



E-Portfolio by Florian Christof

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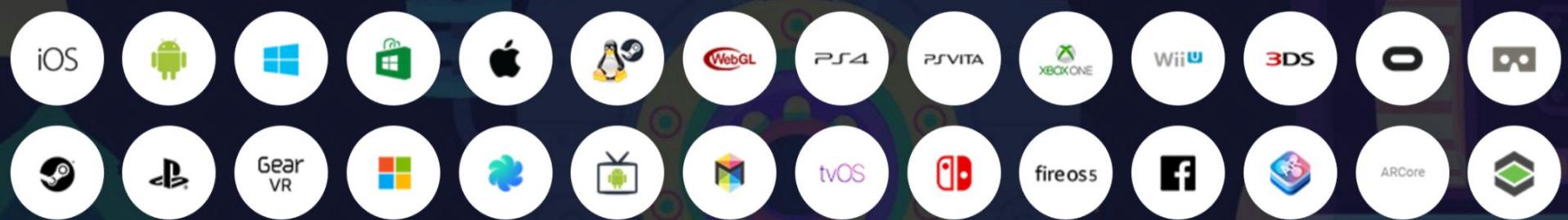
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Overview

- Game Engine
- 2D and 3D Graphics
- Personal, Plus and Pro license
- Famous Games are
 - Pokemon Go
 - Angry Birds Epic
 - Temple Run
 - Battlestar Galactica Online
 - etc.

