

Unity3D: 기초

ASSET STORE

USER INTERFACE

COMPONENT (C# SCRIPT)

3D FBX MODEL

INPUT MANAGER

VECTOR3

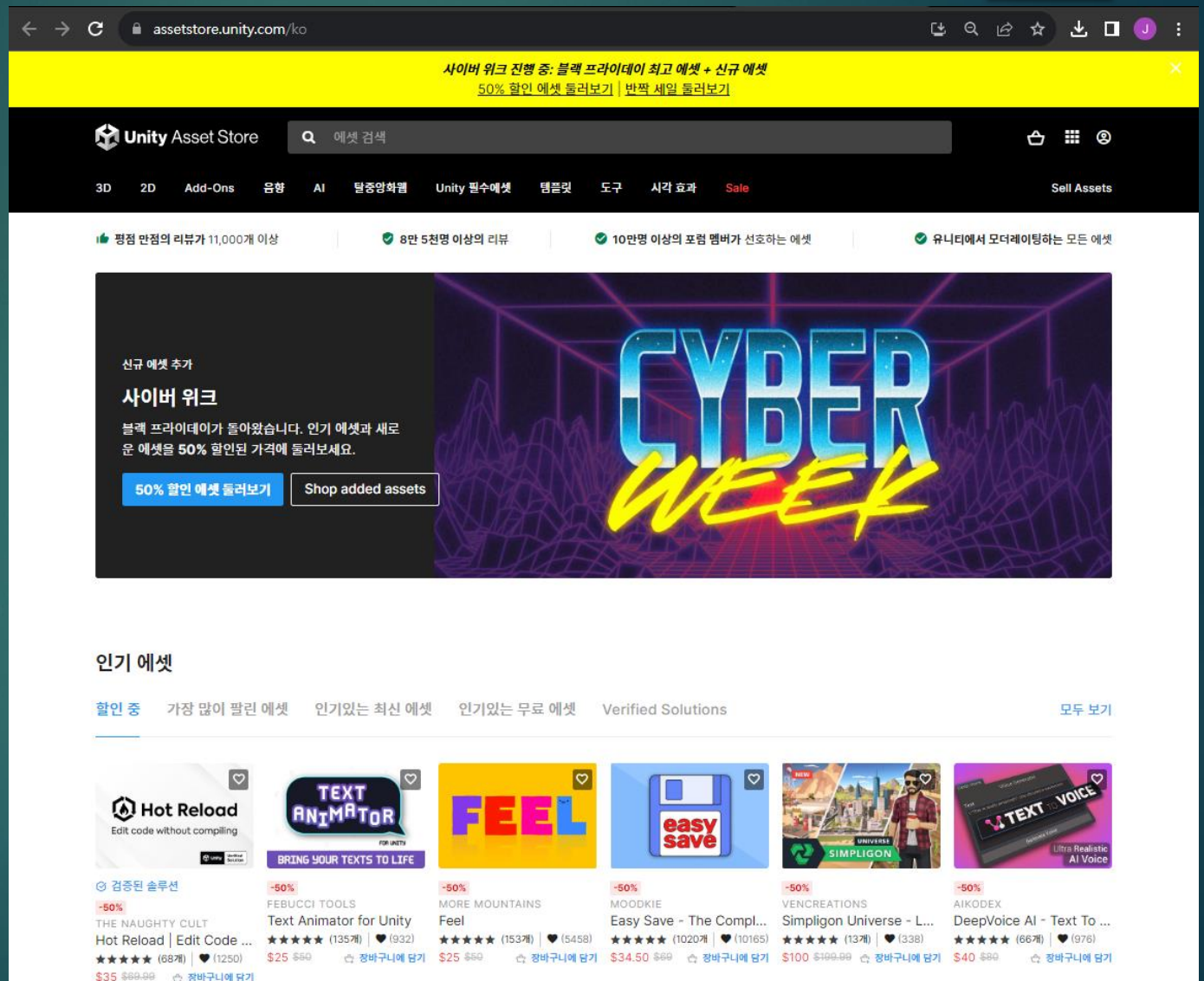
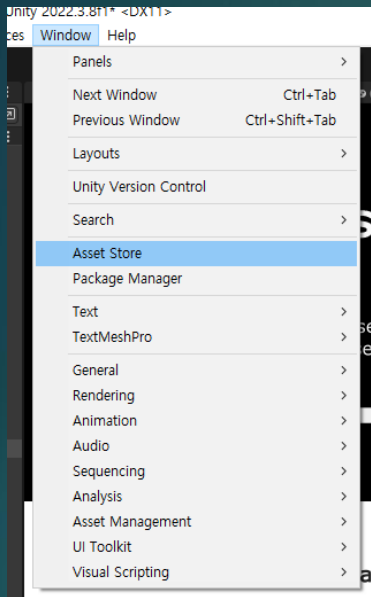
ANIMATOR / ANIMATION

CAMERA CONTROL (CINEMACHINE)

강사

- ▶ 이름 : 박 정호 (구릉)
- ▶ 경력 : 13연차 (Unity3D – 10년)
- ▶ 업종 : Logistic Company
- ▶ 업무 : Develop Digital Twin Software

