

Player Controller
&
SeclectManager
&
Camera

Player Controller – InputManager(old)

- Horizontal / Vertical (Axis)
 - a,d / w,d
- Jump (Button)
 - space
- Dash(Button)
 - left shift
- MouseX / MouseY (Axis)
 - mouse movement
- Right Click (Button)
 - mouse 1
- Left Click(Button)
 - mouse 0
- Mouse ScrollWheel
 - mouse movement

Hierarchy

Player Control Sample Scene*

Directional Light

Post-process Volume

Floor Objects

Main Camera

Player

Bip001

heroine_low

ijxýxû

xpxû

3rdFollow

3rdLookAt

1stFollow

1stLookAt

ConversLookAt

Cube

Prism

SelectableObject

GameObject

NPC

SelectManager

CM StateDrivenCamera1

3rd vCam

1st vCam

ConversationCam

SkillFocasCanvas

Image

EventSystem

ProBuilder

Material Editor

UV Editor

Vertex Colors

Orientation: Global

Conform Normals

Export

Lightmap UVs

Triangulate

Center Pivot

ProBuilderize

Subdivide Object

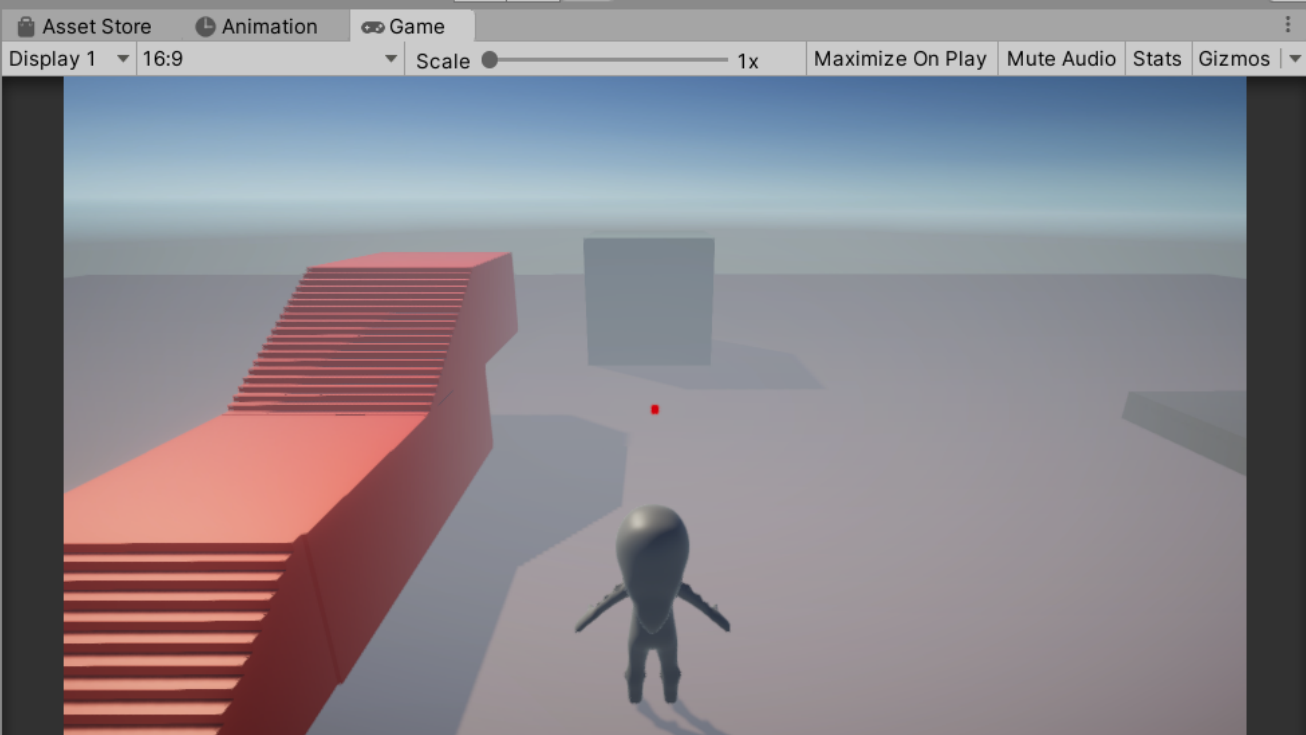
Flip Normals

Mirror Objects

Merge Objects

Freeze Transform

Set Trigger



Project

Animator

Console

Scene

Assets > Player > SelectionManager > Materials

Default

DefaultSe...

selected...

