



Ecam 2019-2020

Ilias El Abbassi 15236

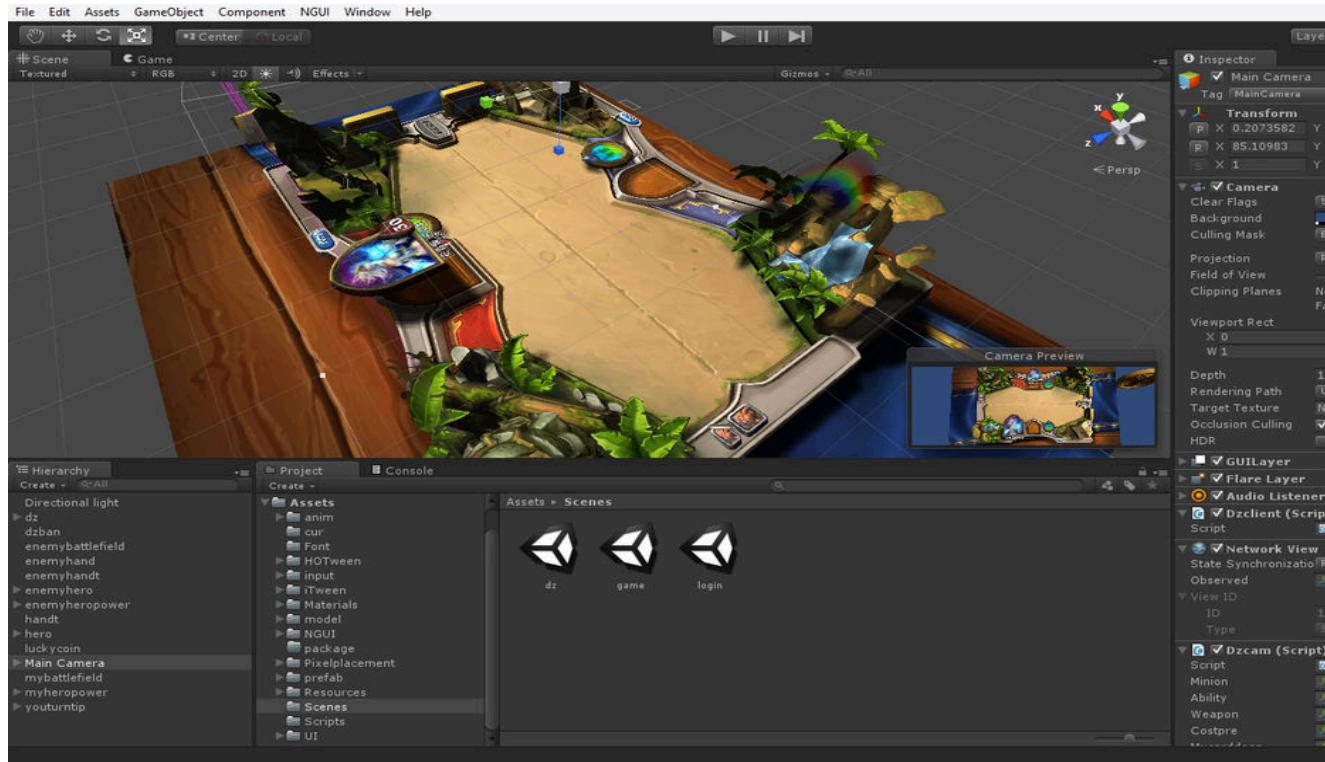
Adrien Petit 13093

Moteur de jeu



Moteur de jeu : Unity

- Accessible aux débutants
- Multi-Plateforme
- Licence gratuite → No Royalties



Asset store

Scene Console Asset Store Asset Store

20 Language: English ndtardy

SORT BY RELEVANCE / POPULARITY / NAME / PRICE / RATING / UPDATED

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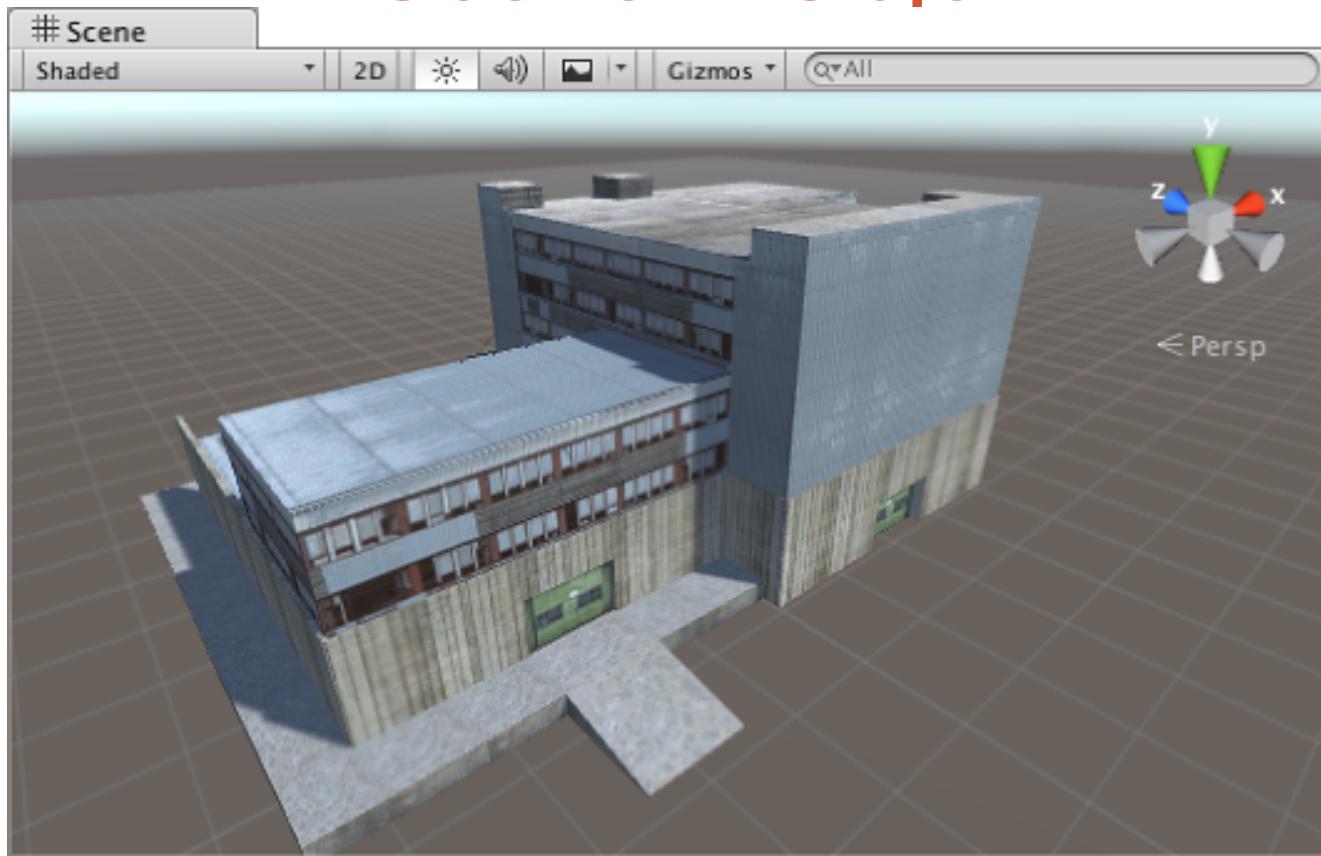
 Dynamic Bone Scripting/Animation Will Hong ★★★★★ (1264) \$20.00	 FPS Warehouse 3D Models/Enviro... Nova Shade ★★★★★ (120) \$1.00	 Muscle Animation... Editor Extensions/... Pavo Studio ★★★★★ (122) \$15.00
 Urban Town Pack ... 3D Models/Enviro... FlamingSands ★★★★★ (19) \$10.00	 Shader Weaver Editor Extensions/... Jackie Lo ★★★★★ (153) \$20.00	 Post Processing P... Shaders/Fullscre... Gesta2 ★★★★★ (137) \$2.50
 DOTween Pro Editor Extensions/... Demigiant ★★★★★ (1509) \$15.00	 Bolt Editor Extensions/... Ludiq ★★★★★ (179) \$70.00	 Playmaker Editor Extensions/... Hutong Games LLC ★★★★★ (13030) \$65.00
 Corgi Engine - 2D ... Complete Projects... More Mountains ★★★★★ (1470) \$60.00	 Mesh Effects Particle Systems/... kripto289 ★★★★★ (186) \$22.00	 Gaia Editor Extensions/... Adam Goodrich ★★★★★ (1871) \$47.00