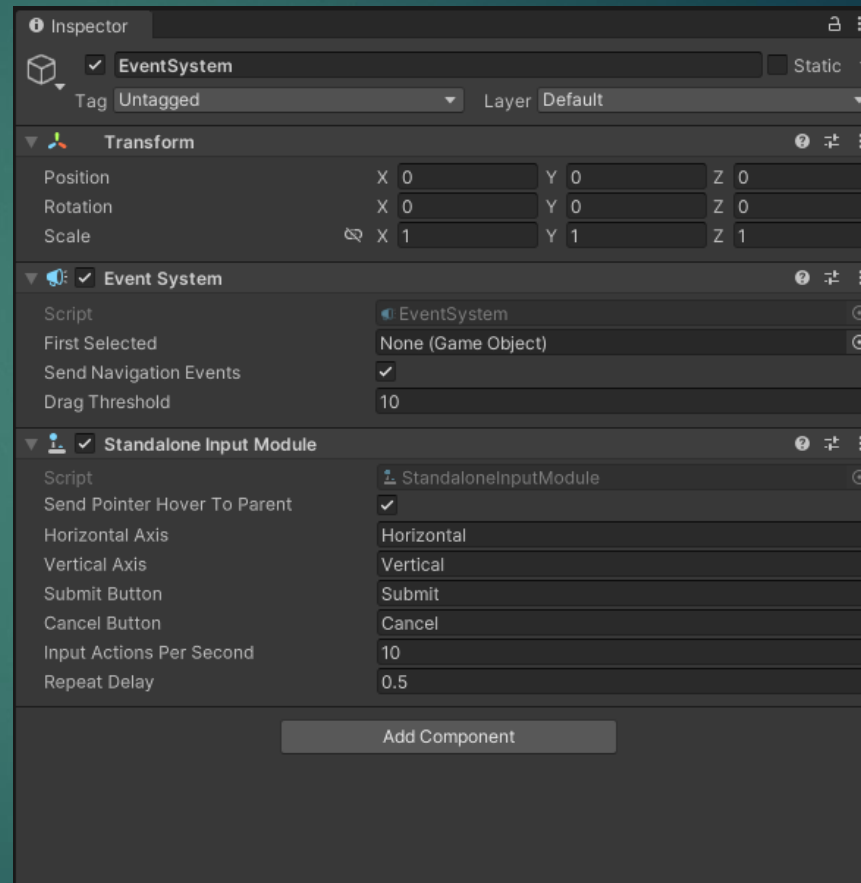
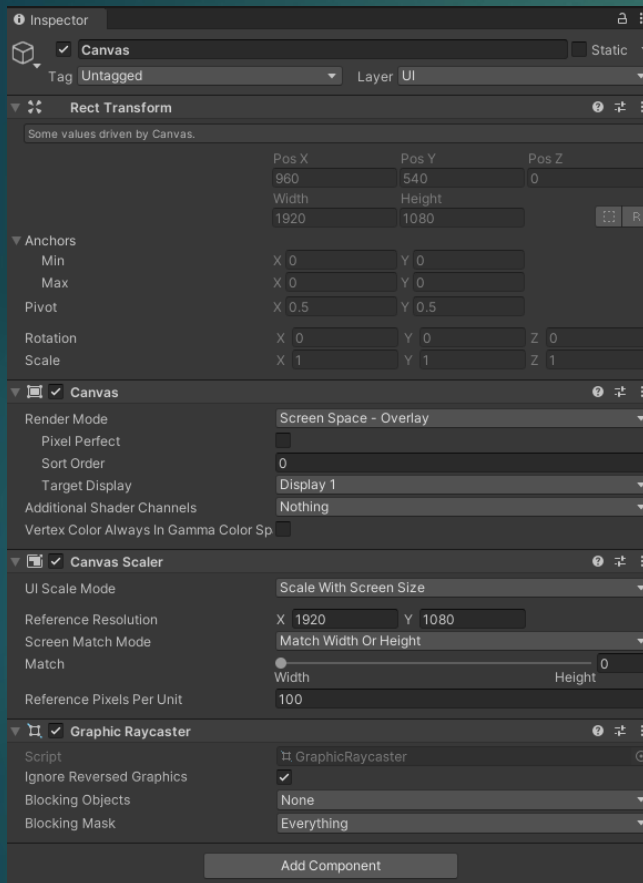
Asset Store



