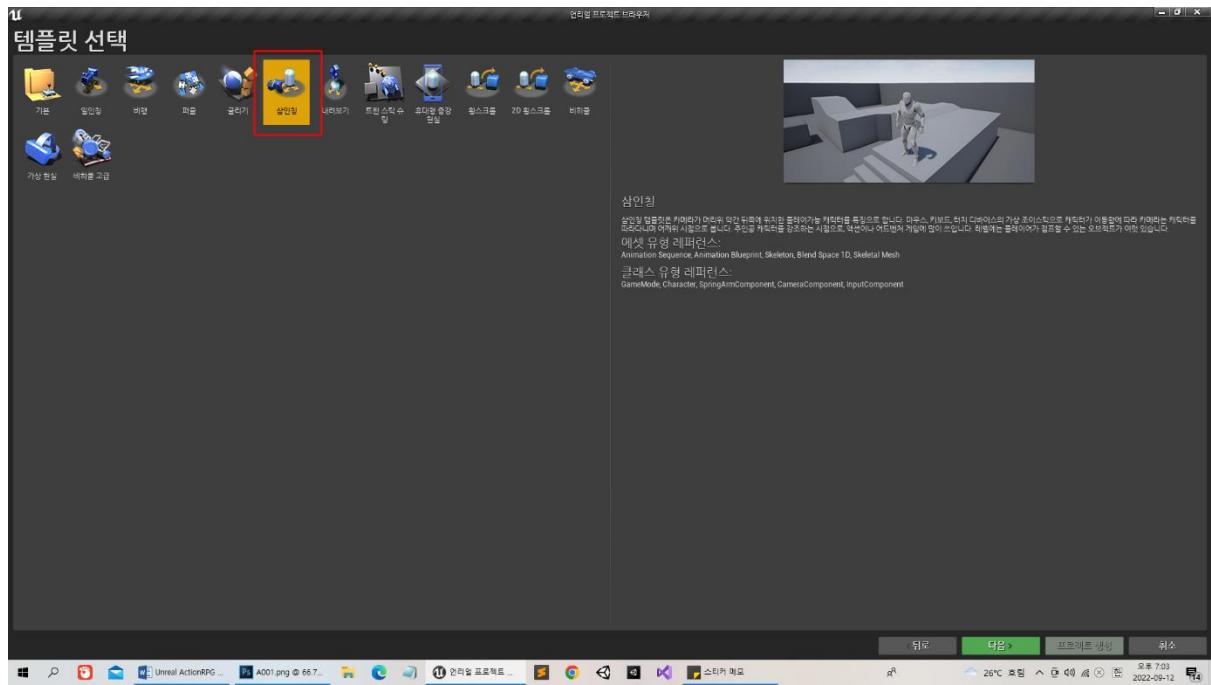
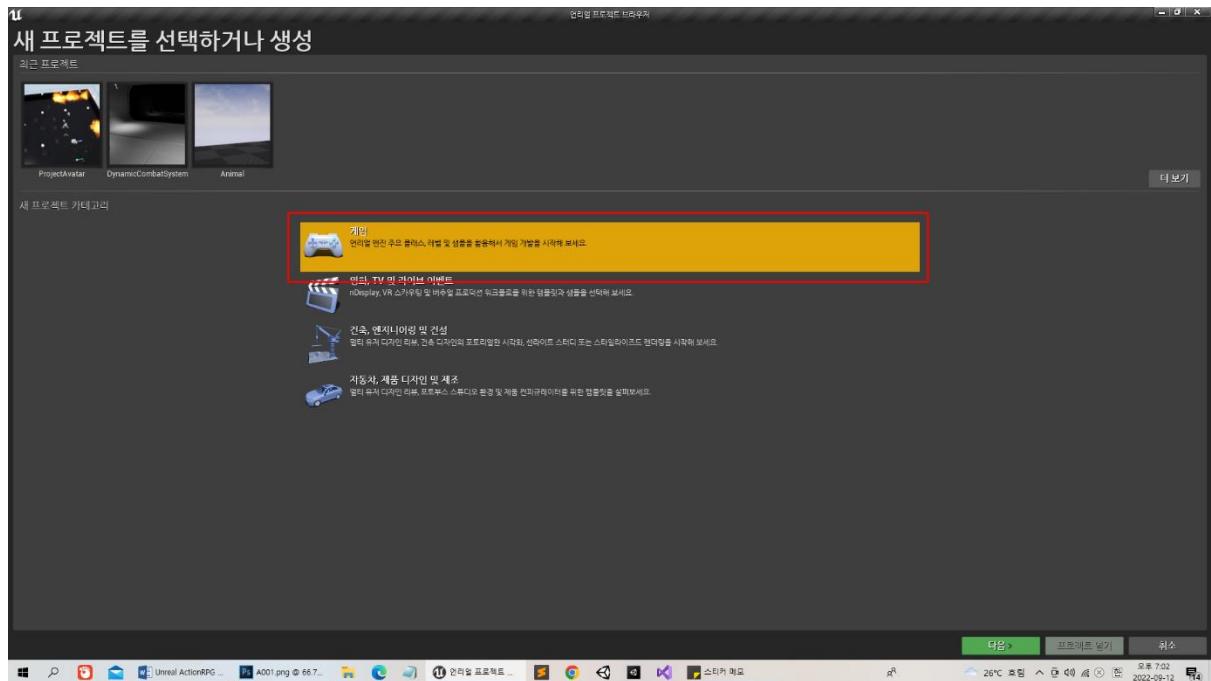
