KINE 458:
Virtual Interactive Worlds

Gallery Tools

TOPICS FOR TODAY

❖ Gallery Tools
- ➢ FPS Controller
- ➢ Youtube Player
- ➢ Rigid Body Collisions
- ➢ Changing Scenes
- ➢ WebGL Builds

Standard Assets

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FPS Controller

❖ The FPS Controller prefab is part of the Unity Standard Assets package. The FPS Controller utilizes some pre-built functionality that we can capitalize on.

  ❖ Keyboard Motion

  ❖ Mouse Camera Tracking

  ❖ Head bobbing

  ❖ Footstep Noises

FPS Controller

❖ Use the above video to become familiar with the FPS Controller.

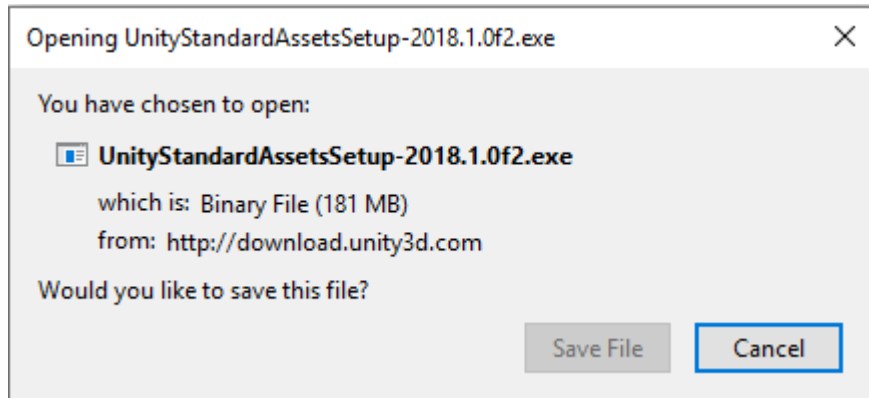❖ NOTE: You will be unable to import the FPS Controller in the same way portrayed in this video.

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Importing FPS Controller

❖ The FPS Controller prefab is no longer packaged with Unity. It is also no longer available on the asset store.

❖ Thankfully, you can find the package at this link: http://download.unity3d.com/download_unity/d4d99f31acba/WindowsStandardAssetsInstaller/UnityStandardAssetsSetup-2018.1.0f2.exe
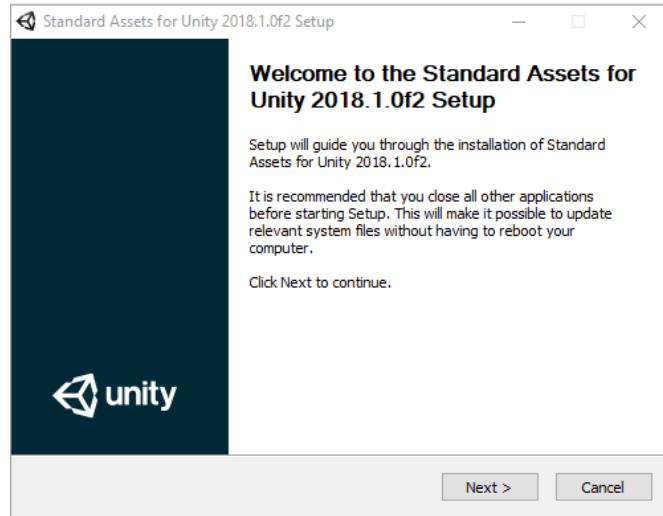
❖ Follow the link to download the executable.

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Importing FPS Controller

Step One : Download the executable.

Opening UnityStandardAssetsSetup-2018.1.0f2.exe ✕

You have chosen to open:

📄 **UnityStandardAssetsSetup-2018.1.0f2.exe**

which is: Binary File (181 MB)

from: http://download.unity3d.com

Would you like to save this file?

[Save File] [Cancel]

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Importing FPS Controller

Step Two : Run the executable.

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Importing FPS Controller

Step Three : In your Unity Project, import a custom package and navigate to the now installed Standard Assets folder. Select the Characters package and click open.

Importing FPS Controller

❖ Step Four : Because Standard Assets have fallen out of recent Unity builds, we will have to manually update 2 API calls. The article for this solution is found here:

https://answers.unity.com/questions/1638555/guitexture-adn-guitext-are-obsolete-standard-asset.html

❖ Read ktduffyinc_unity's post which contains the solution for these outdated API calls.

❖ After this point you should be able to drop you FPS Controller into the scene and run the project.