User Interface



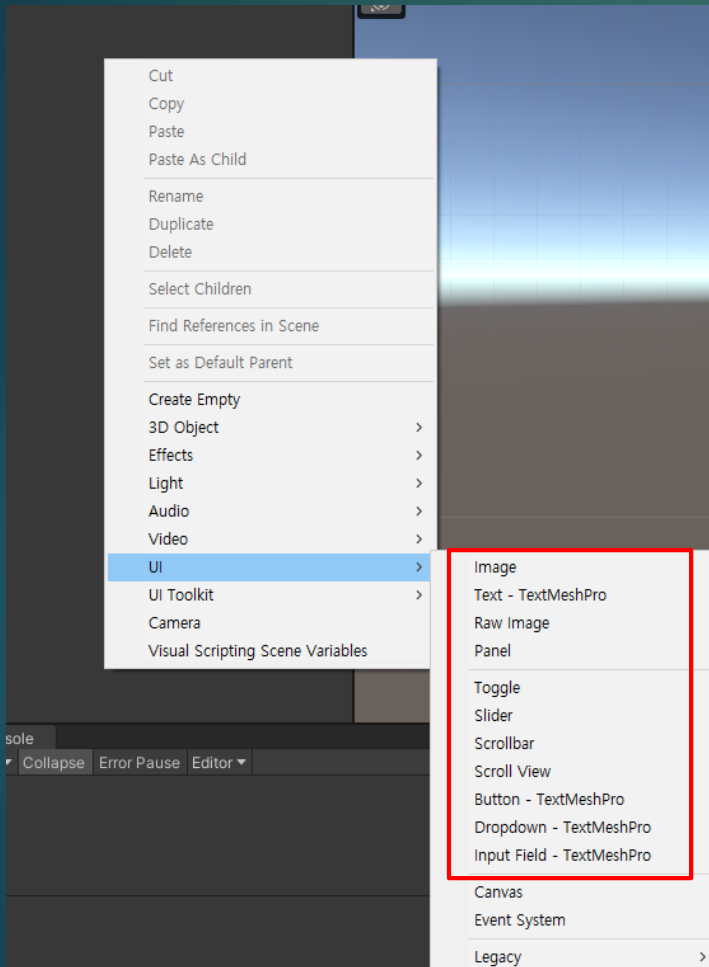
User Interface



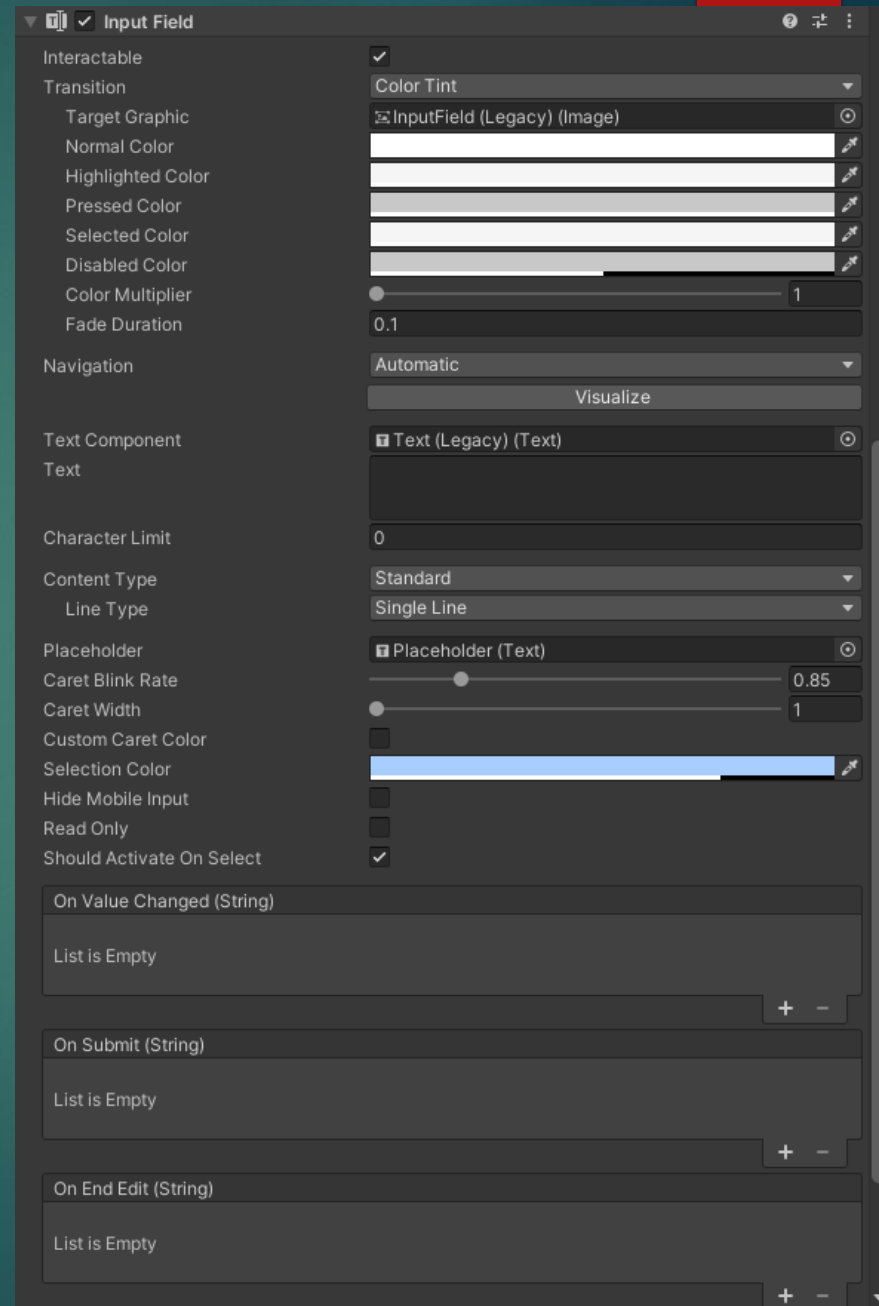
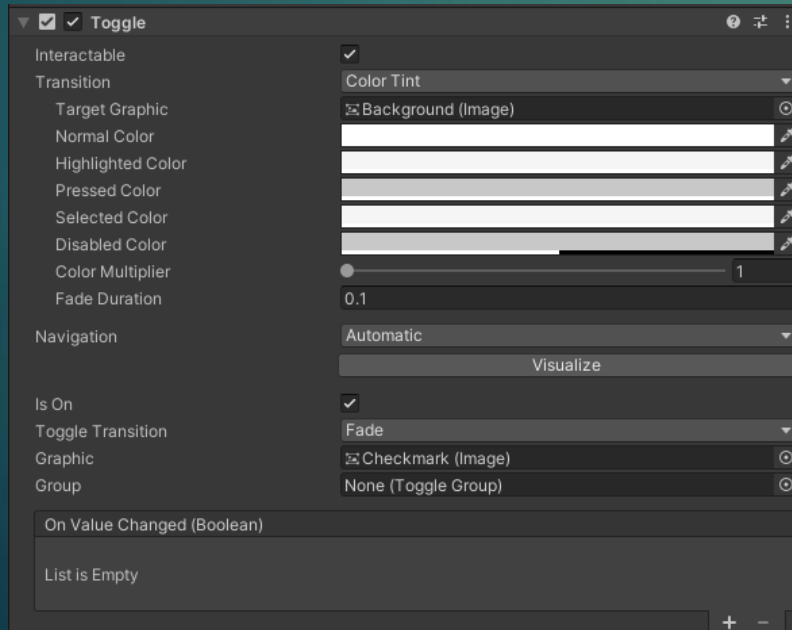
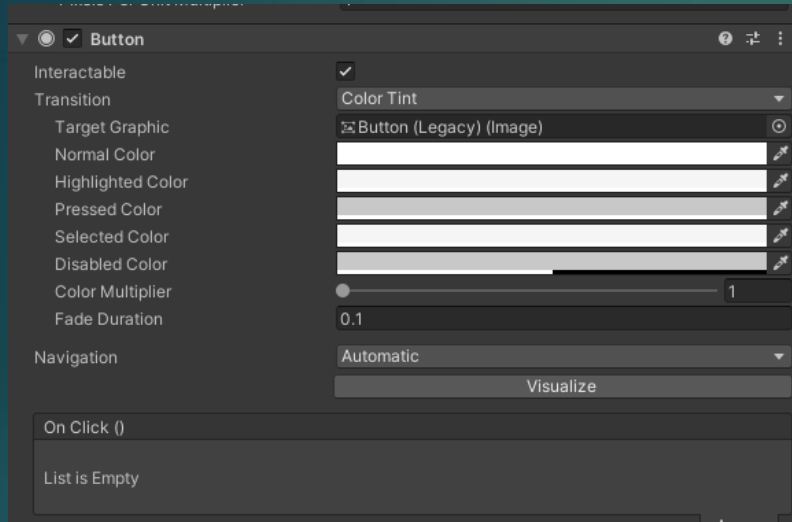
User Interface