Filters x Filters x

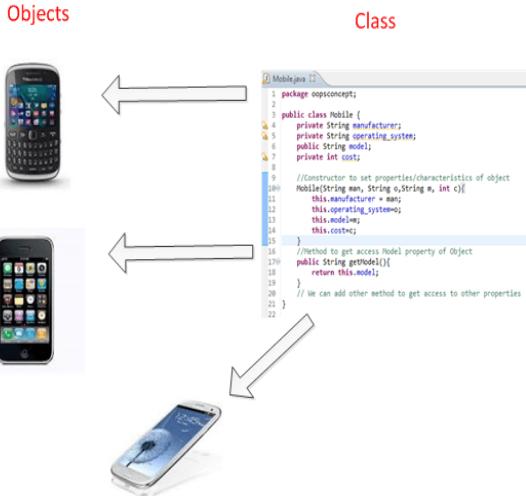
Home

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- Textures & Materials
- Unity Essentials

Scene + Objet



Prefab

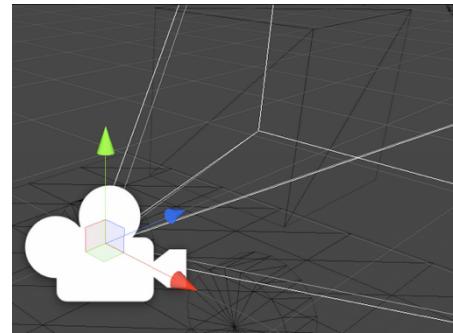


Sprites

Texture → Elément visuel (Personnage, fond, etc.)
Eléments 3D construits à partir de sprites 2D



Caméra



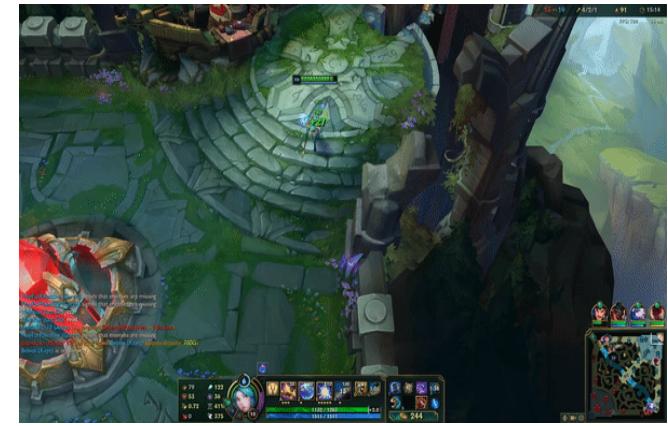
Caméra statique :



Caméra Dynamique FPS :



Caméra Dynamique :



Scripts

Programmation : Logique, Physique, IA, etc,

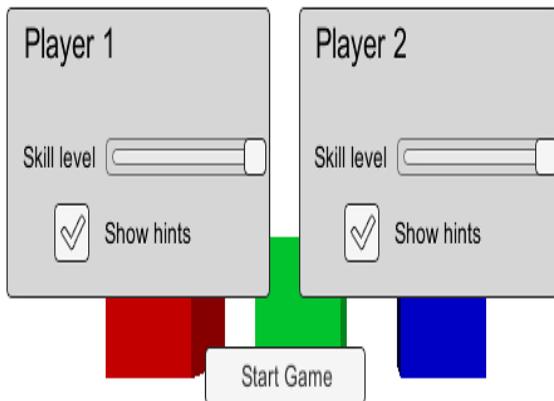
```
0 references
public class Shooter : MonoBehaviour
{
    public Rigidbody prefab;
    public float speed = 10.0f;

0 references
void Update()
{
    if (Input.GetButtonDown("Fire1"))
    {
        var instance = (Rigidbody)Instantiate(this.prefab, transform.position
            + (transform.forward * 1.05f), transform.rotation);
        instance.velocity = (transform.forward + transform.up / 2) * this.speed;
    }
}
```