Platforms

- Multiplatform
 - Mobile
 - VR
 - TV
 - Desktop
 - Console
- ⇒ easy portability



Unity vs. Unreal Engine

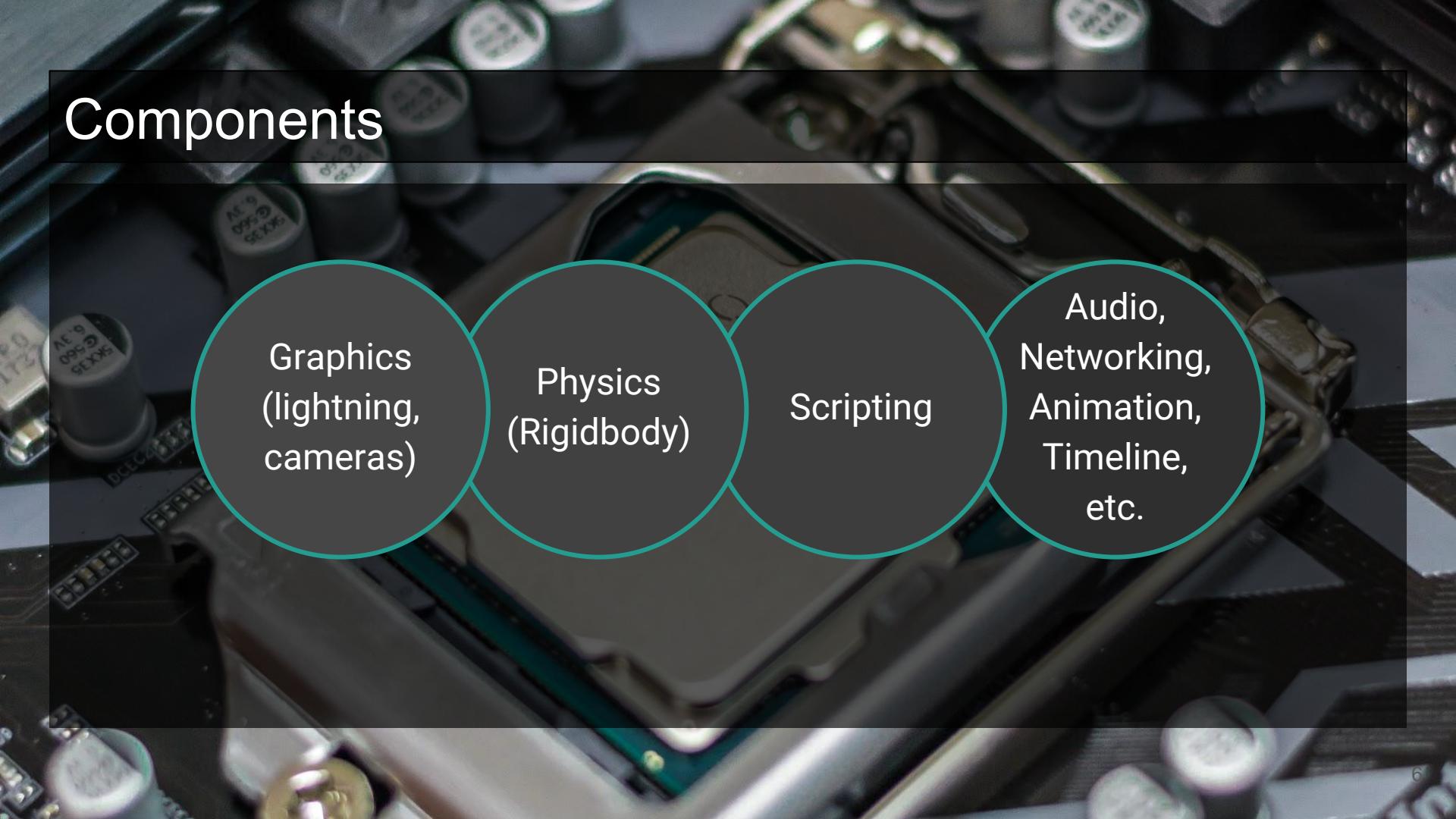


- 2D & 3D Games
- More multiplatform
- Market leader
- Big robust Asset Store
- Easier to learn



- Better performance
 - speed
 - graphics
 - etc.
- Cheaper for professional use
- Open Source

