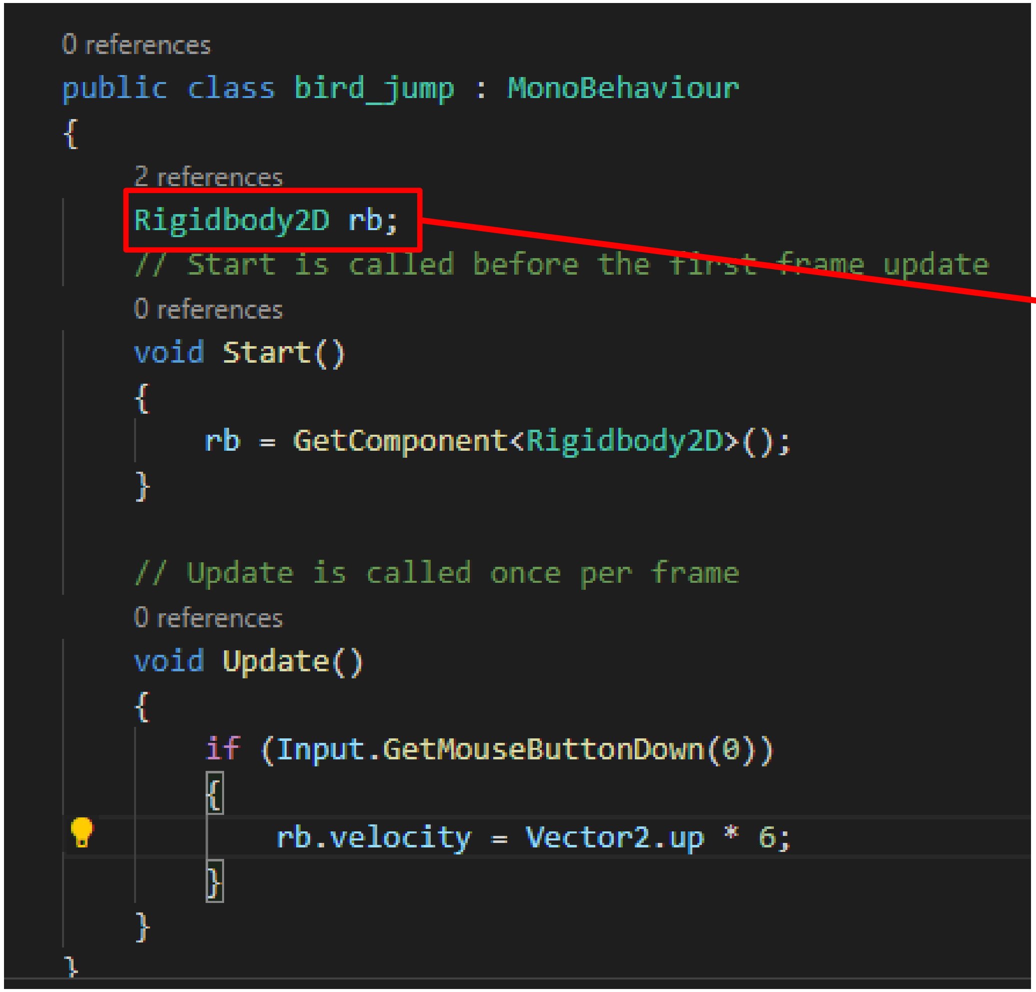
public class bird_jump : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

