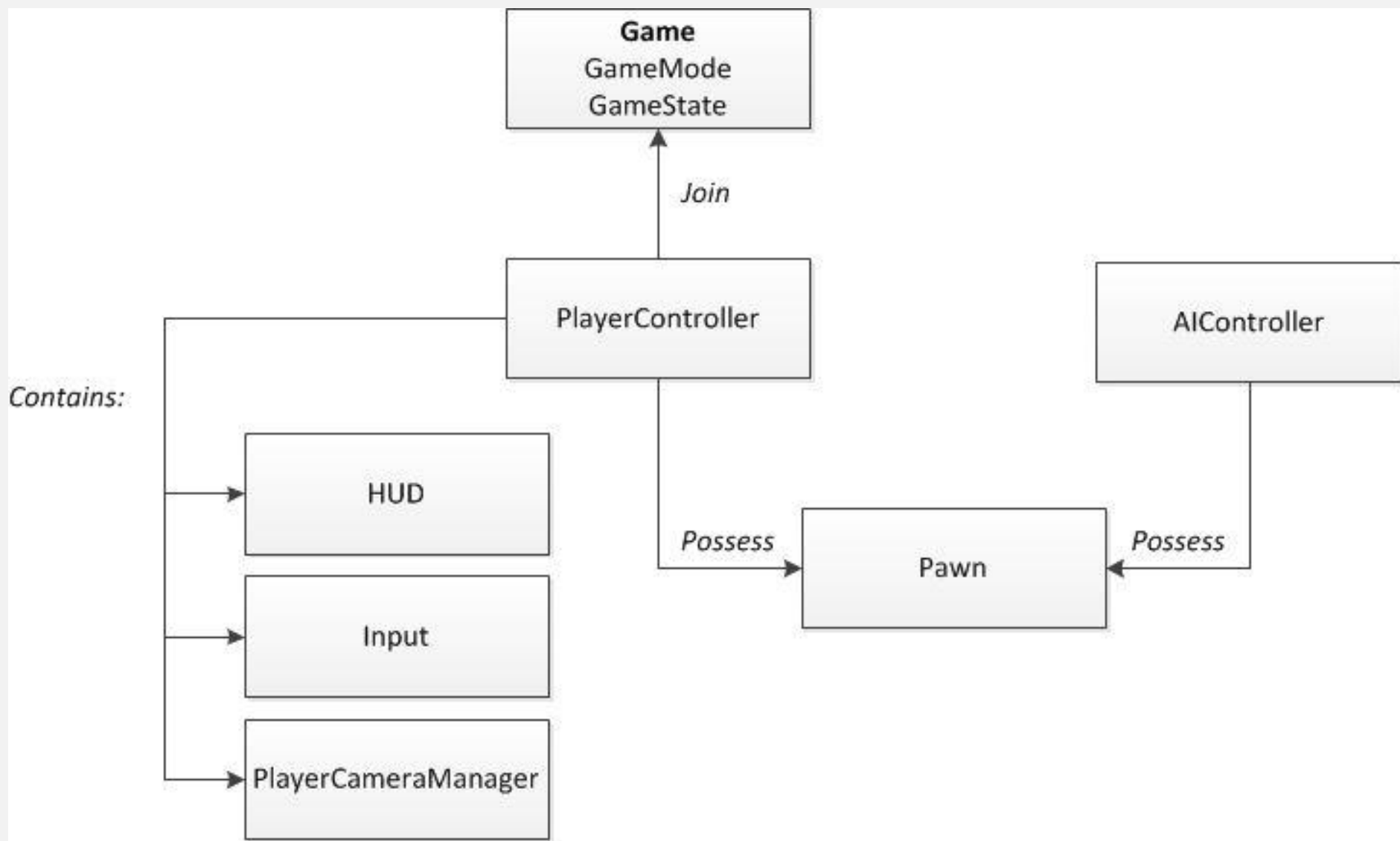


게임 엔진 프로그래밍

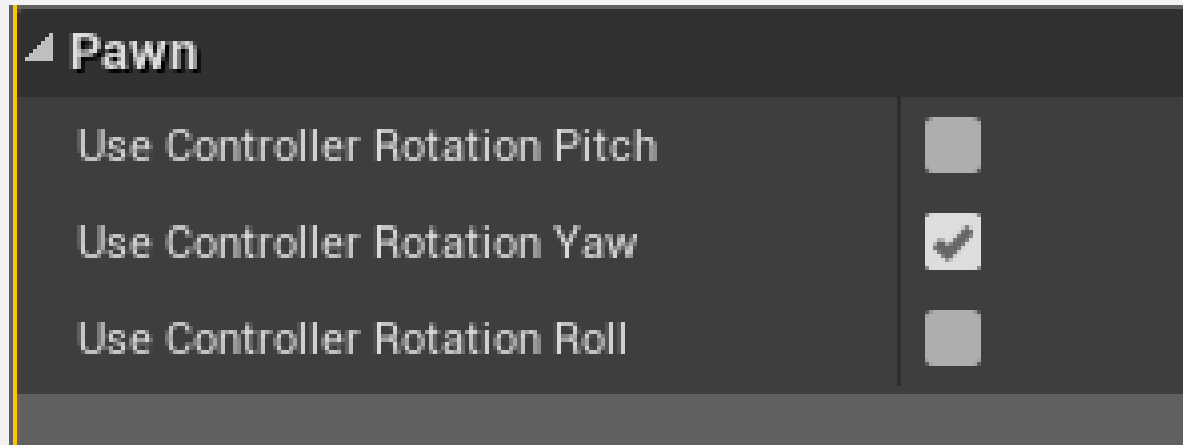
LAB6 - Character Rotation



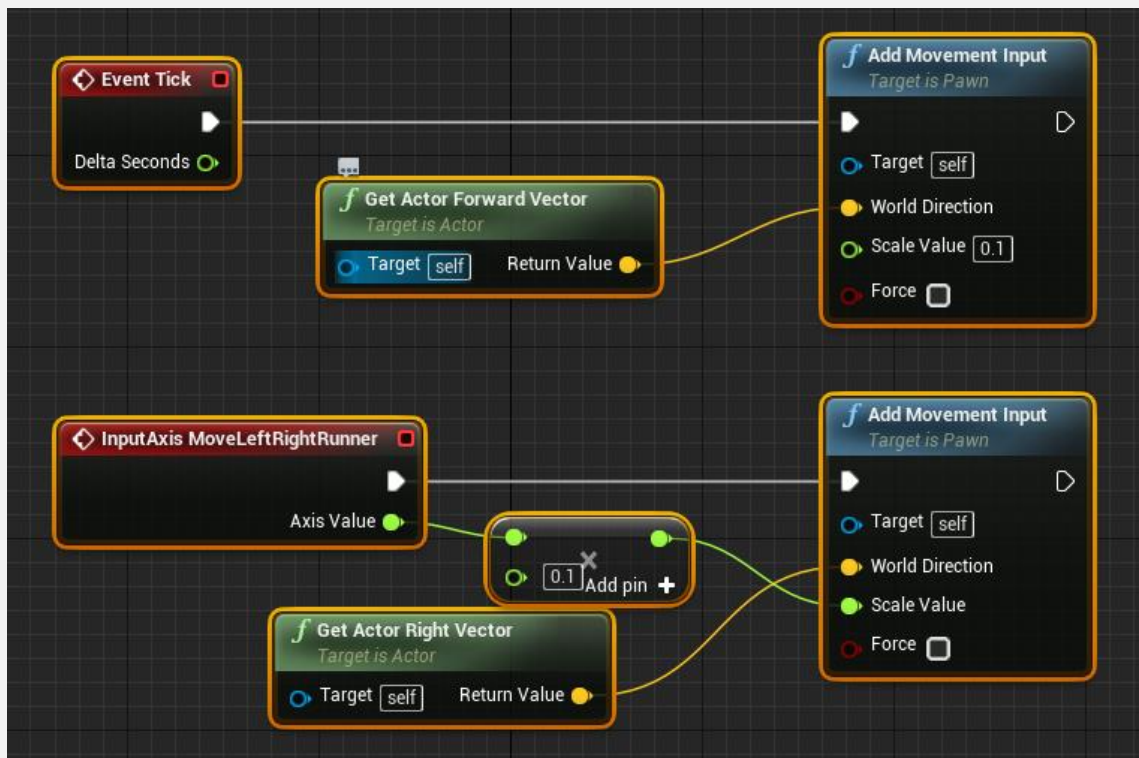


Controller가 Pawn의 Yaw를 control 하도록 설정

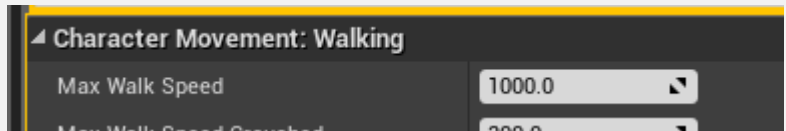
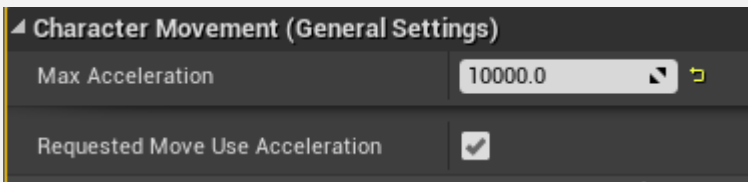
- 기본 설정임.