Components

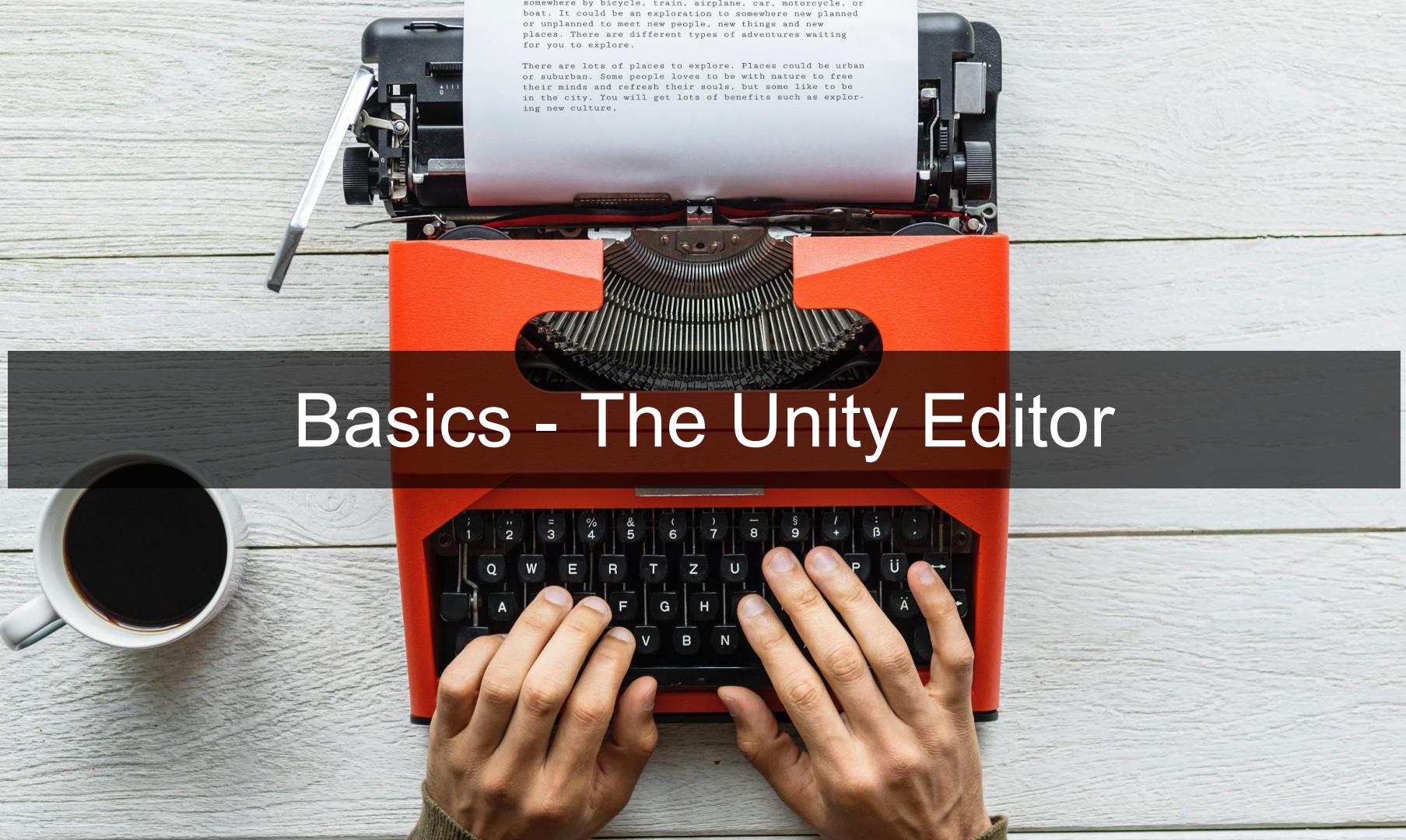


Graphics
(lightning,
cameras)

Physics
(Rigidbody)

Scripting

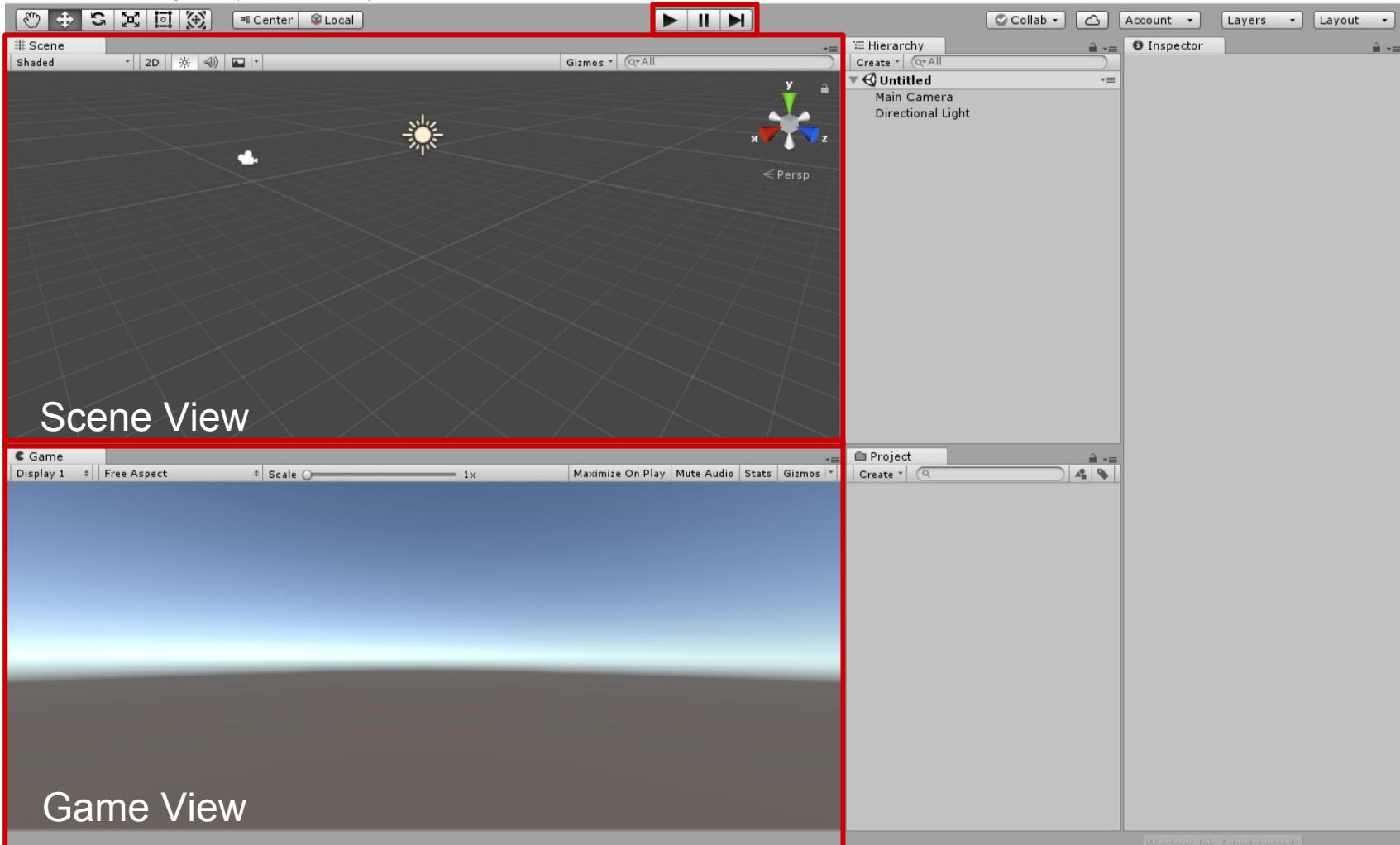
Audio,
Networking,
Animation,
Timeline,
etc.