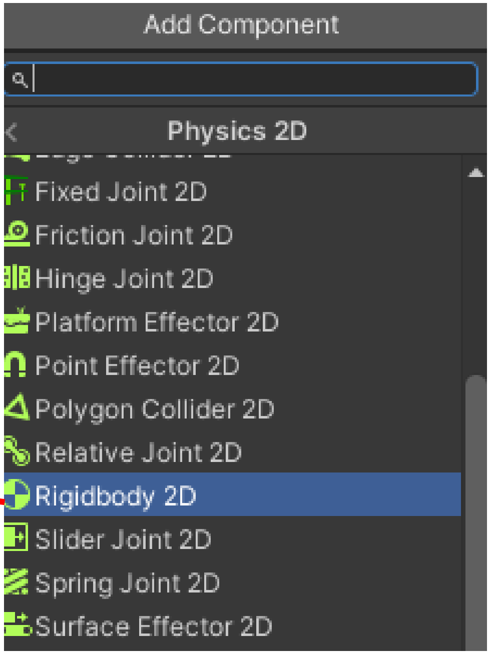
    }
}
```

유니티 사용법

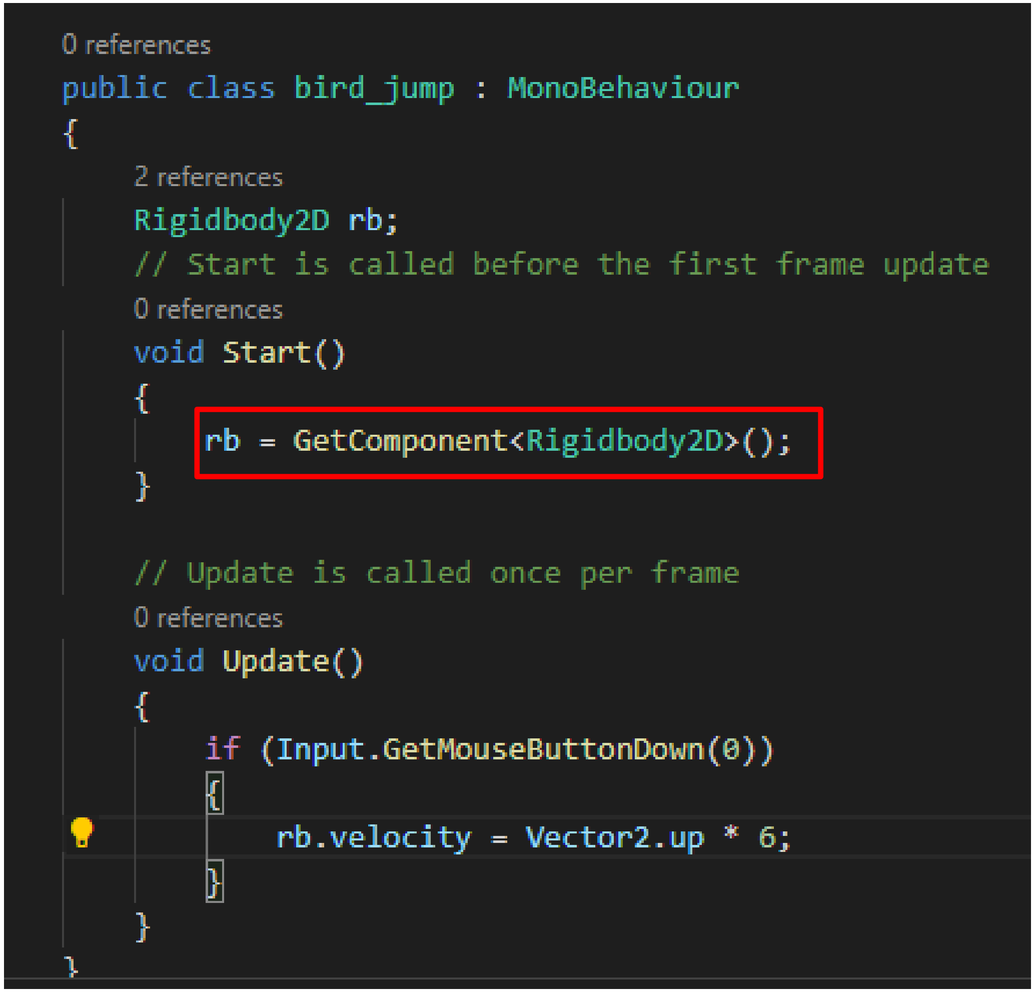