▶ 자주 사용하는 UI

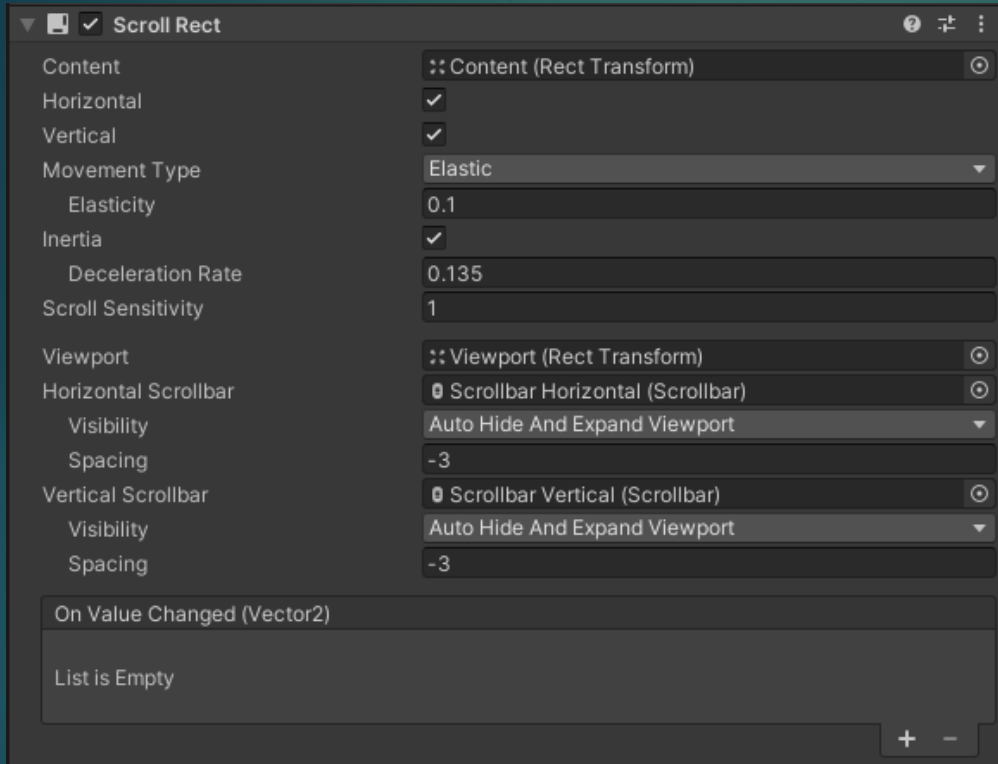
- ▶ Image
- ▶ Button
- ▶ Scroll View
- ▶ Slider
- ▶ Toggle