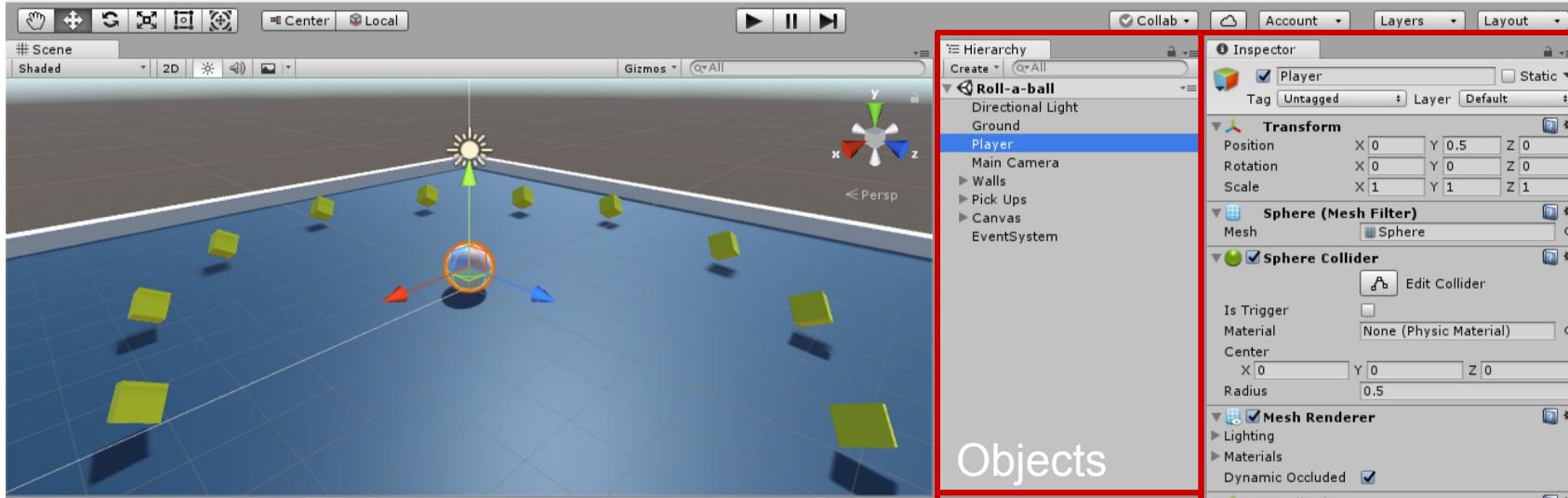


Basics - The Unity Editor

somewhere by bicycle, train, airplane, car, motorcycle, or boat. It could be an exploration to somewhere new planned or unplanned to meet new people, new things and new places. There are different types of adventures waiting for you to explore.

There are lots of places to explore. Places could be urban or suburban. Some people loves to be with nature to free their minds and refresh their souls, but some like to be in the city. You will get lots of benefits such as exploring new culture.





Objects

The Game View shows the same blue arena with the player ball and pick-up cubes. The "Win Text" text object is visible above the arena.

The Unity Editor interface is shown with the following panels:

- Project Panel:** Shows the project structure:
 - _Completed-Game
 - Materials
 - Prefabs
 - Scripts
 - Roll-a-ball
 - TutorialInfo
 - ? Readme
- Inspector Panel:** Details for the "Player" object (continued from the previous panel):
 - Player Controller (Script):** Script is PlayerController. Speed is 10. Count Text is Count Text (Text). Win Text is Win Text (Text).

Project

Inspector