```
0 references
public class bird_jump : MonoBehaviour
{
    2 references
    Rigidbody2D rb;
    // Start is called before the first frame update
    0 references
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    0 references
    void Update()
    {
        if (Input.GetMouseButtonDown(0))
        {
            rb.velocity = Vector2.up * 6;
        }
    }
}
```



유니티 사용법



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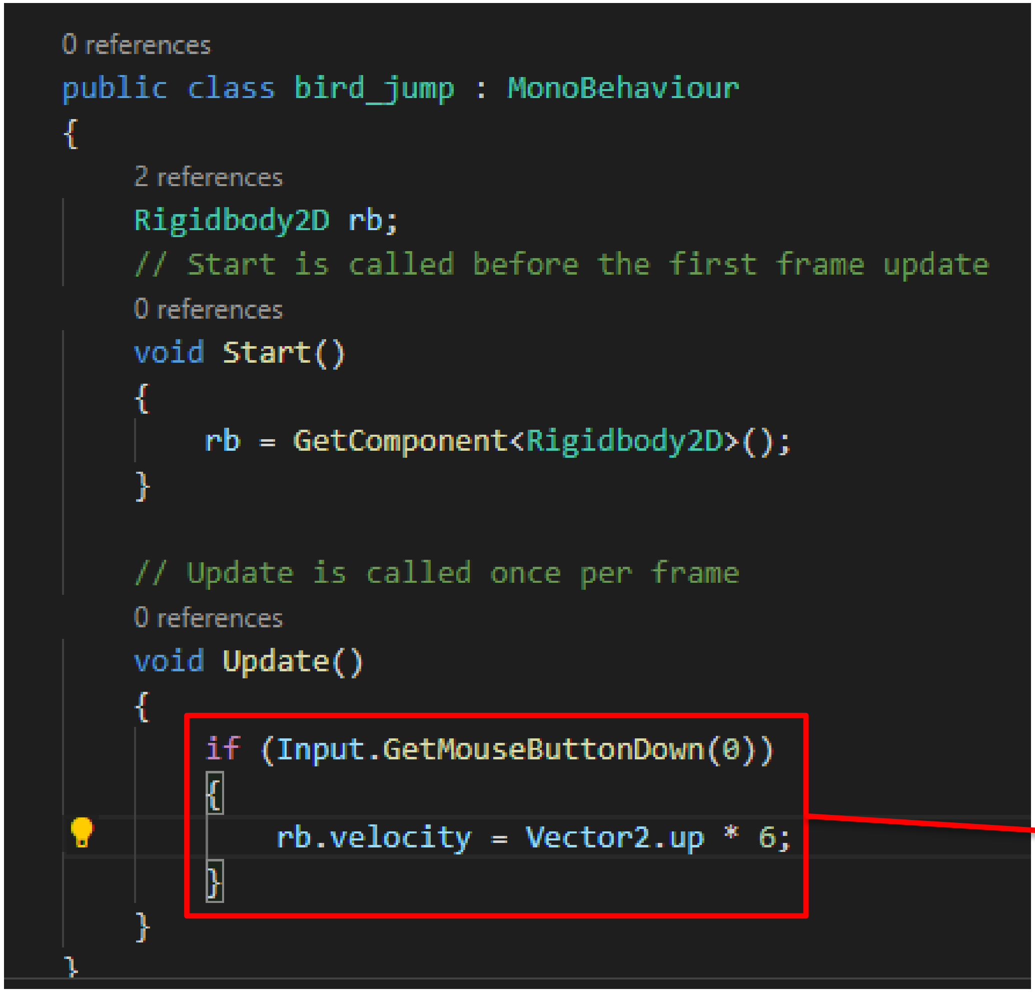

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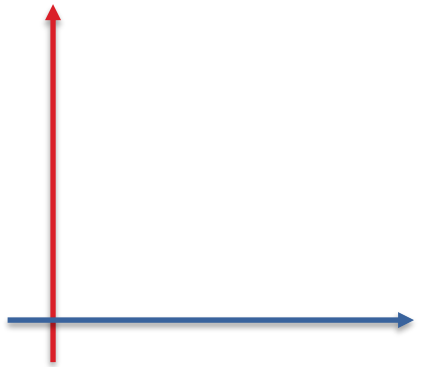
```