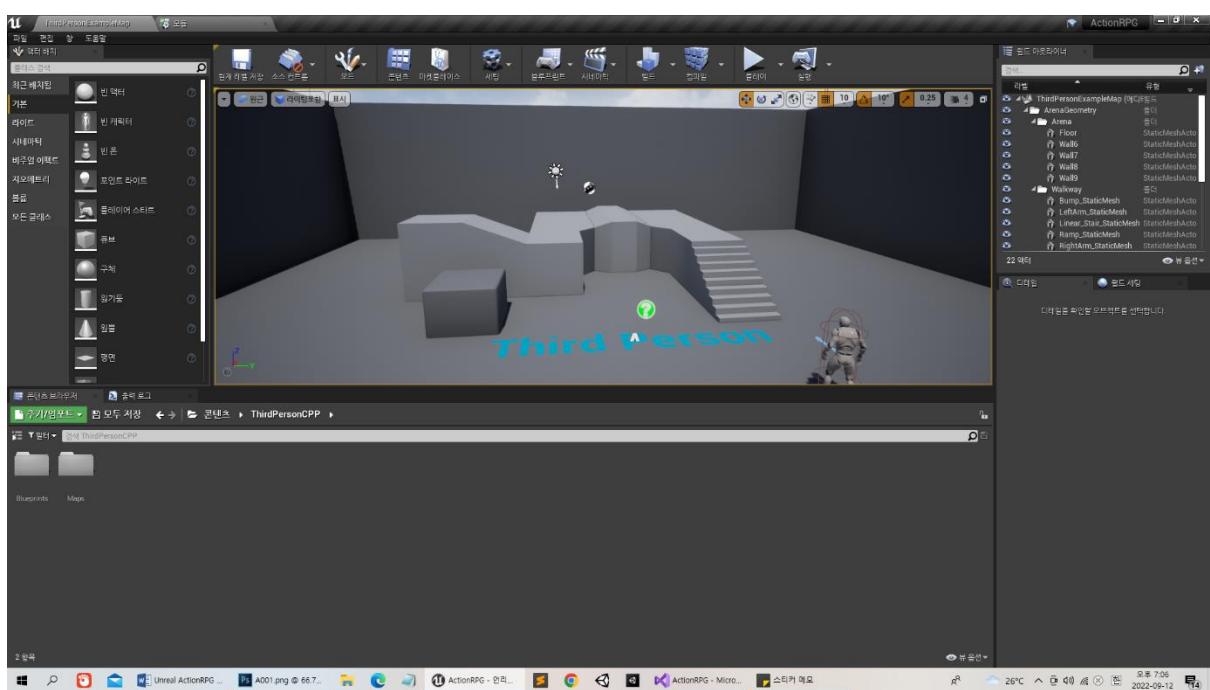
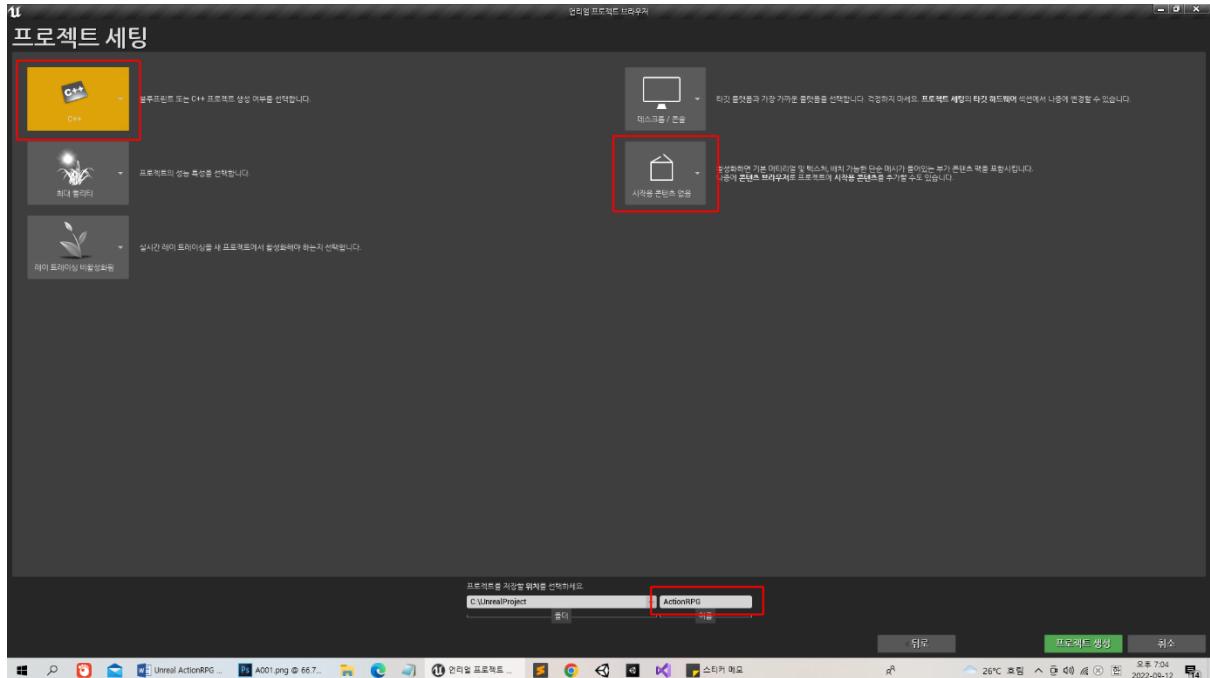