User Interface

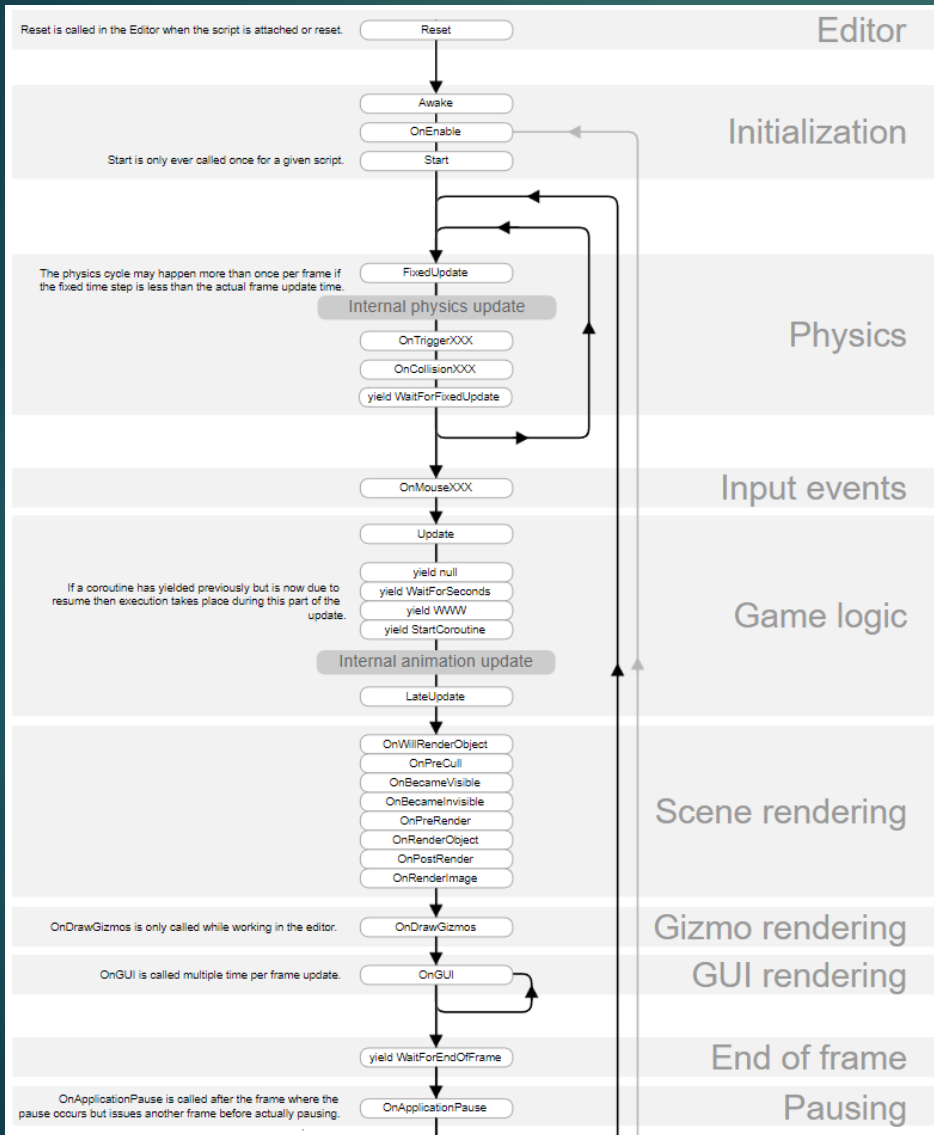


User Interface



- ▶ 같이 사용되는 컴포넌트
 - ▶ Content Size Filter
 - ▶ Grid Layout Group
 - ▶ Horizontal Layout Group
 - ▶ Vertical Layout Group

Component (C# Script)



▶ Unity Library에 선언되어있는 함수

▶ Awake

▶ Start

▶ FixedUpdate

▶ Update

▶ LastUpdate

▶ OnXXXXXXXXXX

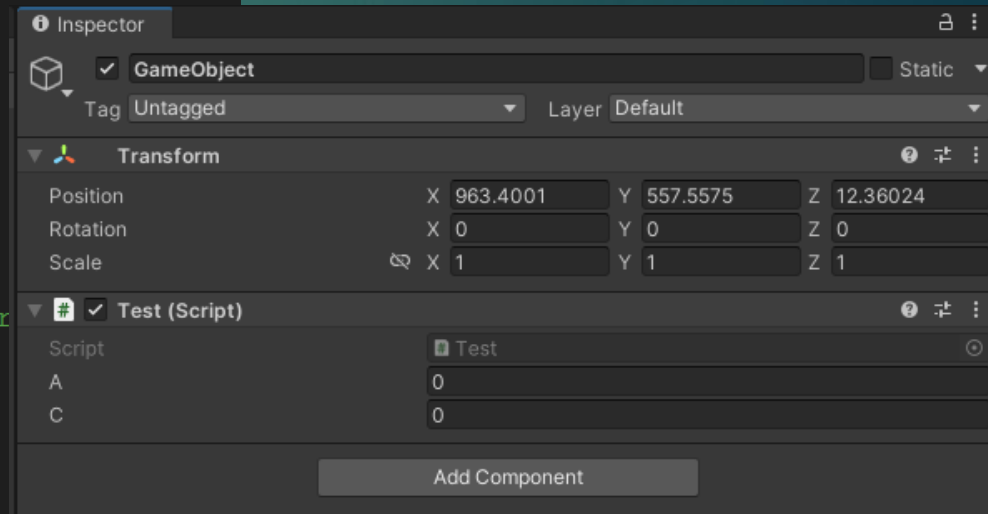
Component (C# Script)