SelectMat

Navigation

Inspector

Min Move Distance 0.001

Center

X 0 Y 0.9 Z 0

Radius 1

Height 1.6

Animator

Controller Player Controller

Avatar H@Rig_foot_pivotAvat

Apply Root Motion

Update Mode Normal

Culling Mode Always Animate

Clip Count: 9

Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 1233 Generic: 0 PPtr: 0

Curves Count: 1233 Constant: 548 (44.4%) Dense: 598 (48.5%) Stream: 87 (7.1%)

Player Controller (Script)

Script PlayerController

Moving Data

Speed 5.55

State Idle

Third Cam Follow 3rdFollow (Transform)

First Cam Loo At 1stLookAt (Transform)

Convers Look At ConversLookAt (Tran)

Min Y 5

Max Y 3

Sensitivity X 90

Sensitivity Y 10

Rigidbody

Mass 0.5

Drag 0

Angular Drag 0.5

Use Gravity

Is Kinematic

Player Controller – 컴포넌트 설명

- Speed : 플레이어 움직이는 속도
- State : 플레이어의 현재 상태
- Third Cam Follow: 3인칭 카메라가 따라다닐 포지션
- First Cam LookAt: 1인칭 카메라의 LookAt 포지션
- Convers Cam LookAt: 대화 카메라의 LookAt 포지션

- MinY : 3인칭 카메라가 내려갈 수 있는(플레이어가 올라다 볼 수 있는) 최소 높이
- MaxY : 3인 카메라가 올라갈 수 있는(플레이어가 내려다 볼 수 있는) 최대 높이
- SensitivityX/Y : 로테이션 민감도

Hand Move Rotate Scale Lock Center Global

Display 1 16:9 Scale 1x Maximize On Play Mute Audio Stats Gizmos

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 - Prism
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 - GameObject
 - NPC
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Inspector

SelectManager

Tag Untagged Layer Selectable

Transform

Position X 0.8938 Y 0.8888 Z 8.2923
 Rotation X 0 Y 0 Z 0
 Scale X 1 Y 1 Z 1

Selection Manager (Script)

Script SelectionManager
 Layer Selectable
 Player Player (Player Controlle G
 Npc Tag NPC
 Gravity Obj Tag Selectable
 Highlight Material SelectMat
 Canvas SkillFocasCanvas (Canv G
 Selecting Mat selectedMat
 Default Selecting Ma DefaultSelectedMat

Add Component

Project

Animator Console # Scene

Assets > Player > SelectionManager > Materials

Default DefaultSe... selected... SelectMat

Assets\Player\Player\Scripts\PlayerController.cs(49,40): warning CS0649: Field 'PlayerController.sensitivityY' is never assigned to, and will always have its default value 0

Selectable Manager- 컴포넌트 설명

- HighlihgtMaterial : 선택 가능 UI 표시
- Selecting Material : Graivity 변경 모드 UI 표시
- Default Selecting Material : Selecting Material의 color 변경 방지용

The screenshot displays the Unity 2020.1.6f1 interface. The central viewport shows a 3D scene with a player character (a small grey figure) standing on a grey platform. To the left of the player is a large, red, stepped structure. The background is a simple blue sky and grey ground.