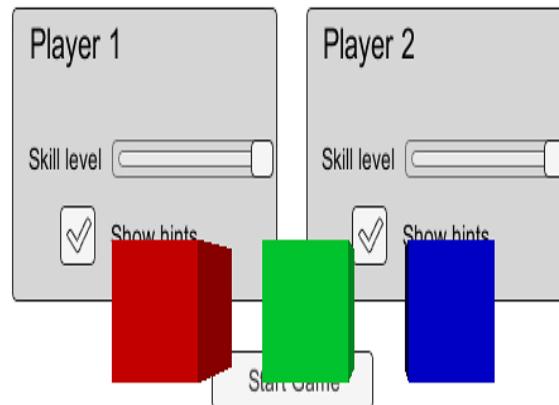
Canevas

Interface d'interaction → Menu du jeu

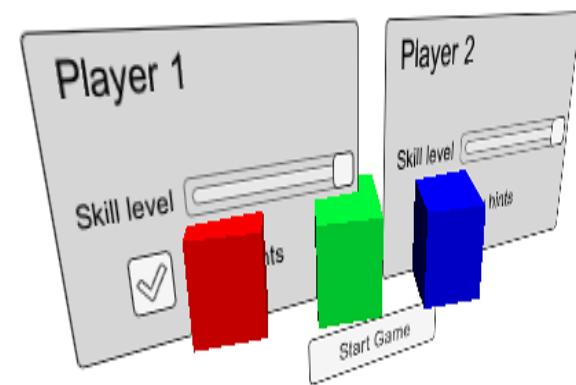
Screen Overlay



Screen Camera