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

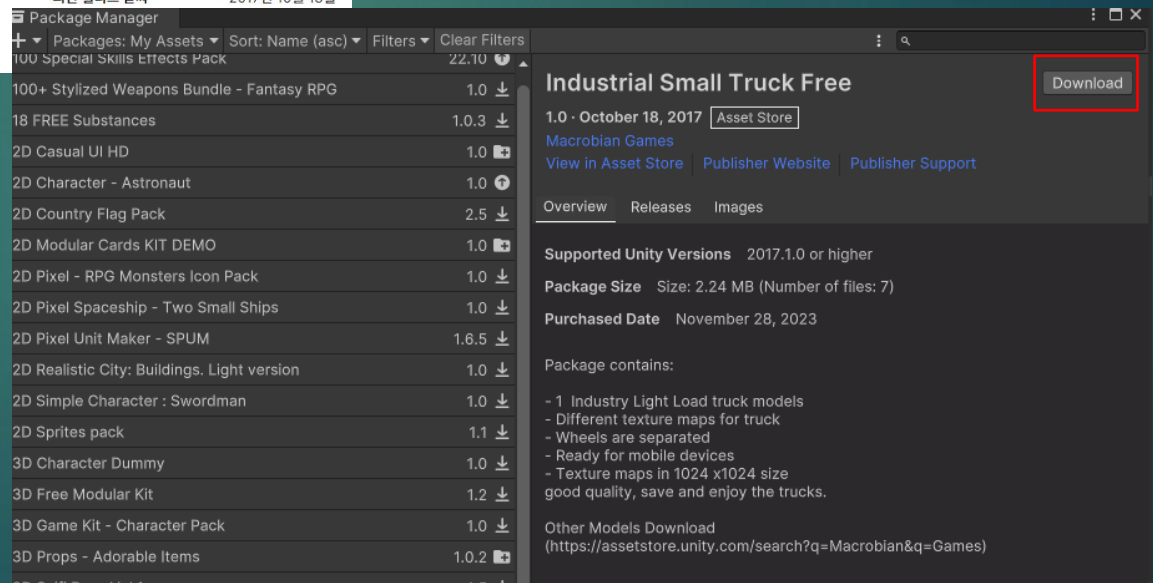
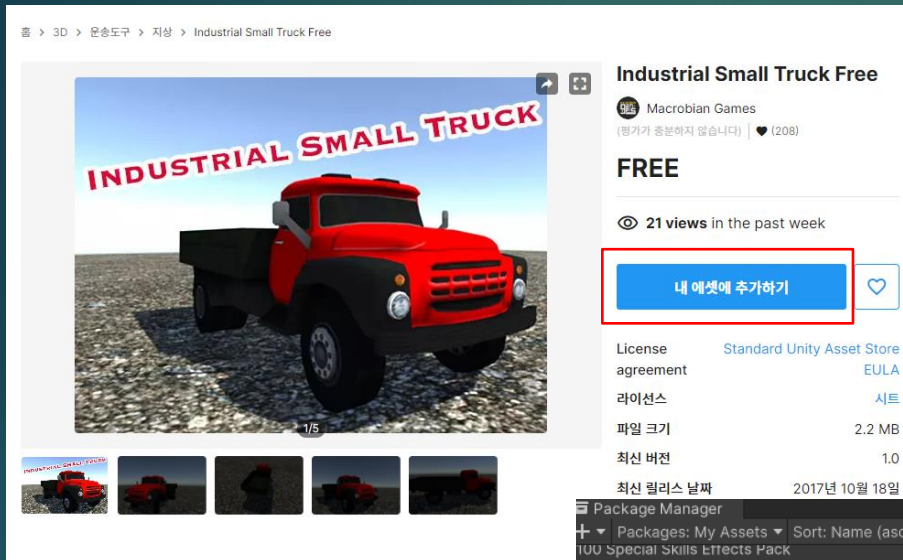
// Unity 스크립트 | 참조 0개
public class Test : MonoBehaviour
{
    public int A;
    private int B;
    [SerializeField] private int C;
    [HideInInspector] public int D;

    // Start is called before the first frame update
    // Unity 메시지 | 참조 0개
    void Start()
    {
        // 
    }

