## Unity

# Project\_VR\_shared\_space

## Index

### Scene 정리

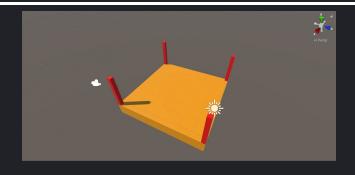
ABCD scenes table

## **ABCD Scenes**

#### Screenshoot

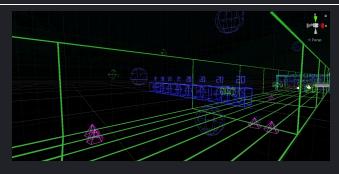
### **Explanation**

index



시작하는 곳.

AScene



라인.

A2Scene



인트로.

#### Screenshoot

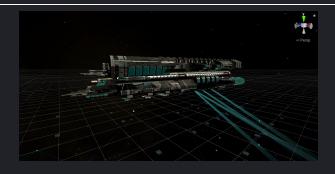
### **Explanation**

BScene



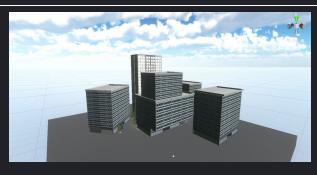
픽셀.

B2Scene



네트워크.

CScene

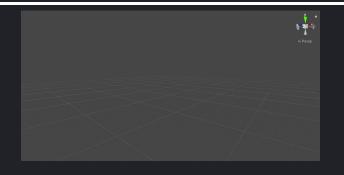


가상.

#### Screenshoot

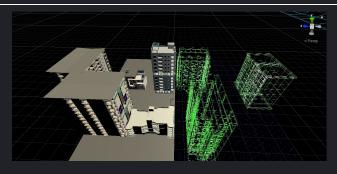
### **Explanation**

DScene



프레임.

D2Scene



가상과 현실.

**FScene** 



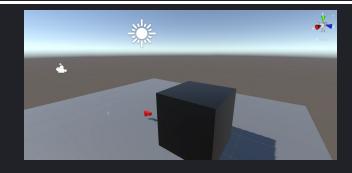
로우 폴리곤.

Screenshoot **Explanation** File\_name 우주선 조립. GScene 전자기판 조립. G2 조립 테스트. grabscene

#### Screenshoot

**Explanation** 

Practice\_Light



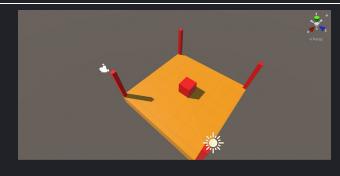
발사 테스트.

spaecShip



우주선 에셋.

X\_Space\_Test



공간 테스트.

# **Build Settings**

경로: 위치: [파일]-'Build settings'

Scenes In Build		
✓ Sc	enes/ABCD_Scene/index	0
✓ Sc	enes/ABCD_Scene/AScene	1
✓ Sc	enes/ABCD_Scene/BScene	2
✓ Sc	enes/ABCD_Scene/CScene	3

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#### Project\_VR\_shared\_space

✓ Scenes/ABCD_Scene/grabscene	4
Scenes/ABCD_Scene/X_Space_Test	5
✓ Scenes/ABCD_Scene/GScene	6
✓ Scenes/ABCD_Scene/A2Scene	7

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✓ Scenes/ABCD_Scene/B2Scene	8
✓ Scenes/ABCD_Scene/D2Scene	9
✓ Scenes/ABCD_Scene/G2	10
✓ Scenes/ABCD_Scene/FScene	11

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## Marp의 기능이 궁금하다면?

--> Marp 설명 유튜브 링크 클릭