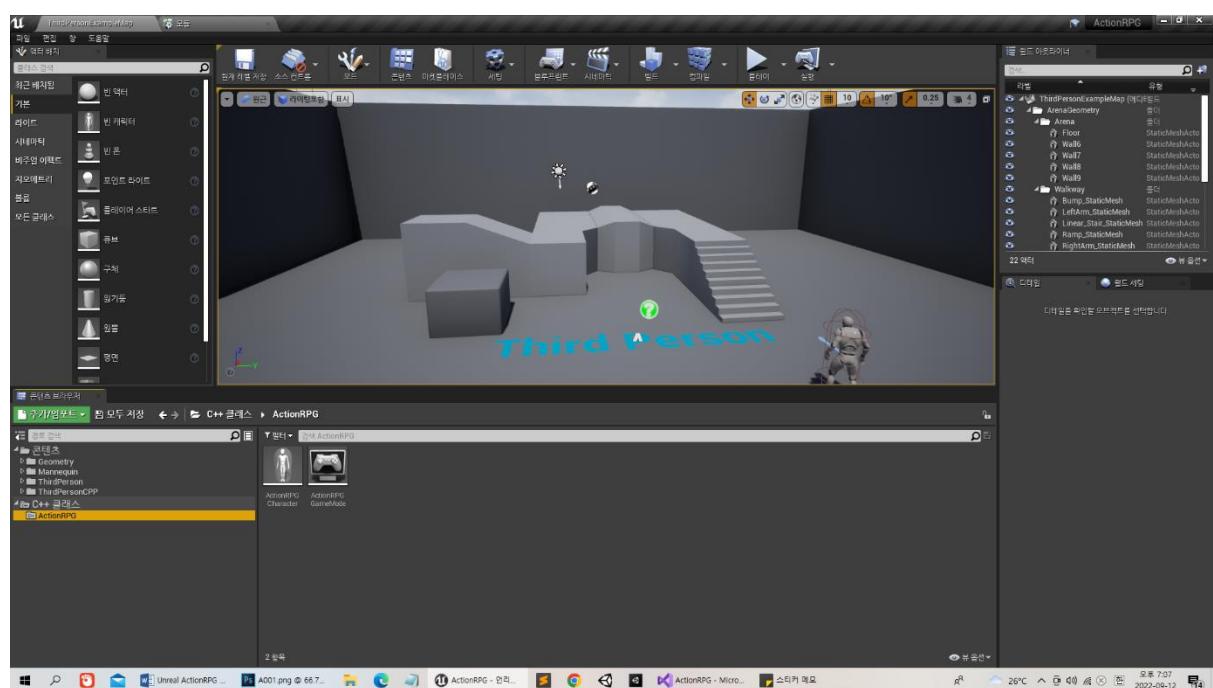