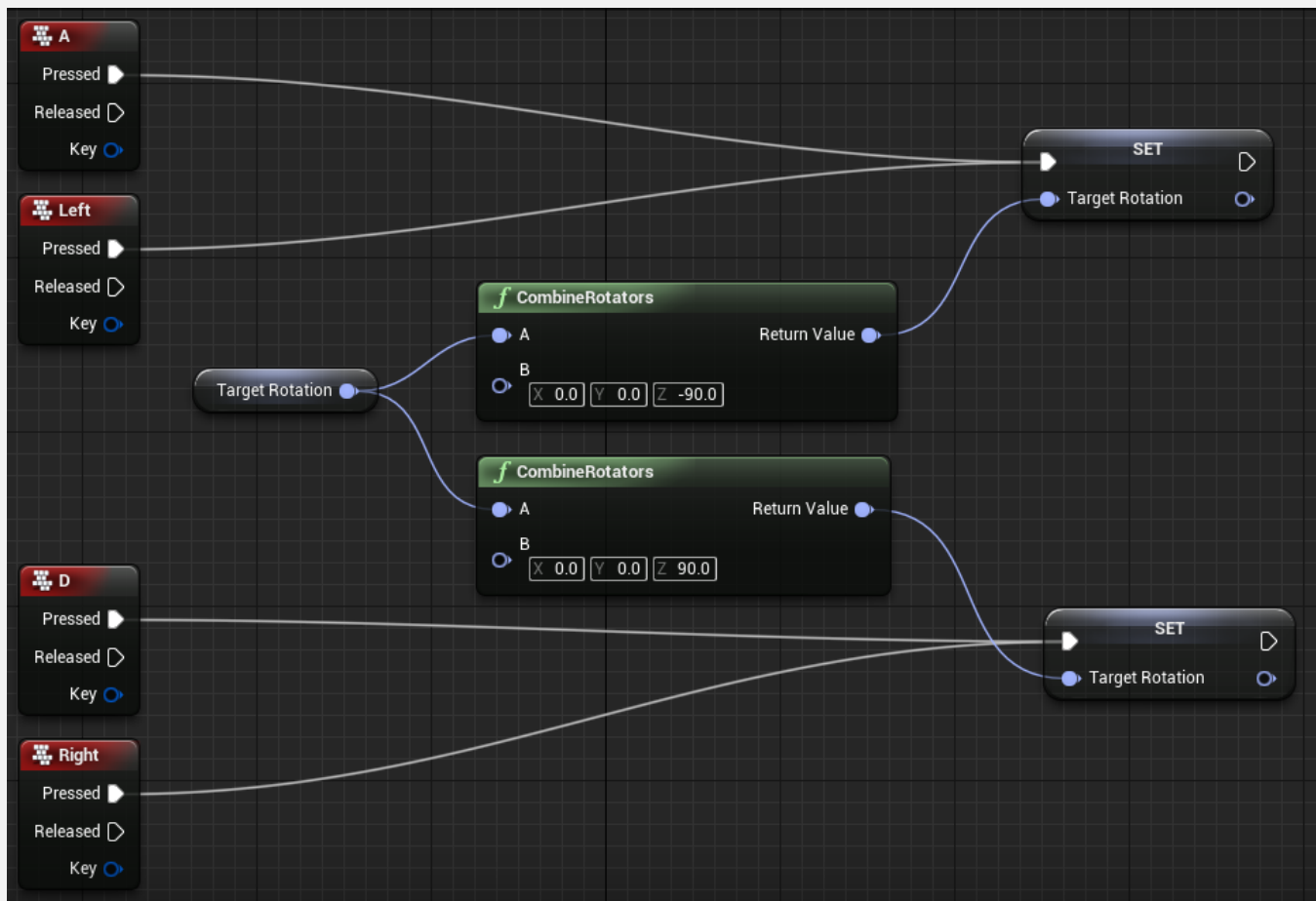
World Direction 으로 계속 이동 입력