World Space



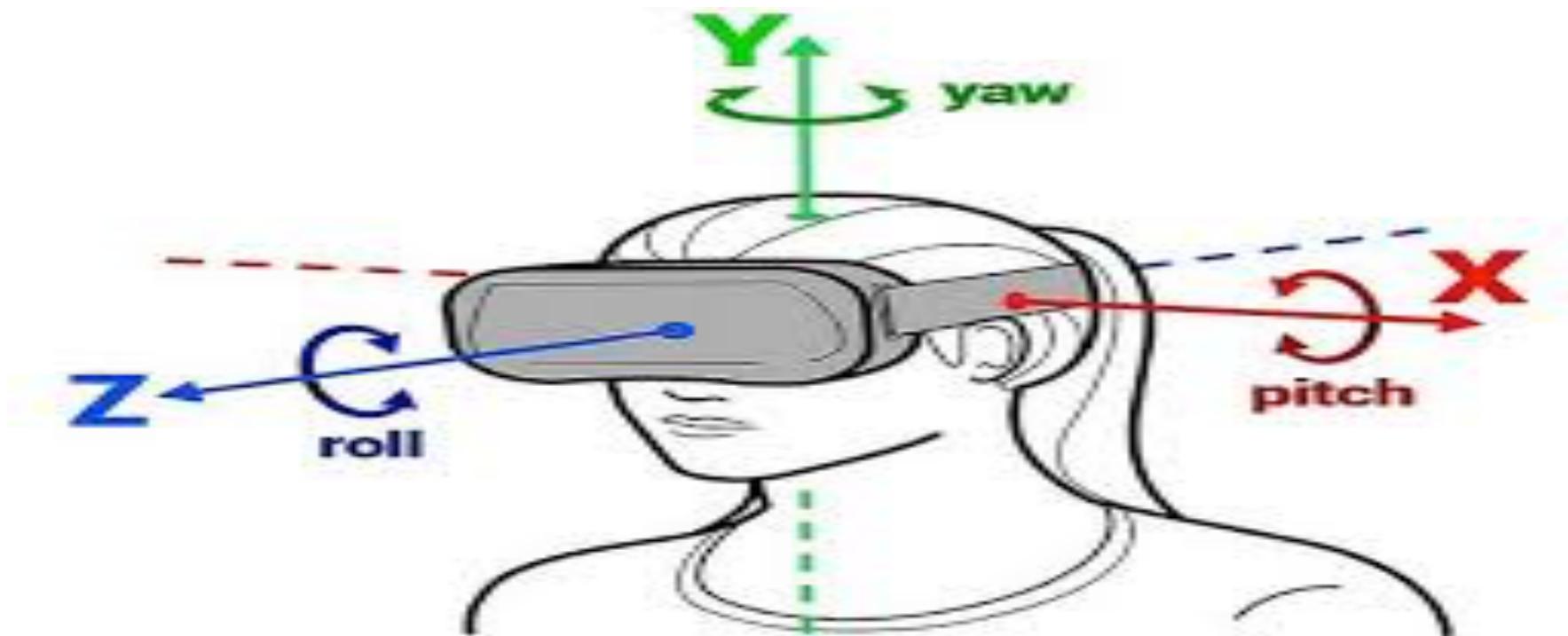
Réalité virtuelle



Réalité augmentée



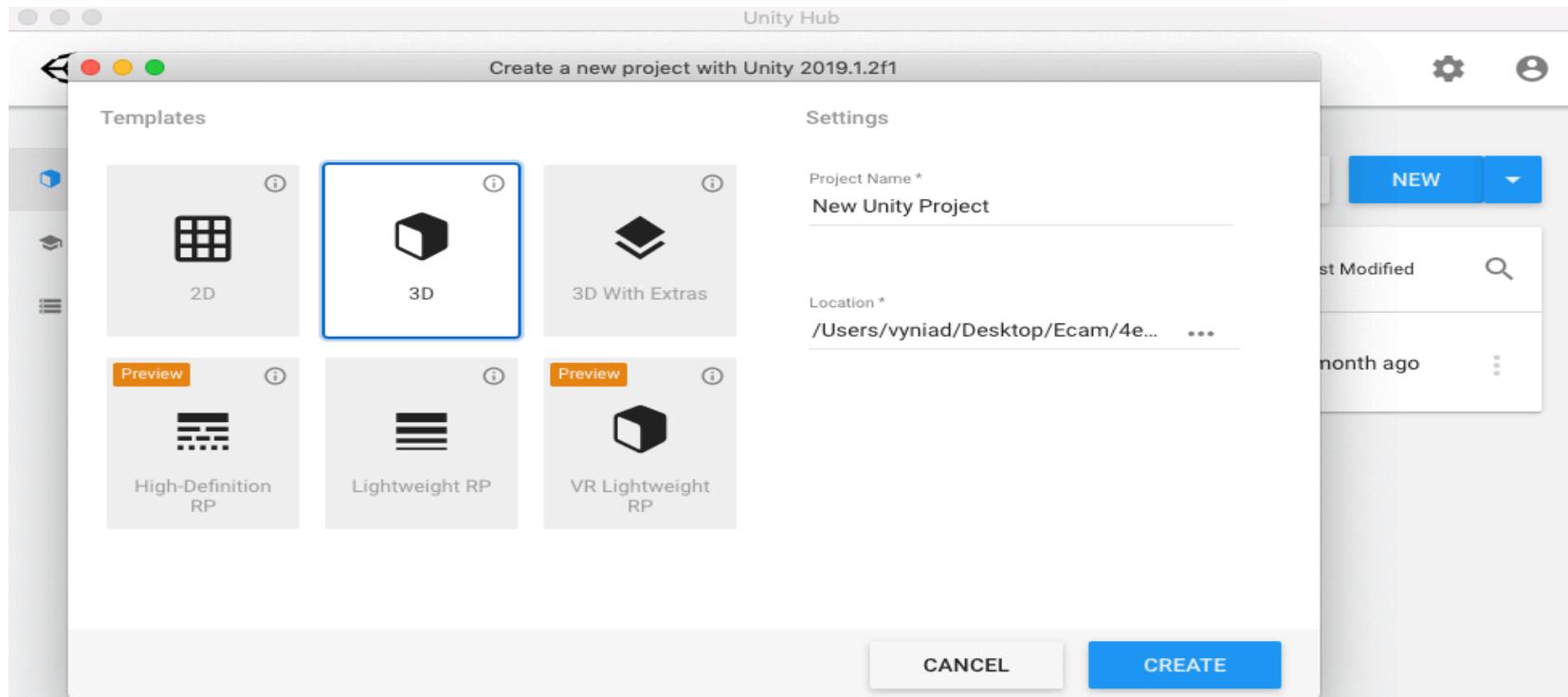
VR et AR vs jeu normal?