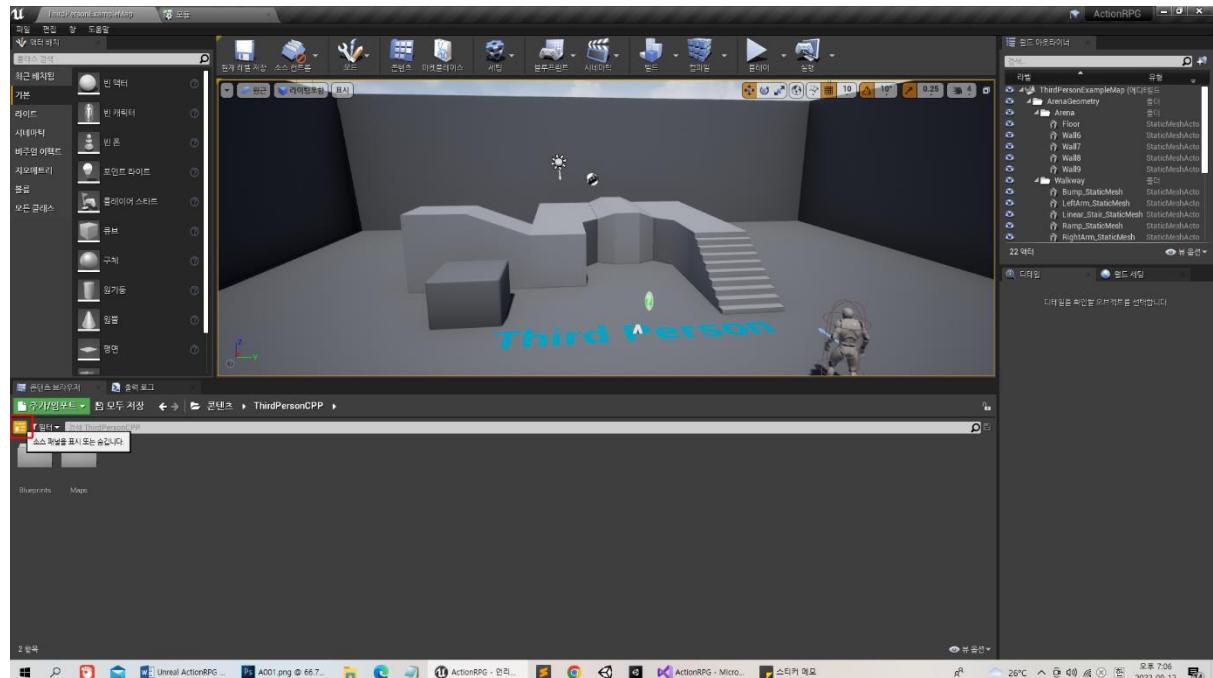


3인칭, C++ 기반으로 ActionRPG라는 이름으로 프로젝트를 생성해 주도록 합니다.