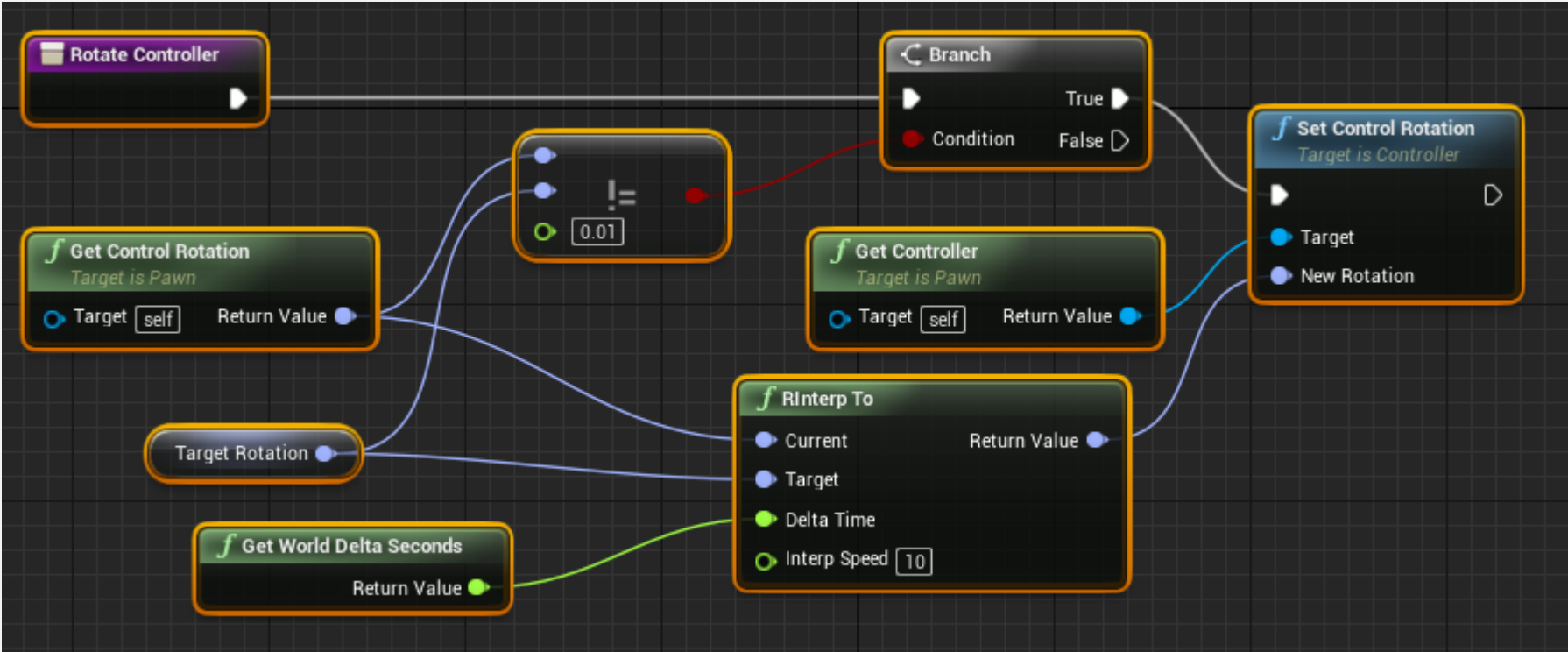
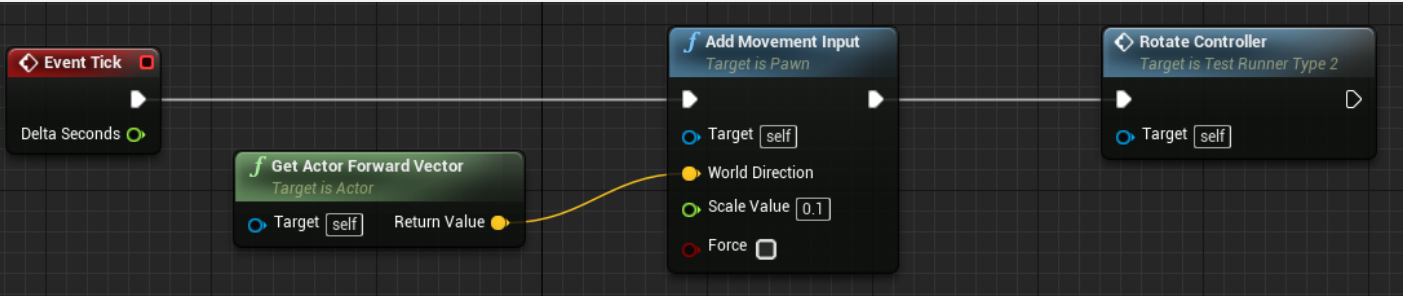
Word direction 방향으로 계속 가속



