

games104作业

[课程作业_课程资料 - GAMES104](#)

切到作业分支

```
1 git remote add upstream https://github.com/BoomingTech/Piccolo.git
2 git fetch upstream
3 git checkout -b homework02-rendering upstream/games104/homework02-rendering
4 git checkout -b homework04-tool-chains upstream/games104/homework04-tool-chains
```

删掉原来build出来的sln文件

```
1 cmake -S . -B build
```

HW1

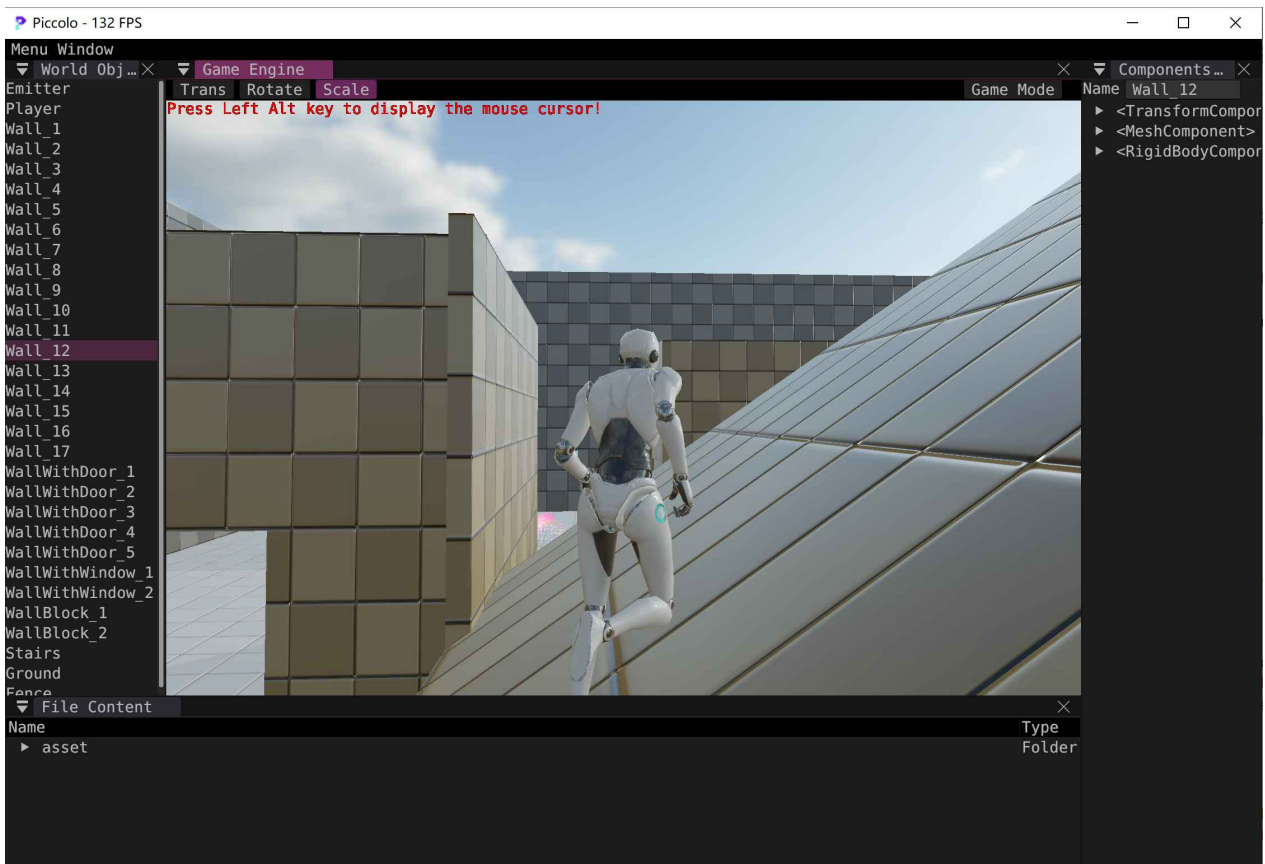
https://cdn.boomingtech.com/games104_static/upload/PA01%EF%BC%9ABuild%20and%20Run%20Pilot%20Engine.pdf

过程记录

解决了以下问题: [github.com](#)

结果

运行截图:



HW2：未完成附加题

https://cdn.boomingtech.com/games104_static/upload/PA02%EF%BC%9ARendering.pdf

过程记录

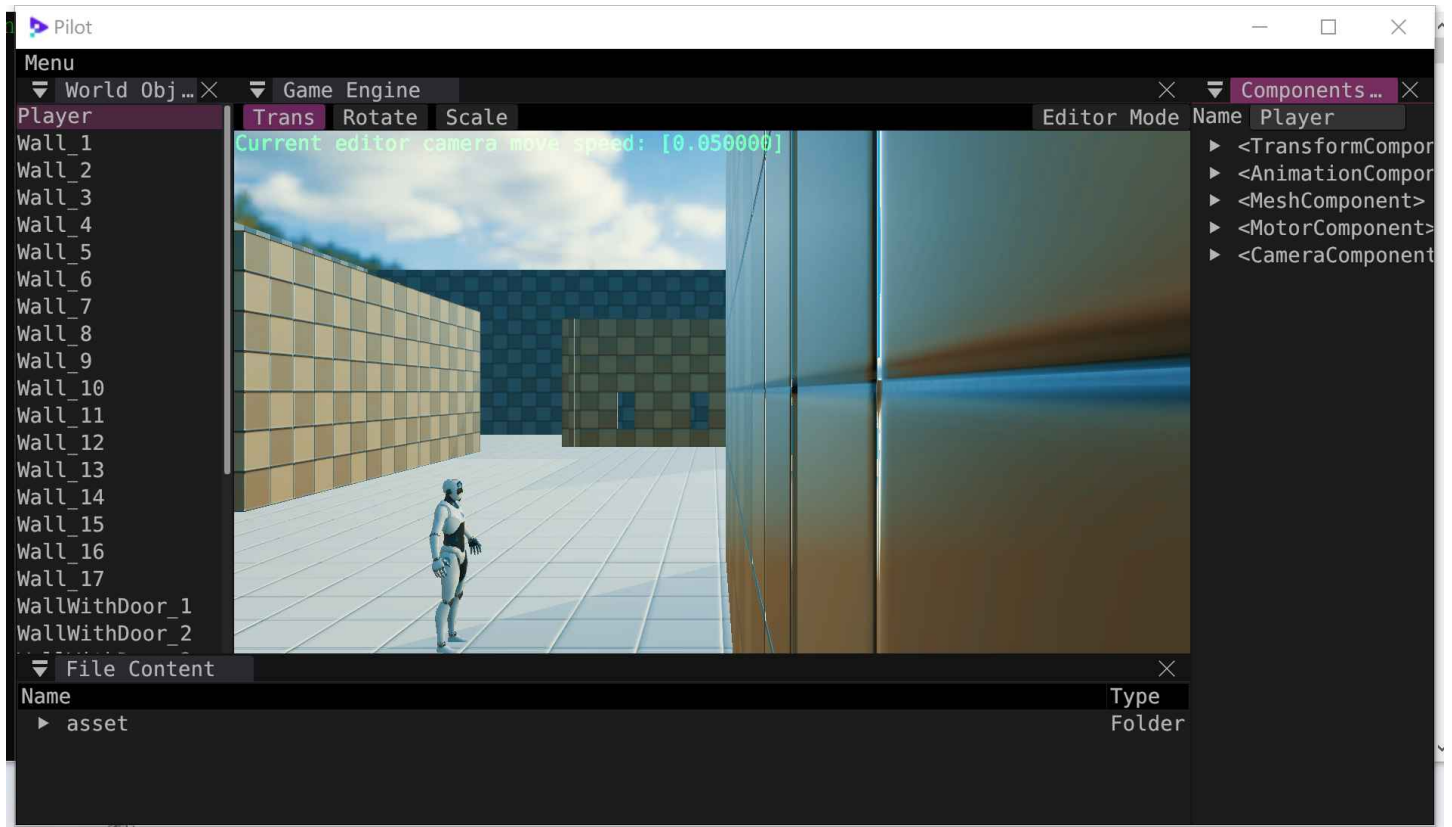
HW2

结果

使用课程组给的lut图：



使用自定义lut图：



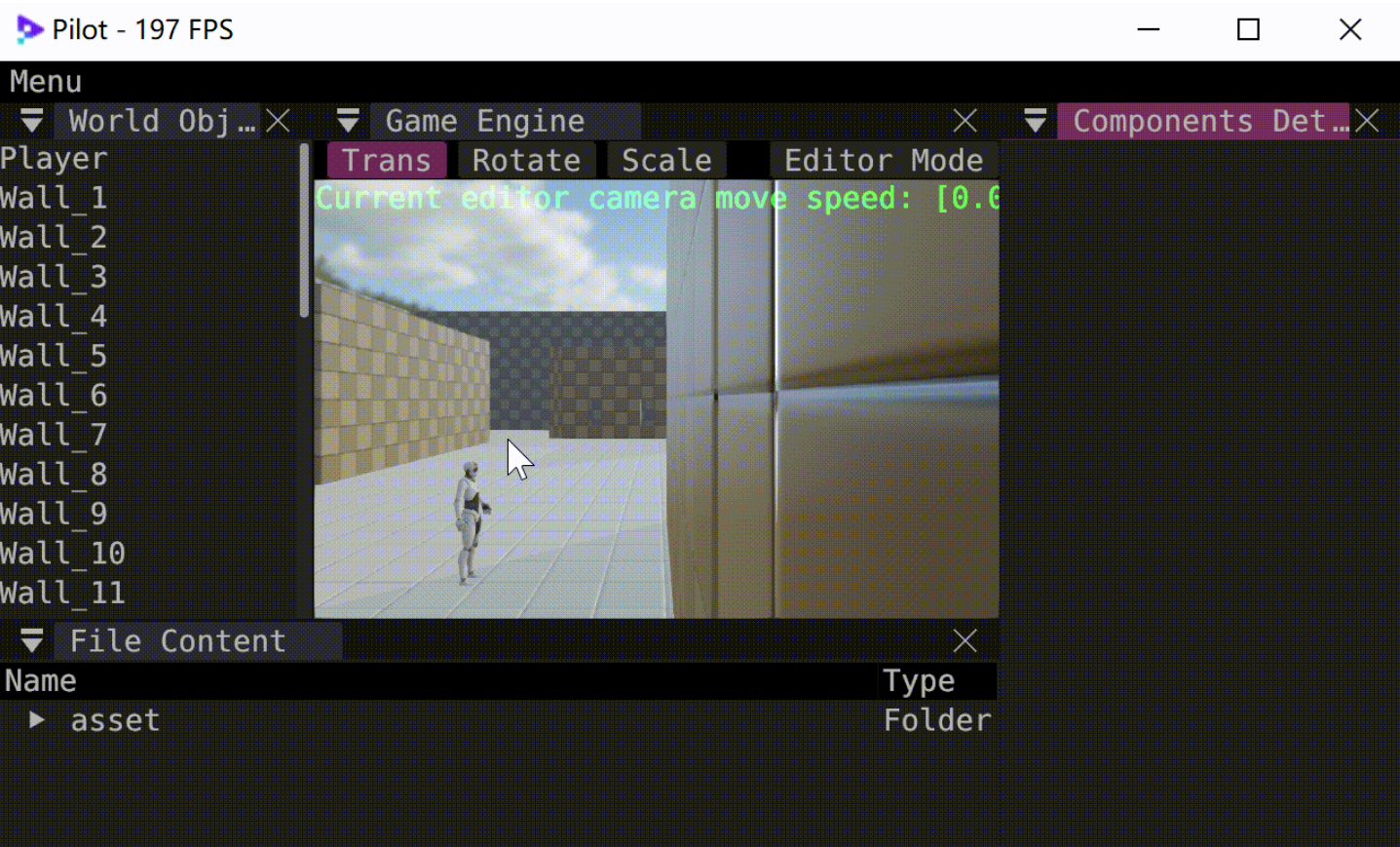
HW3

https://cdn.boomingtech.com/games104_static/upload/PA03%EF%BC%9AAnimation%20and%20Physics.pdf

过程记录

HW3

结果



HW4

https://cdn.boomingtech.com/games104_static/upload/PA04%EF%BC%9ATool%20Chains.pdf

过程记录

HW4

结果

我给player增加了一个NameComponent
并用反射让它显示在了角色的属性面板中：


```
> <TransformComponent>
  > <NameComponent>
    m_name:
    nihao
  > <AnimationComponent>
  > <MeshComponent>
  > <MotorComponent>
  > <CameraComponent>
```

还实现了可以让界面设置的值作为跳跃瞬间初速度控制角色跳跃高度。