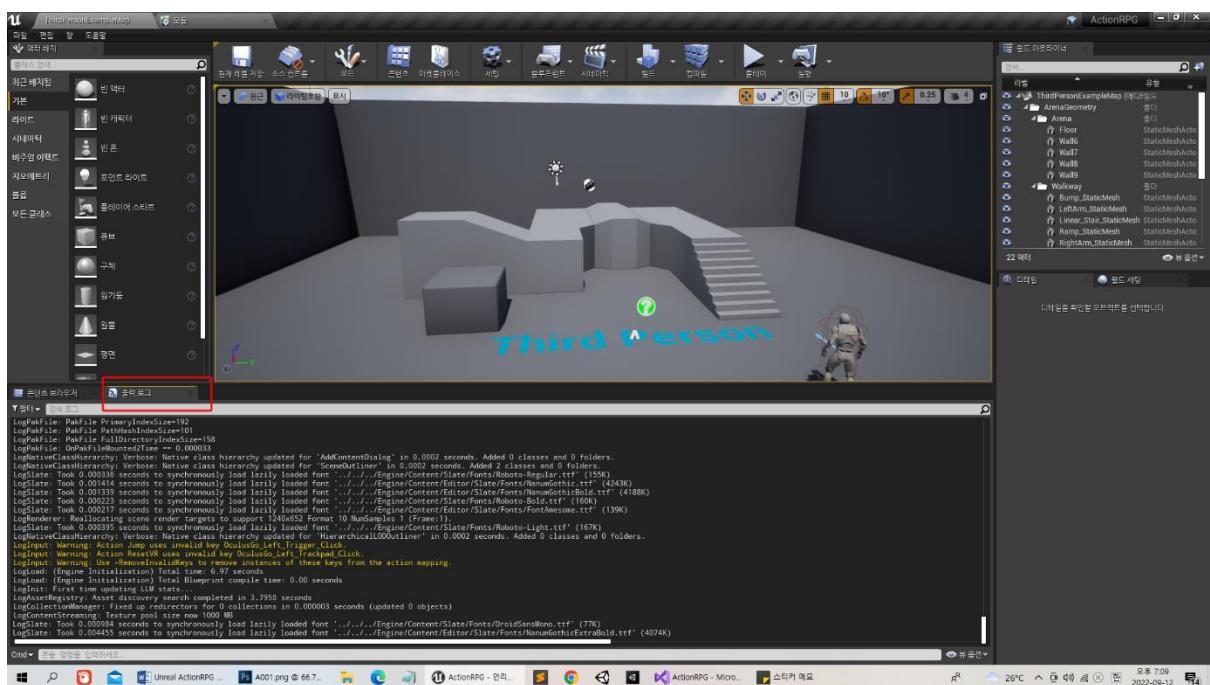
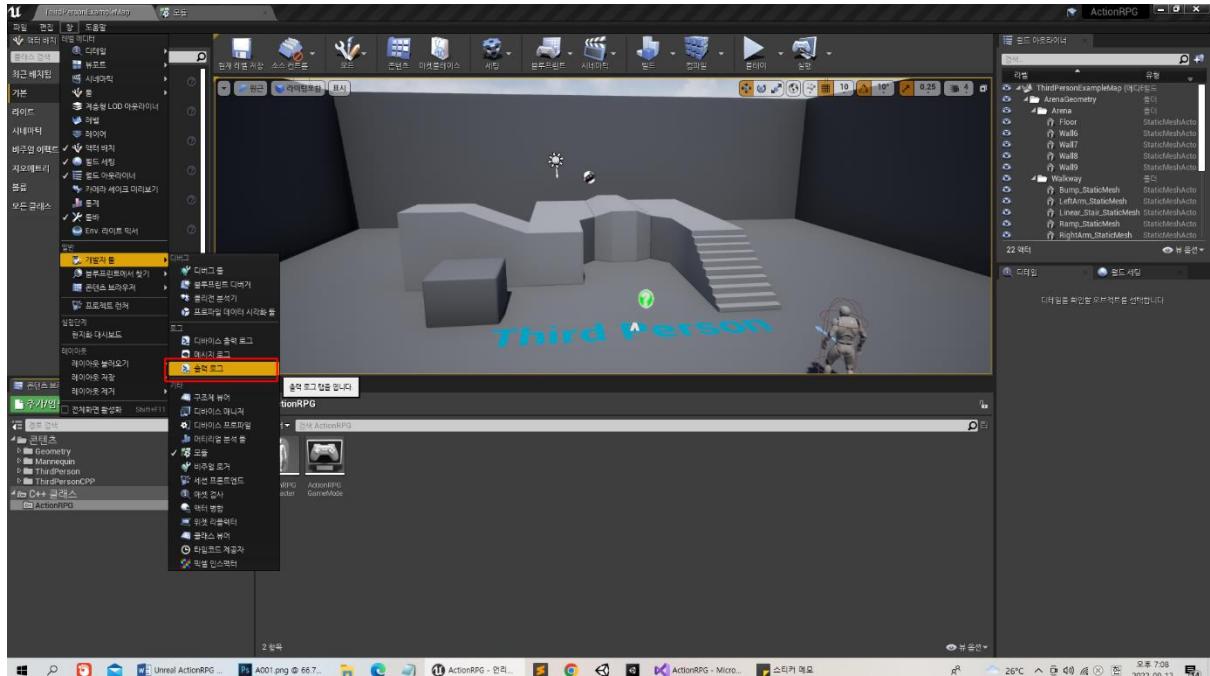