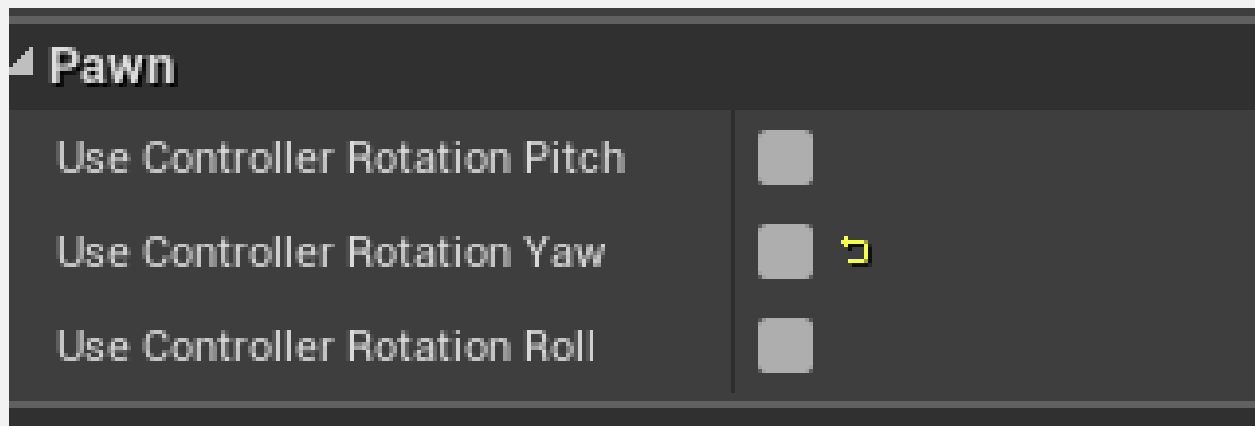
Taget Rotation 설정