BeatBlaster



Créer un projet



Hub is available. To install the update you need to restart the Hub.

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Créer un projet - Plateforme

Build Settings

Scenes In Build

Add Open Scenes

Platform

- PC, Mac & Linux Standalone**
- iOS
- Android
- tvOS
- PS4
- Xbox One
- HTML5
- WebGL
- Facebook

PC, Mac & Linux Standalone

Target Platform

Server Build

Development Build

Autoconnect Profiler

Script Debugging

Scripts Only Build

Mac OS X

Compression Method

Default

[Learn about Unity Cloud Build](#)

Player Settings...

Build

Build And Run

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FRAME TALE STUDIOS LLC

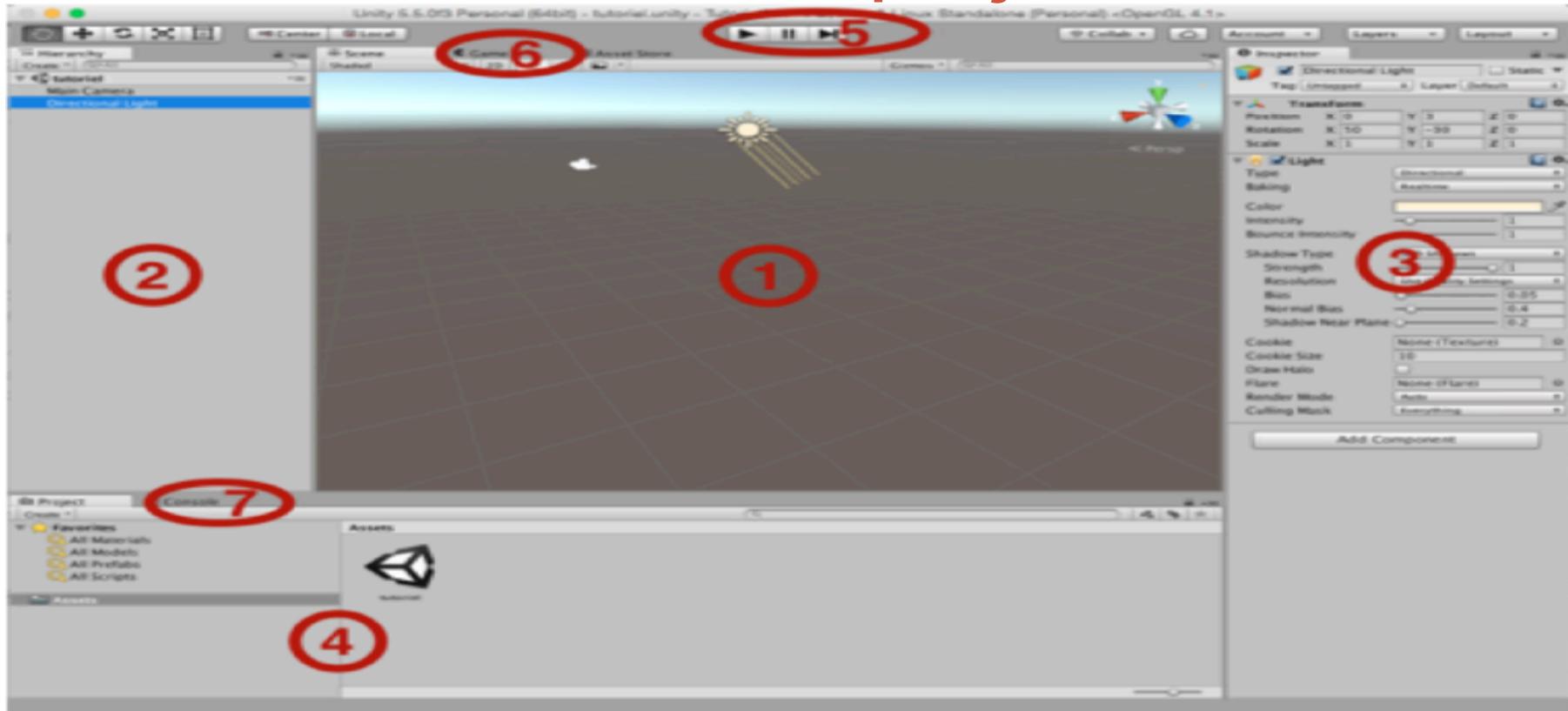
Oculus Touch Playmaker - To...

