



# 導入**VR/MR**混和 生成之動作與實境 擷取

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**Unity - Coding 101**  
(配合影片7~8單元)

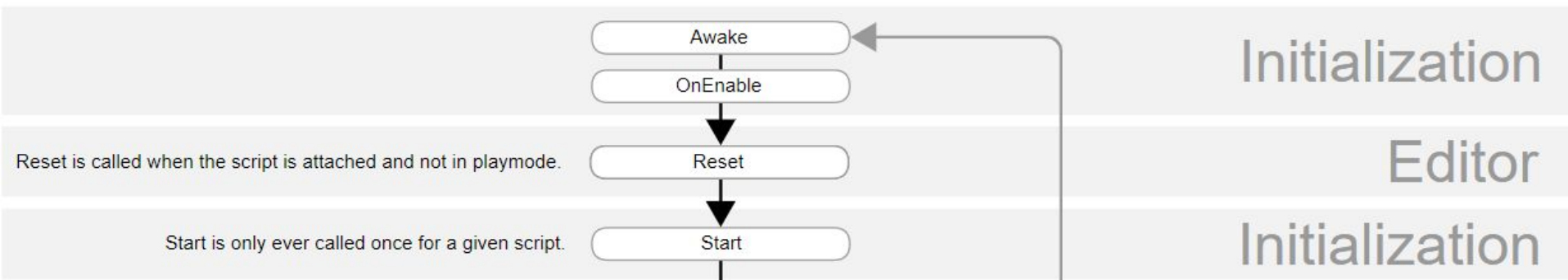
# Unity - 由物件建構的世界

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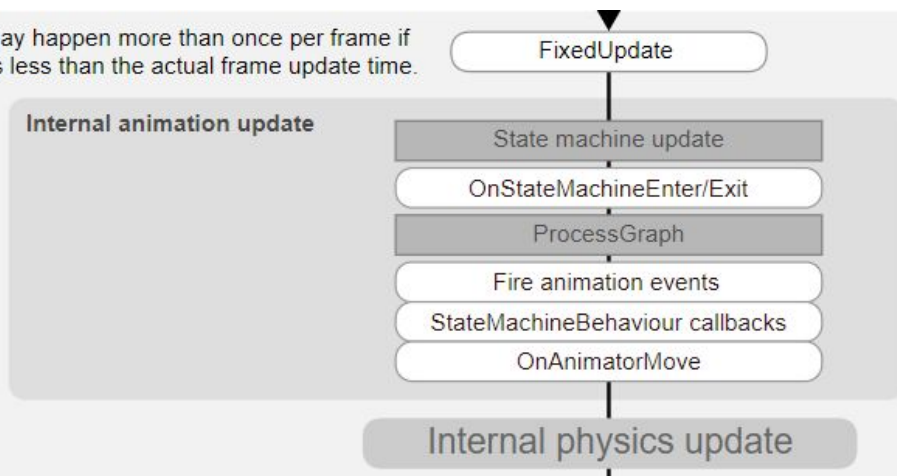
# Unity - 物件生命週期(初始化)