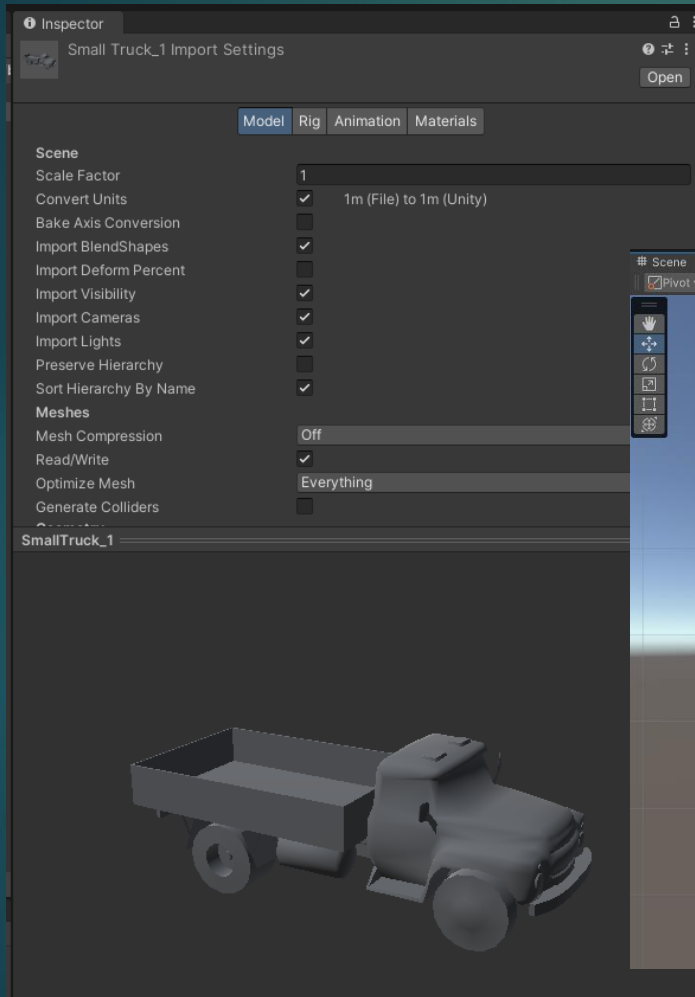
    // Update is called once per frame
    // Unity 메시지 | 참조 0개
    void Update()
    {
        // 
    }
}
```



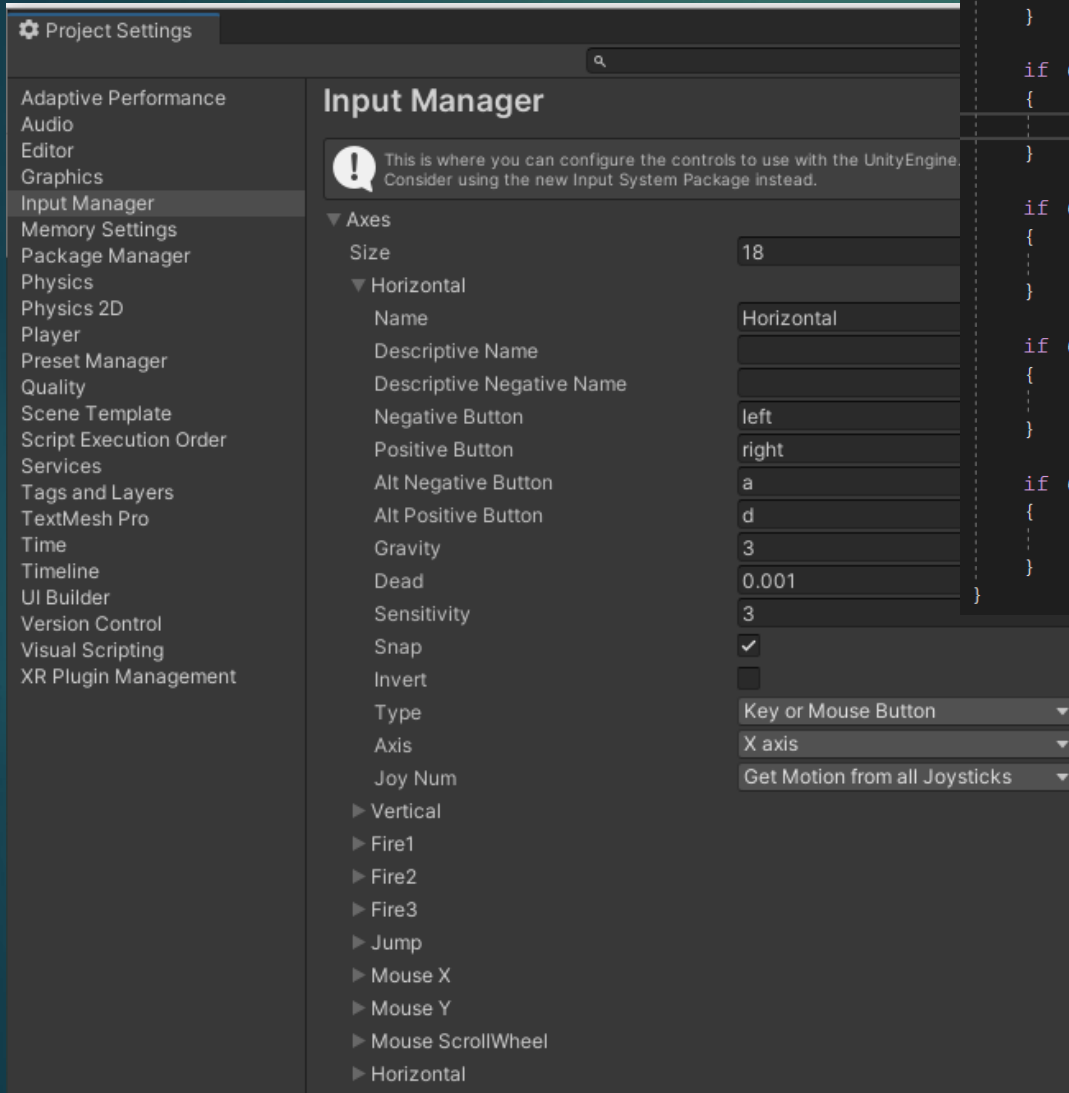
3D FBX Model



3D FBX Model



Input Manager



```
// Update is called once per frame
@Unity 메시지 참조 0개
void Update()
{
    if (Input.GetAxis("Horizontal") != 0)
    {
        Debug.Log("X: " + Input.GetAxis("Horizontal"));
    }

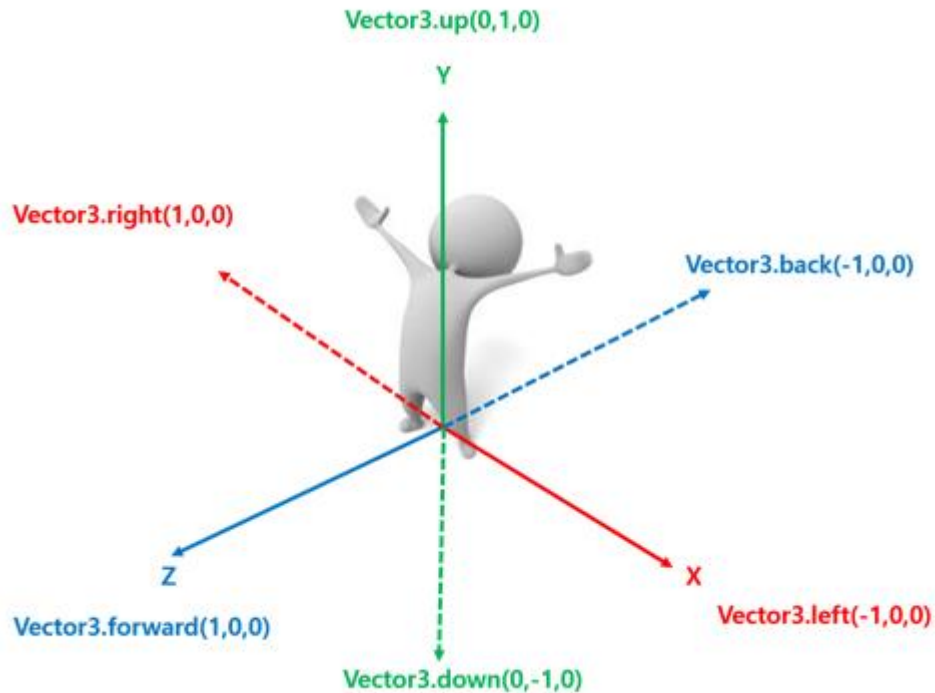
    if (Input.GetAxisRaw("Horizontal") != 0)
    {
        Debug.Log("X Raw: " + Input.GetAxisRaw("Horizontal"));
    }