★★★★★ (14)

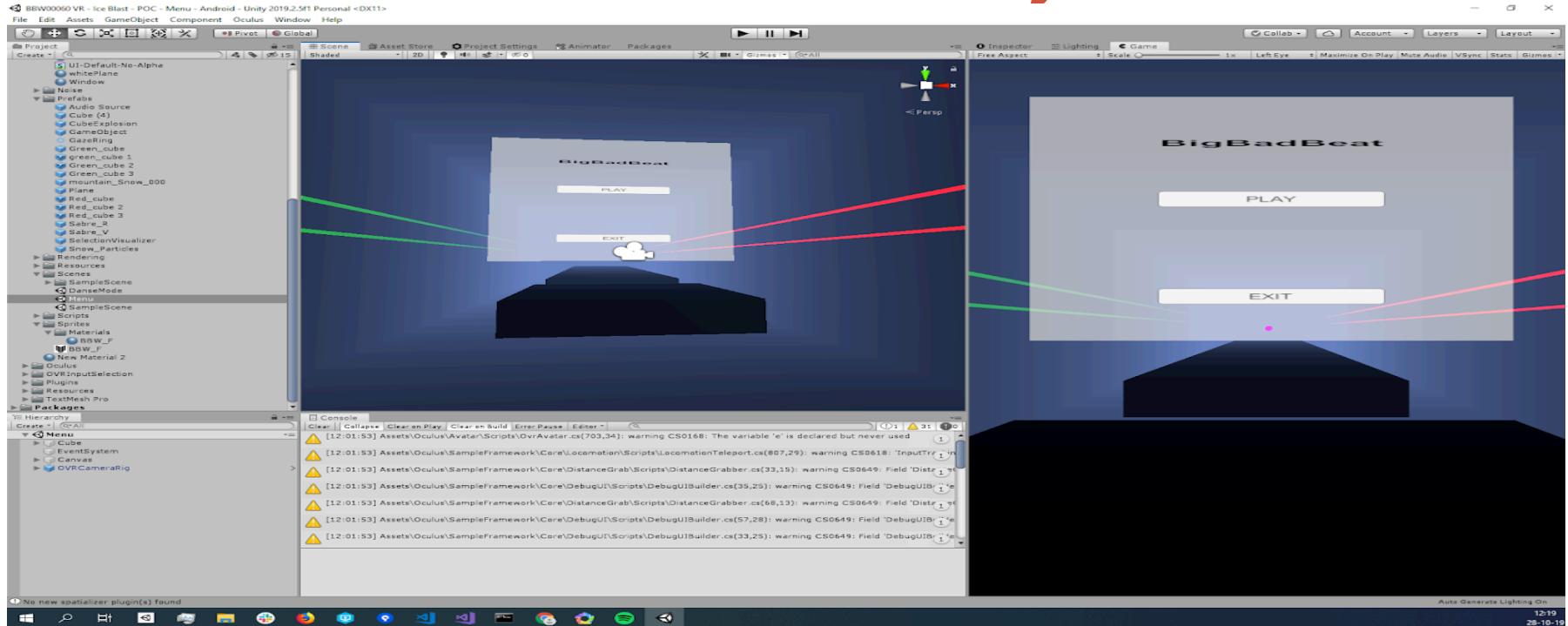
FREE

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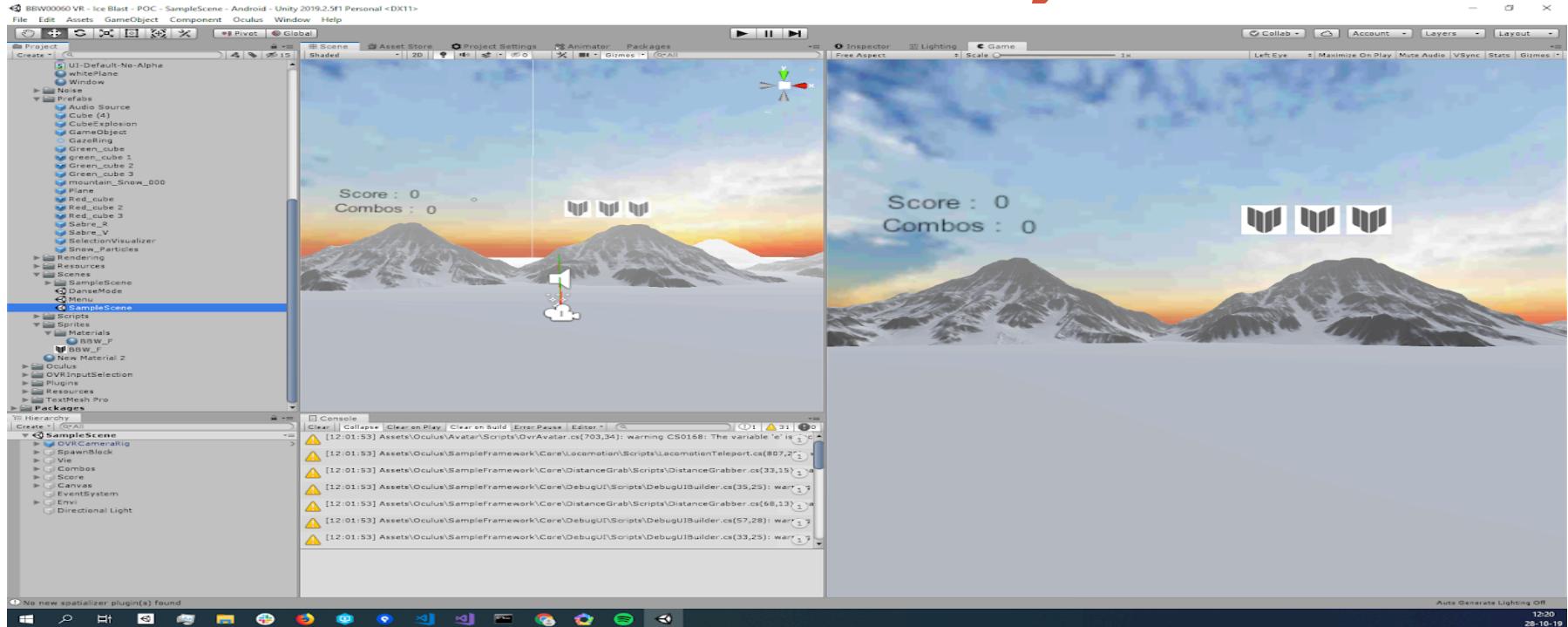
Créer un projet



Architecture du jeu



Architecture du jeu



Casques



Source

- <https://docs.unity3d.com/560/Documentation/Manual/GettingStarted.html>
- https://learn.unity.com/?_ga=2.89536155.1218274580.1574092857-706322066.1574092857
- <https://docs.unity3d.com/520/Documentation/Manual/>
- <https://www.gamekult.com/jeux/the-legend-of-zelda-breath-of-the-wild-3050686401/test.html>
- <https://www.w3resource.com/java-tutorial/java-object-oriented-programming.php>
- <https://blenderartists.org/t/jump-fall-sprite-change/648371>
- <https://giphy.com/search/counter-strike>
- <https://www.usine-digitale.fr/editorial/unreal-unity-valve-trois-moteurs-de-jeux-video-trois-business-models.N317270>
- <https://www.piskelapp.com/p/agxzfnBpc2tlbC1hcHByEwsSBlBpc2tlbBiAgICAiOW2Cgw/view>