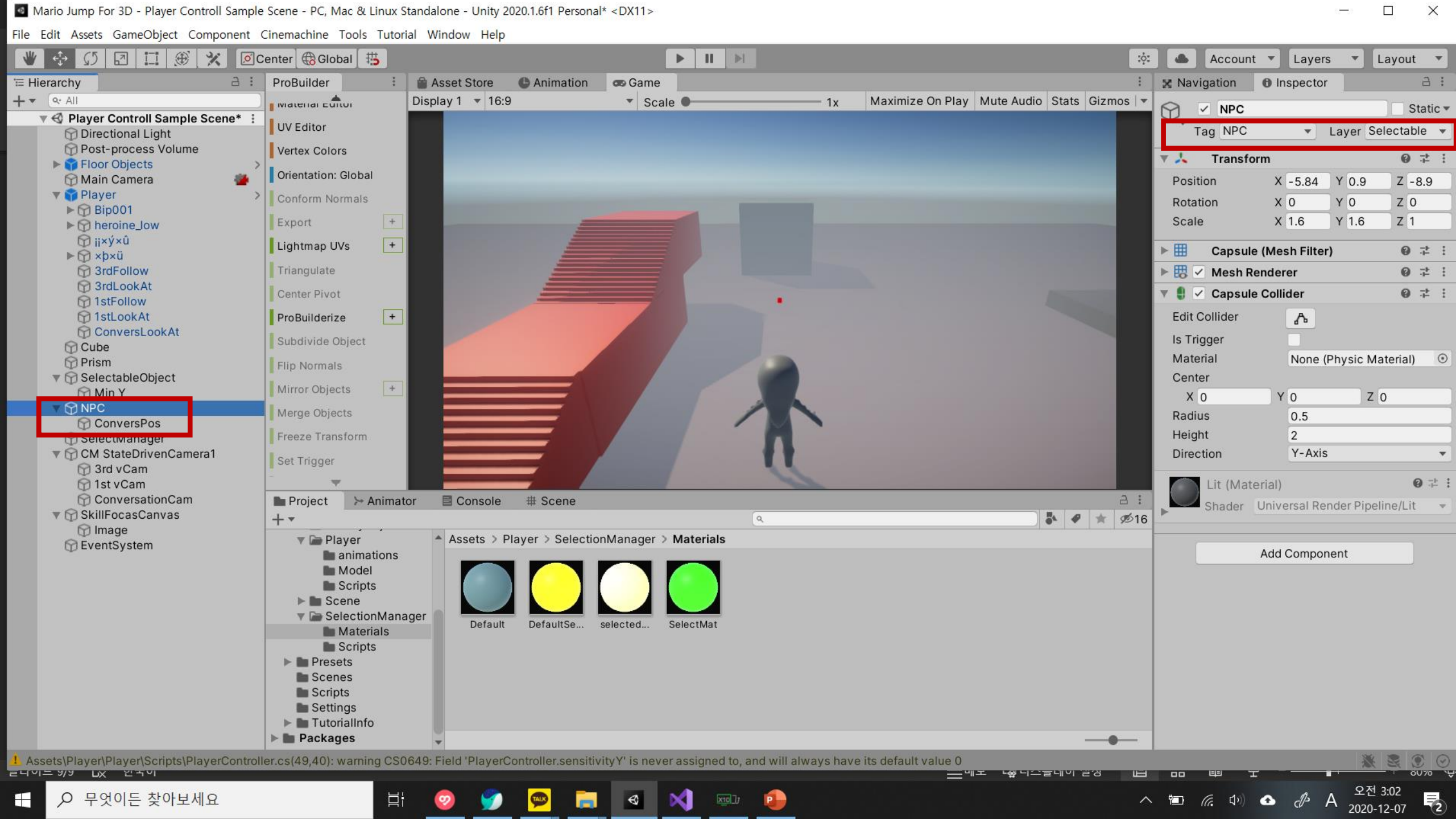
The interface includes several panels:

- Hierarchy Panel (Left):** Lists the scene's objects. The **SelectableObject** object is highlighted with a red box. Below it is the **Min Y** object.
- Inspector Panel (Right):** Shows the properties of the selected **SelectableObject**. The **Tag** is set to **Selectable** and the **Layer** is set to **Selectable**. The **Transform** section shows the position (X: -0.112, Y: 2, Z: 22.79), rotation (X: 0, Y: 0, Z: 0), and scale (X: 5, Y: 5, Z: 5). The **Mesh Filter** section shows a **Cube (Mesh Filter)**. The **Mesh Renderer** section shows a **Mesh Renderer**. The **Box Collider** section shows a **Box Collider**. The **Rigidbody** section shows the mass (50), drag (0), angular drag (0.05), use gravity (checked), is kinematic (unchecked), interpolate (None), collision detection (Discrete), and constraints (Freeze Position: X checked, Y checked, Z unchecked; Freeze Rotation: X checked, Y checked, Z checked). The **Adapt Gravity (Script)** section shows the script (AdaptGravity), gravity (9.8), power (10), and max sec (5).
- Project Panel (Bottom Left):** Shows the project's asset structure. The **Player** folder is expanded, showing **animations**, **Model**, **Scripts**, **Scene**, **SelectionManager**, **Materials**, and **Scripts**. The **SelectionManager** folder is expanded, showing **Materials** and **Scripts**. The **Materials** folder is expanded, showing **Default**, **DefaultSe...**, **selected...**, and **SelectMat**.
- Console Panel (Bottom):** Shows a warning message: "Assets\Player\Player\Scripts\PlayerController.cs(49,40): warning CS0649: Field 'PlayerController.sensitivityY' is never assigned to, and will always have its default value 0".