<https://docs.unity3d.com/Manual/ExecutionOrder.html>

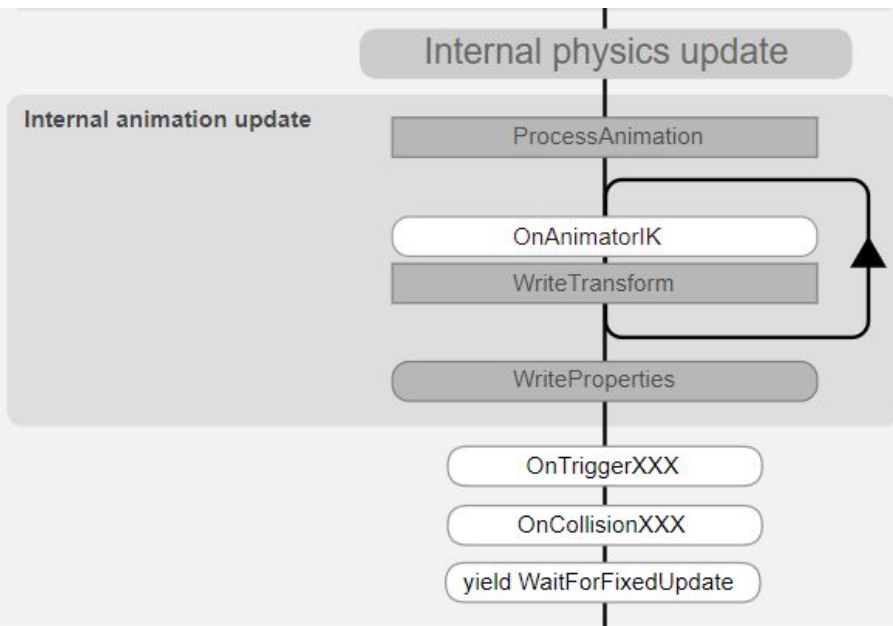


# Unity - 物件生命週期(物理)

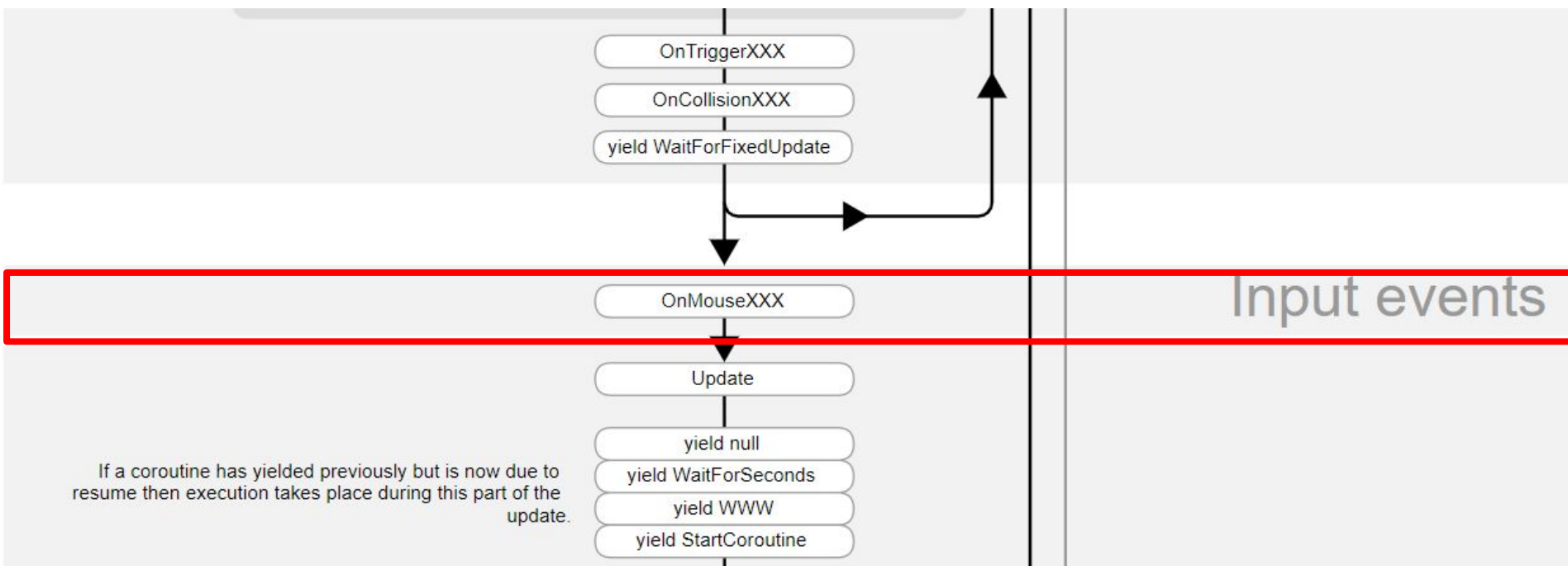
The physics cycle may happen more than once per frame if the fixed time step is less than the actual frame update time.