소스 패널을 봅니다.



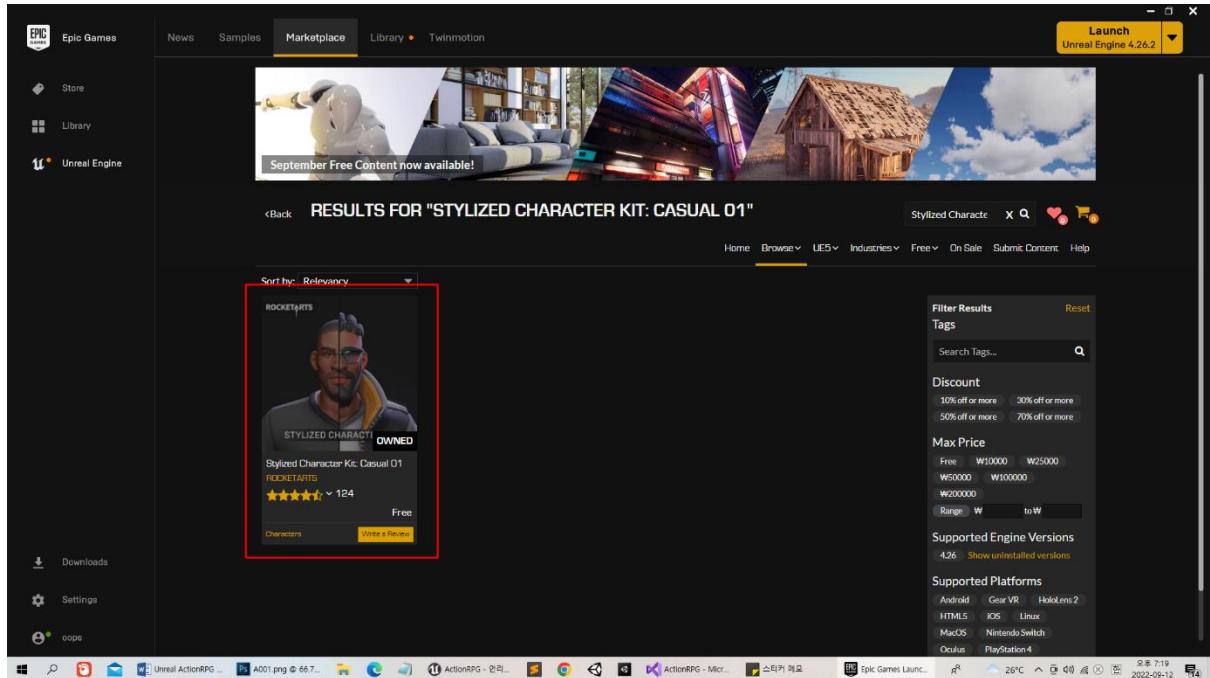
개발을 할 때 필요한 정보를 로그창을 통해서 봐야만 합니다.