Assets\Player\Player\Scripts\PlayerController.cs(49,40): warning CS0649: Field 'PlayerController.sensitivityY' is never assigned to, and will always have its default value 0

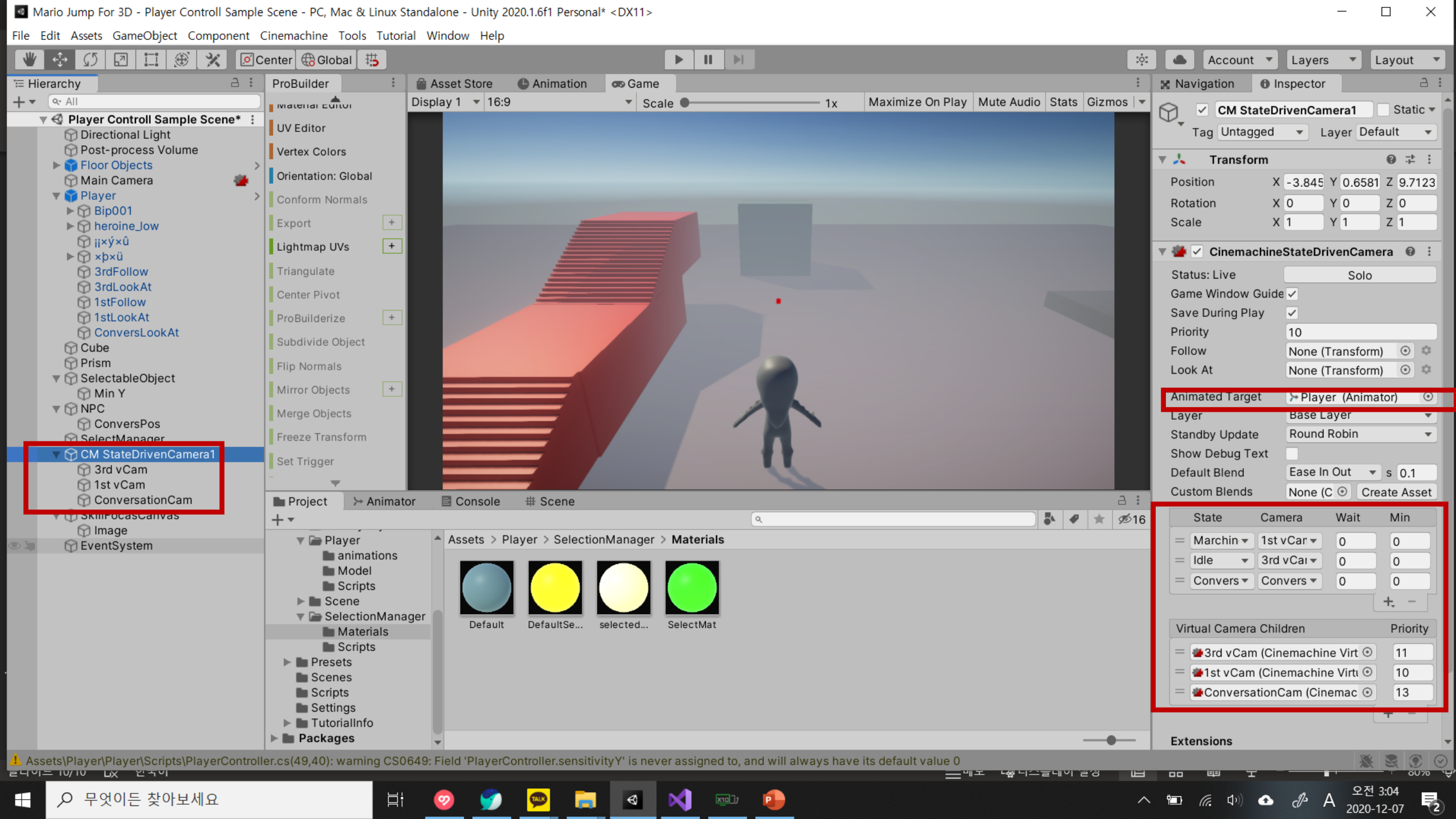
SelectedGravityObject – 적용 설명

- Rigidbody.mass 로 중량 조절
- AdaptGravity.gravity로 default 중력 조절
- 오브젝트 하위로 MinY 반드시 적용할것 -> 없으면 Grounded 체크 안됨
 - MinY: 오브젝트가 땅에 닿았을 때의 position값



NPC – 적용 설명

- Tag, Layer 사진처럼 적용
- ConversPos 반드시 하위에 넣어줄것
 - 대화 카메라 LookAt 지정시 필요



Hand Move Rotate Scale Center Global

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Inspector

Follow 3rdFollow (Transf) ⚙

Look At 3rdLookAt (Trans) ⚙

Standby Update Round Robin

Lens

Transitions

Body Transposer

Binding Mode Lock To Target With W

Follow Offset

X 0 Y 5 Z -6

X Damping 0

Y Damping 0

Z Damping 0

Yaw Damping 0

Aim Composer

Tracked Object Offset

X 0.03 Y 1.85 Z 0

Lookahead Time 0

Lookahead Smoot 0

Lookahead Ignore

Horizontal Dampir 0

Vertical Damping 0

Screen X 0.5

Screen Y 0.5

Dead Zone Width 0

Dead Zone Height 0

Soft Zone Width 0.8

Soft Zone Height 0.8

Bias X 0

Bias Y 0

Center On Activat ☒

Project Animator Console # Scene

Assets > Player > SelectionManager > Materials

Default DefaultSe... selected... SelectMat

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Hand Rotate Translate Scale Center Global

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Follow 1stFollow (Transf) ⚙

Look At 1stLookAt (Transf) ⚙

Standby Update Round Robin

Lens

Transitions

Body Transposer

Binding Mode Lock To Target With W

Follow Offset

X 0 Y 0 Z 0

X Damping 0

Y Damping 0

Z Damping 0

Yaw Damping 0

Aim Composer

Tracked Object Offset