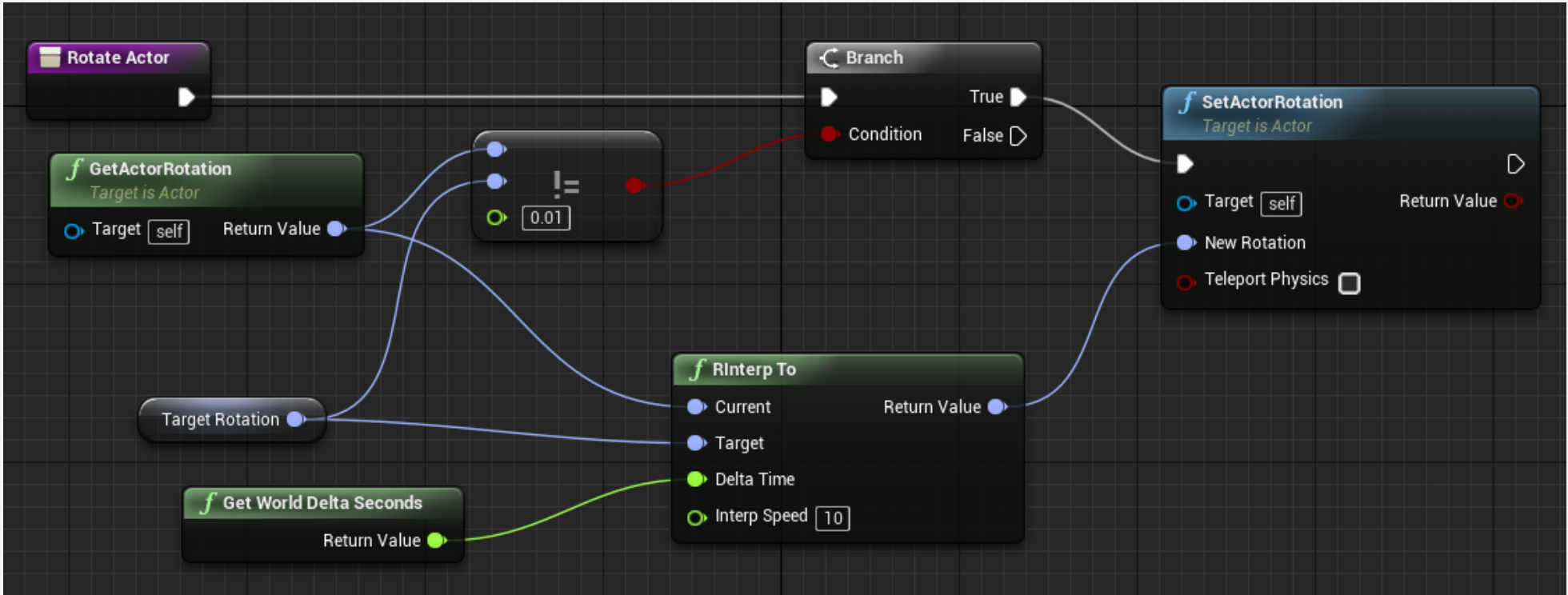
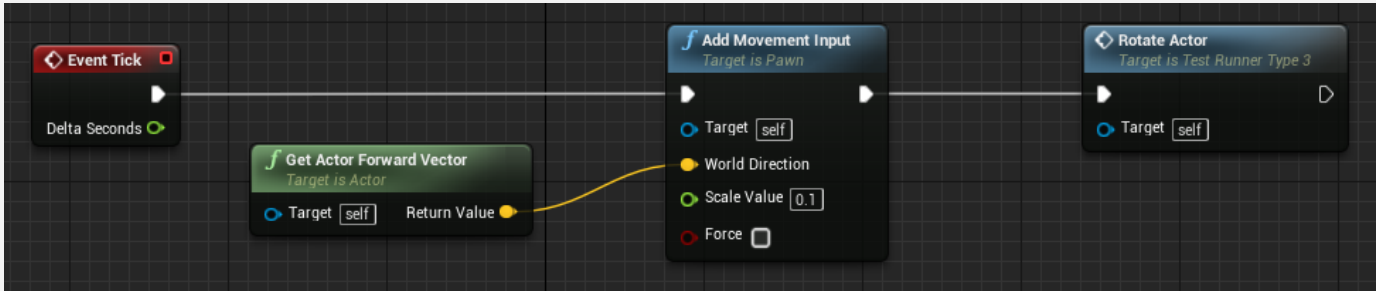
interpolation



