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B GRADE (CMD window watch please)

CS200 CLASS PROJECT

ANIMATION

WHAT

I made a sprite animation using sprites. My animation is not divided horizontally, but it is an animation method that allows UV division vertically. And I can set the time delay as much as I want.

HOW TO MAKE

I made an animation using UV as a sprite at the desired location. It also showed the effect of moving on time.

WHY

I made it because I thought it would be necessary for my team project game and my future project. Also, it can easily show an animation effect by making the sprite UV cut.



PARTICLE

WHAT && HOW TO MAKE

Using sprites, we made sprite PARTICLE that we can produce a lot at once. It is very useful because it has speed, life, size, and position. It makes the location of the created place into a sprite and continues to generate a large amount of sprite. Determine the dynamic allocation of particle in spriteParticle and the speed of location life size, etc. The allocated particle is then stored and used in particleEngine.

WHY

I wanted to make a fire, but I didn't have time, so I just randomly generated it. And I thought it was much more efficient to create particles with textured sprites than to make them with mesh.