X 0 Y 0 Z 0

Lookahead Time 0

Lookahead Smoot 0

Lookahead Ignore

Horizontal Dampir 0.5

Vertical Damping 0.5

Screen X 0.5

Screen Y 0.5

Dead Zone Width 0

Dead Zone Height 0

Soft Zone Width 0.8

Soft Zone Height 0.8

Bias X 0

Bias Y 0

Center On Activat ☒

Project

Animator Console # Scene

Assets > Player > SelectionManager > Materials

Default DefaultSe... selected... SelectMat

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Hand Rotate Lock Move Scale Gizmos

Center Global

Play Pause Step

Settings Account Layers Layout

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ProBuilder

Material Editor

UV Editor

Vertex Colors

Orientation: Global

Conform Normals

Export

Lightmap UVs

Triangulate

Center Pivot

ProBuilderize

Subdivide Object

Flip Normals

Mirror Objects

Merge Objects

Freeze Transform

Set Trigger

Asset Store

Animation

Game

Display 1

16:9

Scale

1x

Maximize On Play

Mute Audio

Stats

Gizmos

Navigation

Inspector

Follow

Look At

Standby Update

Round Robin

Lens

Transitions

Body

Transposer

Binding Mode

Lock To Target With W

Follow Offset

X 0

Y 2.43

Z 0.66

X Damping

1

Y Damping

1

Z Damping

1

Yaw Damping

0

Aim

Composer

Tracked Object Offset

X 0

Y 0

Z 0

Lookahead Time

0

Lookahead Smoot

0

Lookahead Ignore

Horizontal Dampir

0

Vertical Damping

0

Screen X

0.5

Screen Y

0.5

Dead Zone Width

0

Dead Zone Height

0

Soft Zone Width

0.8

Soft Zone Height

0.8

Bias X

0

Bias Y

0

Center On Activat

checked

Project

Animator

Console

Scene

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DefaultSe...

selected...

SelectMat

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