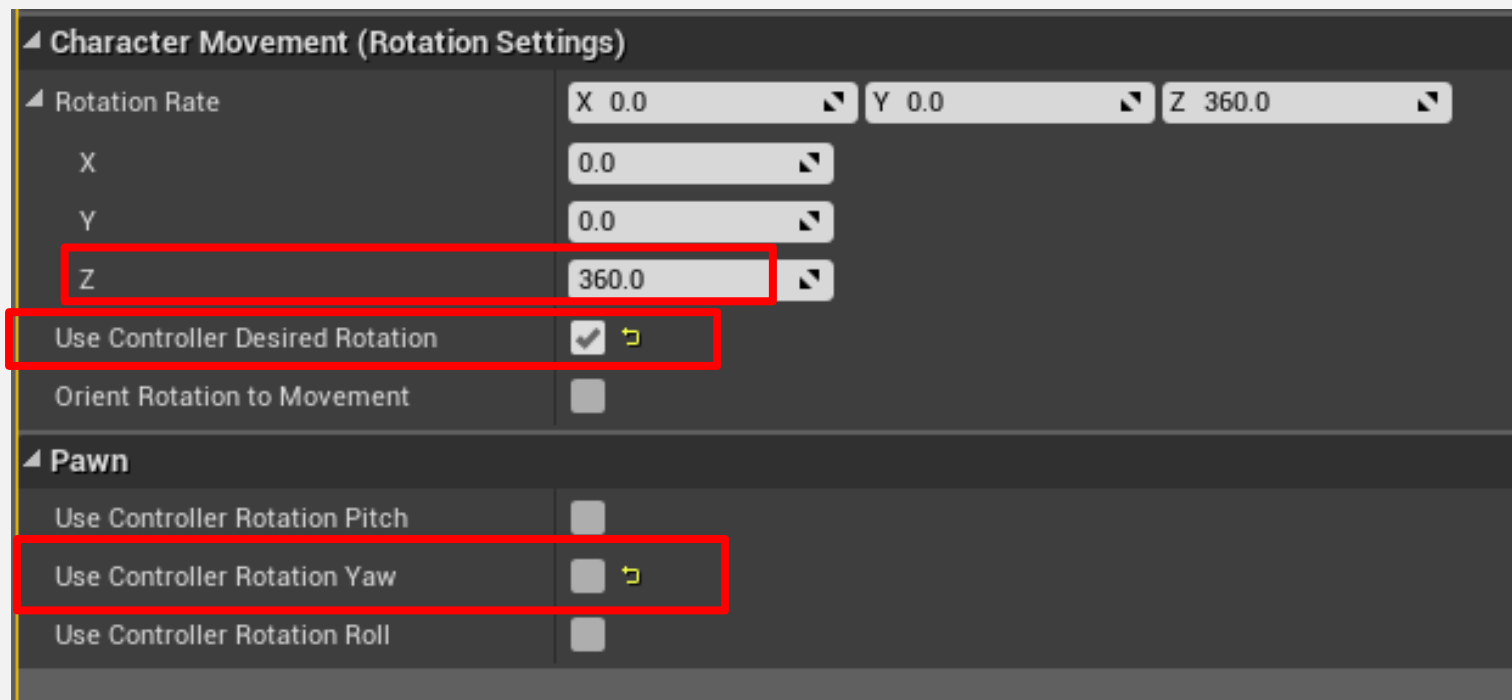
Pawn이 controller와 상관없이 스스로 Yaw할 수 있도록 설정



interpolation



부드러운 회전 구현.



Character의 이동 방향과 Facing Direction을 일치하고 싶으면?

- Use Controller Rotation Yaw → False
- Rotatio Rate 부여: 음수 값이면 즉시 이동.
- Orient Rotation To Movement → True
- Smooth 하게 이동함.



원하는 Rotation만큼 천천히 smooth하게 rotation?