    if (Input.GetKeyDown(KeyCode.A))
    {
        Debug.Log("Key A is Down");
    }

    if (Input.GetKey(KeyCode.A))
    {
        Debug.Log("Key A is Press");
    }

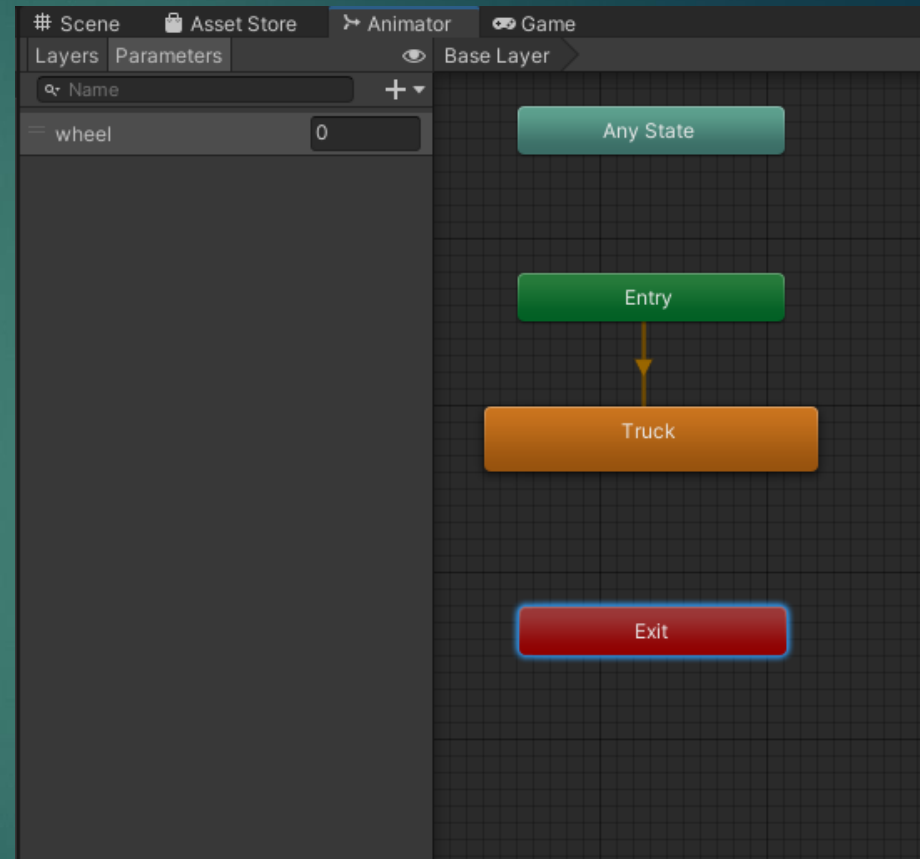
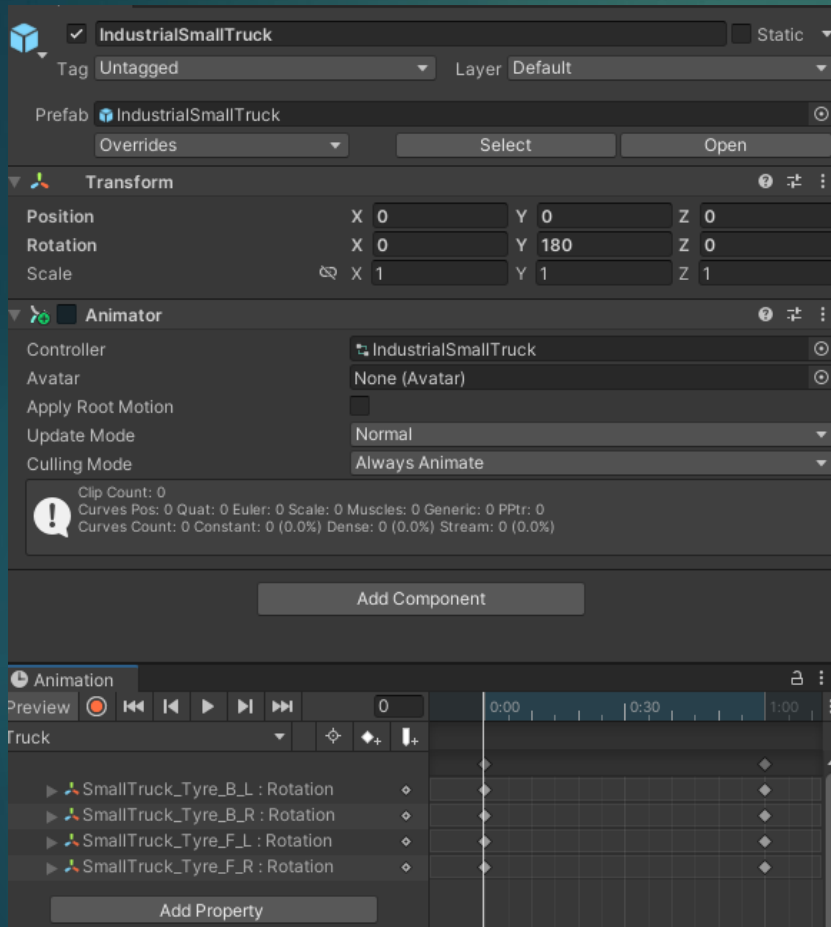
    if (Input.GetKeyUp(KeyCode.A))
    {
        Debug.Log("Key A is Up");
    }
}
```

Vector3



- ▶ `float`
- ▶ `float[2] == Vector2`
- ▶ `float[3] == Vector3`

Animator / Animation



▶ 중심축을 항상 고려 해야 함

감사합니다