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YouTube Player

❖ The YouTube Player Asset can be found here:
https://assetstore.unity.com/packages/tools/video/youtube-video-player-youtube-api-29704

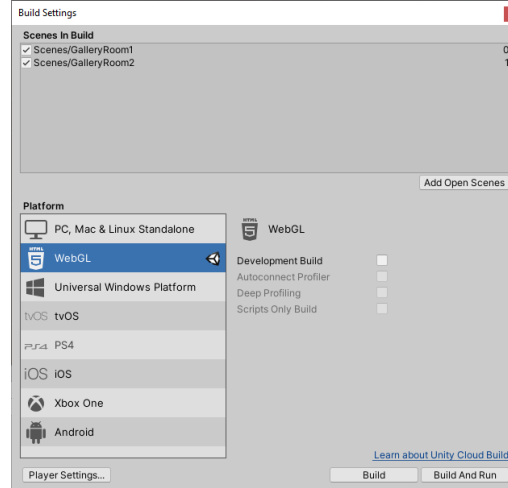❖ The following video demonstrates how to add a YouTube player to your scene:

Rigid Body Collider

❖ Rigid Bodies will be useful in your projects for emulating a real environment. By using Rigid Bodies we can insure that your character will interact normally.

❖ Utilize the following video for instructions on how to change scenes using Rigid Body collisions:
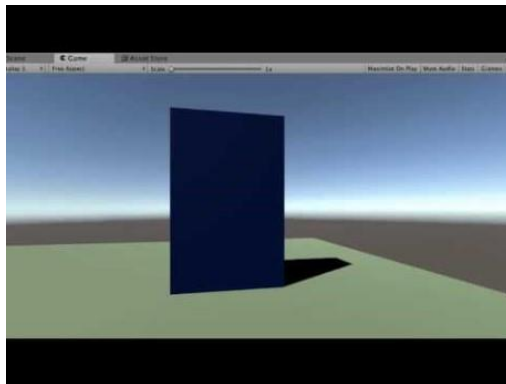
Building in WebGL

❖ When you're ready to build and deploy your project navigate to File -> Build Settings. In this menu be sure to select WebGL (You must have included WebGL in your current version of Unity).
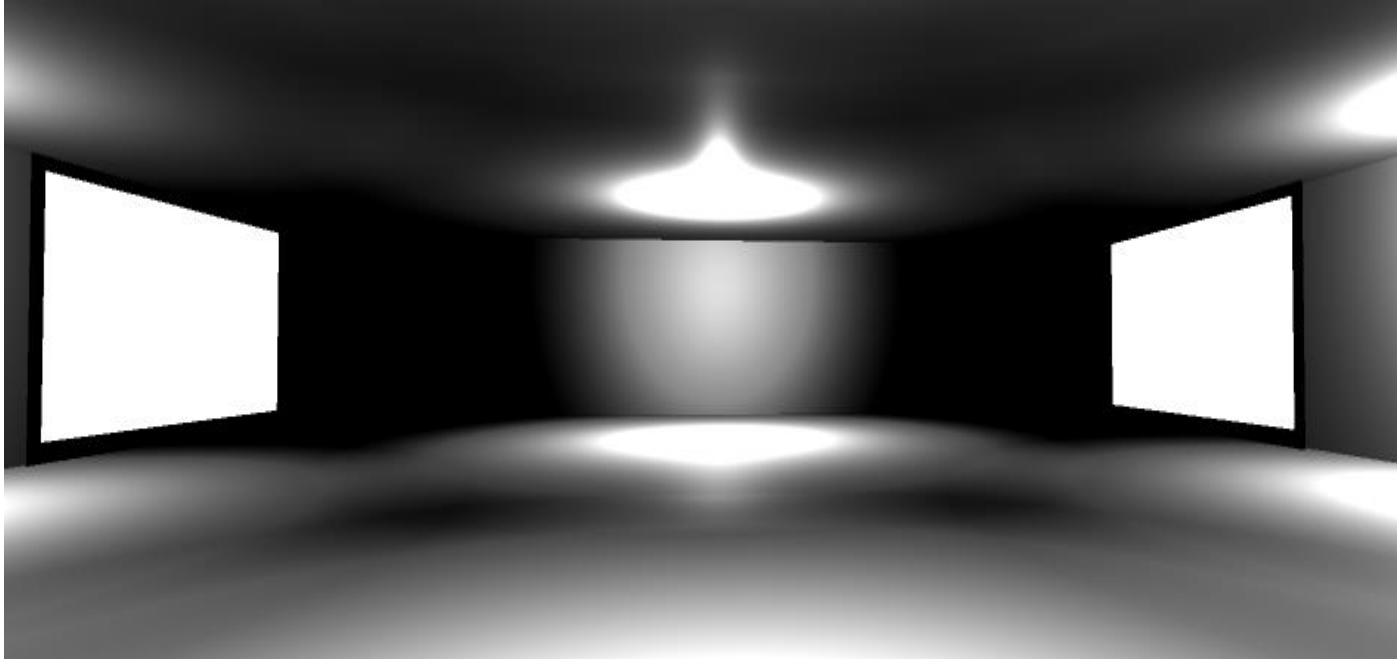
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Building in WebGL

❖ Navigate to your project folder and create a "Builds" folder inside the root. You will need this folder to house your game builds.

❖ After the first build, select "Build And Run" to test out your project.

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Live Demo

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Questions?

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