# Unity - 物件生命週期(物理)



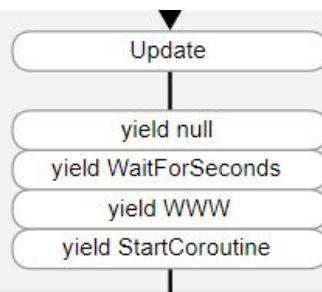
# Unity - 物件生命週期(使用者輸入)



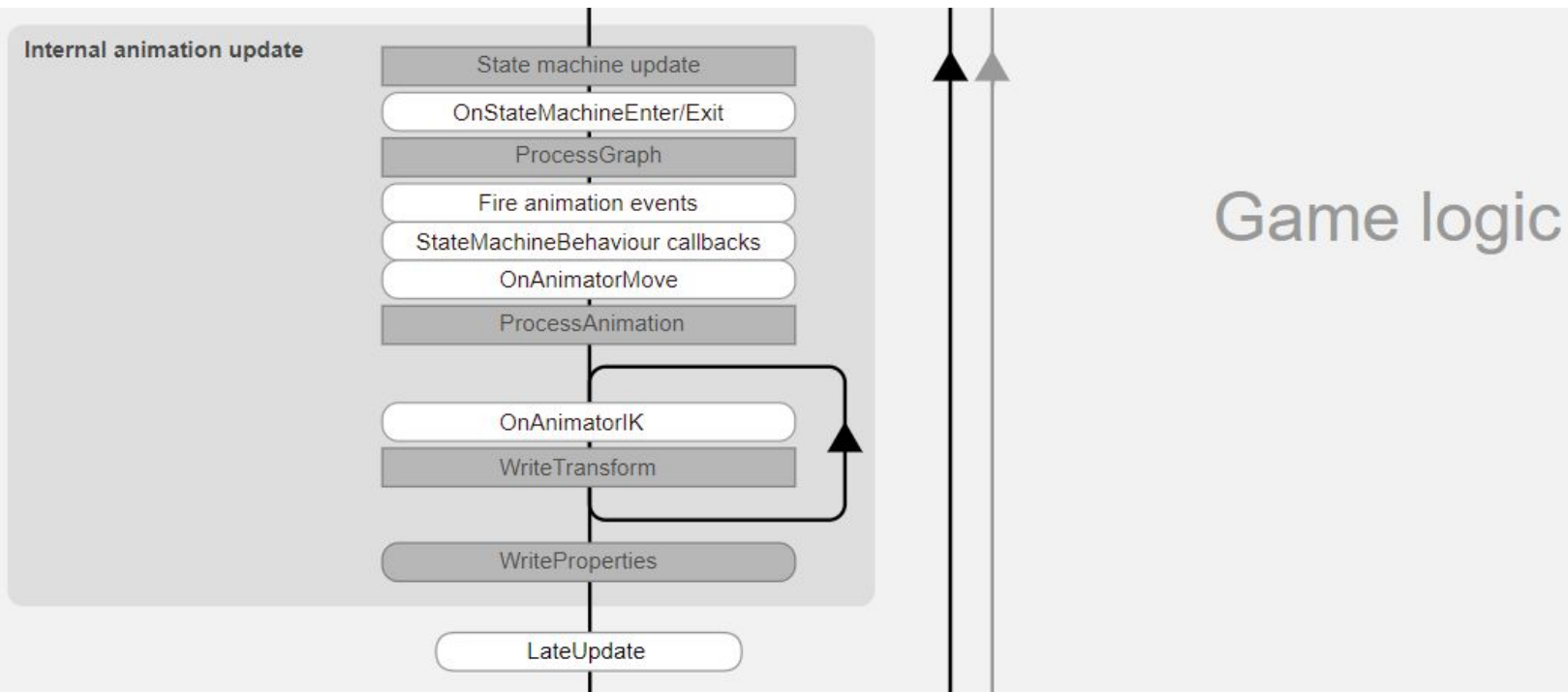
# Unity - 物件生命週期(遊戲邏輯)

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If a coroutine has yielded previously but is now due to resume then execution takes place during this part of the update.