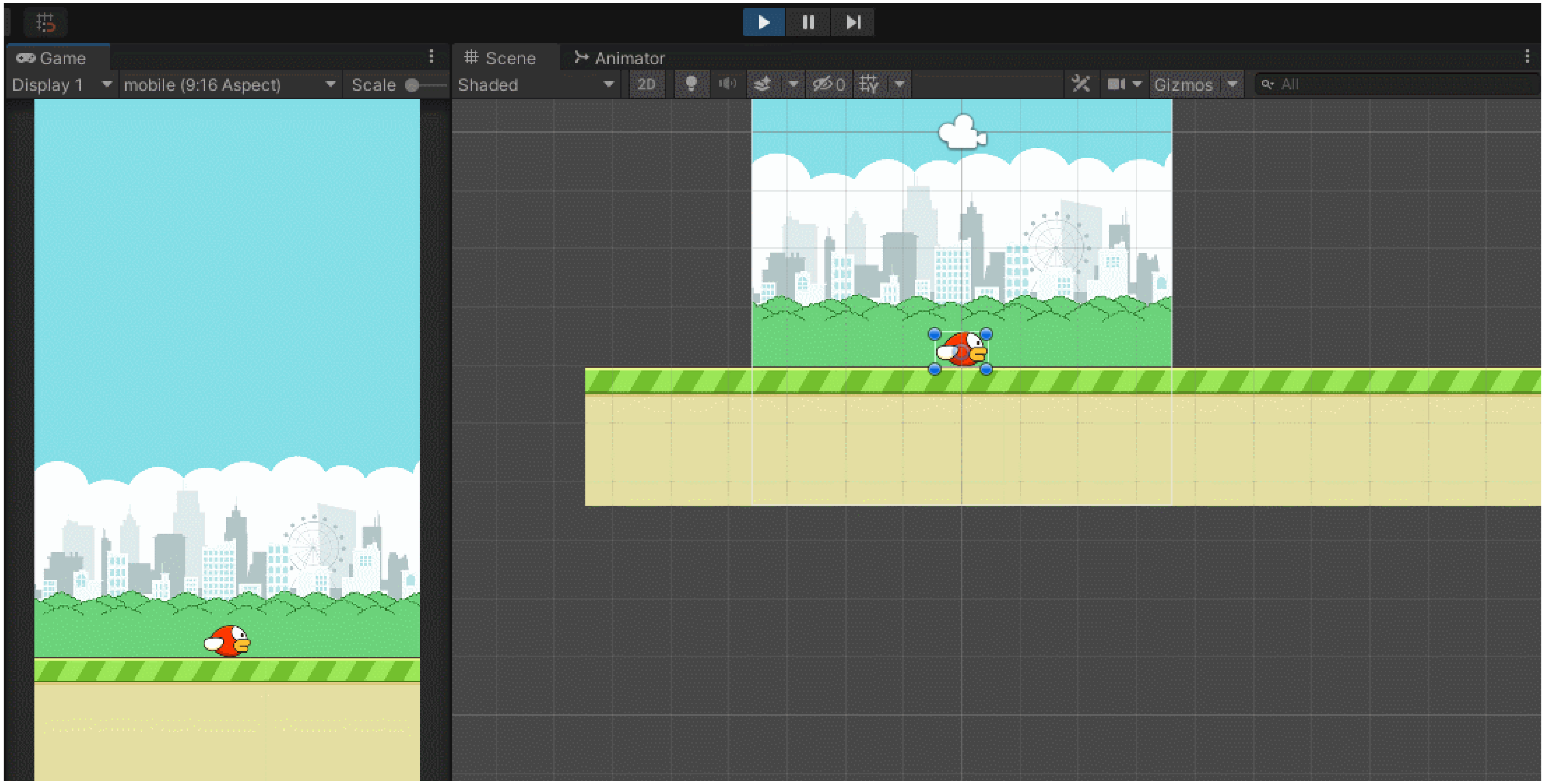


(0 , 0)

+6

(0 , 6)

유니티 사용법


Game
Display 1
mobile (9:16 Aspect)
Scale
Scene
Animator
Shaded
2D
0
Gizmos
All

감사합니다