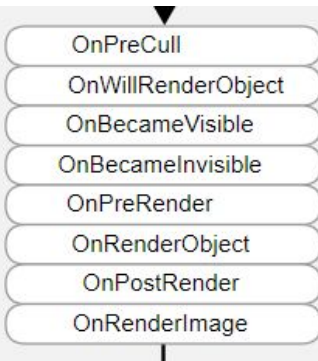
# Unity - 物件生命週期(遊戲邏輯)





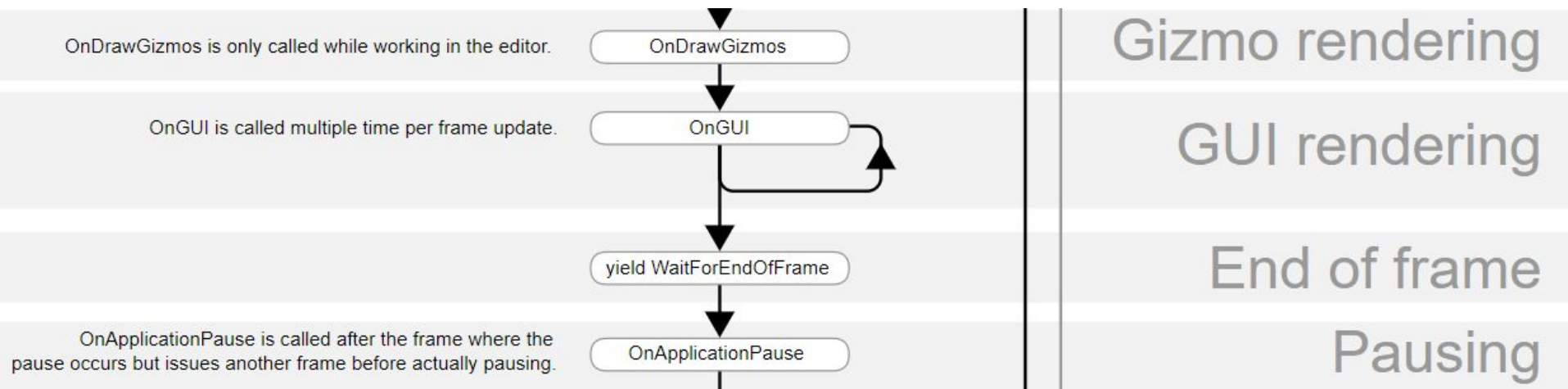
# Unity - 物件生命週期(場景渲染)

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Scene rendering

# Unity - 物件生命週期(其它)



# Unity - 物件生命週期(結束)

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OnDisable is called only when the script was disabled during the frame. OnEnable will be called if it is enabled again.



Decommissioning

# Unity - MonoBehaviour

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[Awake](#)

Awake is called when the script instance is being loaded.

[FixedUpdate](#)

Frame-rate independent MonoBehaviour.FixedUpdate message for physics calculations.

[LateUpdate](#)

LateUpdate is called every frame, if the Behaviour is enabled.

[OnDestroy](#)

Destroying the attached Behaviour will result in the game or Scene receiving OnDestroy.

[OnDisable](#)

This function is called when the behaviour becomes disabled.

[Reset](#)

Reset to default values.

[Start](#)

Start is called on the frame when a script is enabled just before any of the Update methods are called the first time.

[Update](#)

Update is called every frame, if the MonoBehaviour is enabled.

<https://docs.unity3d.com/ScriptReference/MonoBehaviour.html>

# 控制Unity物件



Thank You