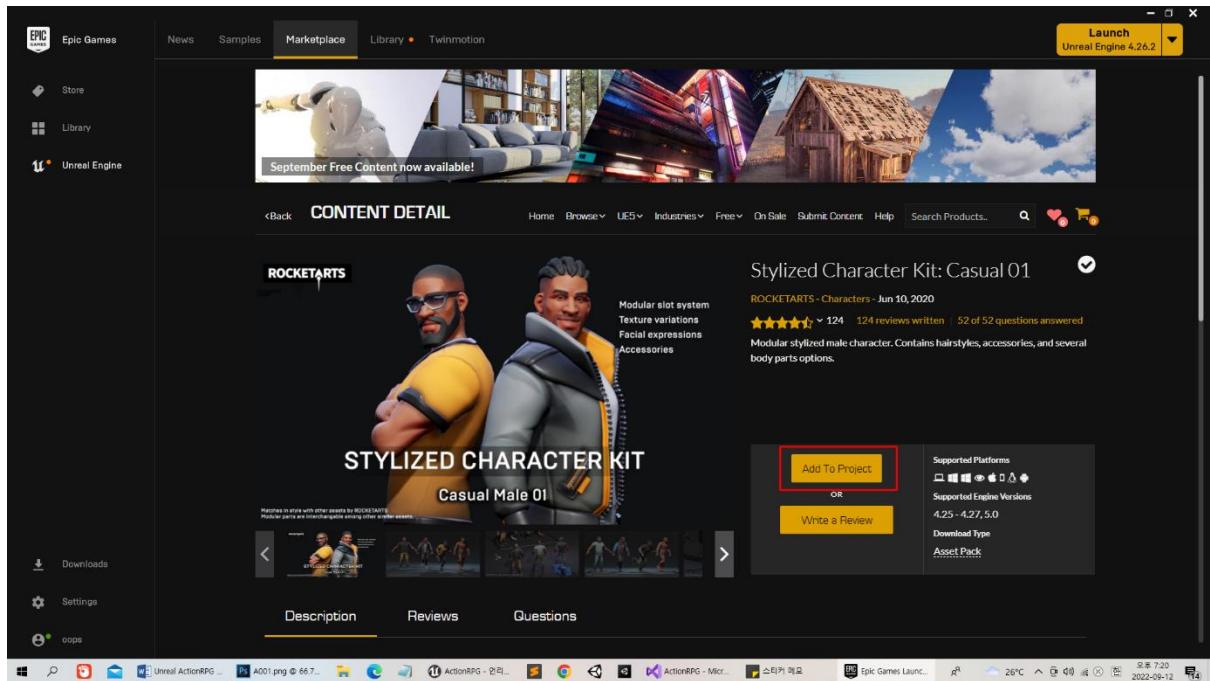
스터디에 필요한 에셋들을 임포트 해야 합니다.

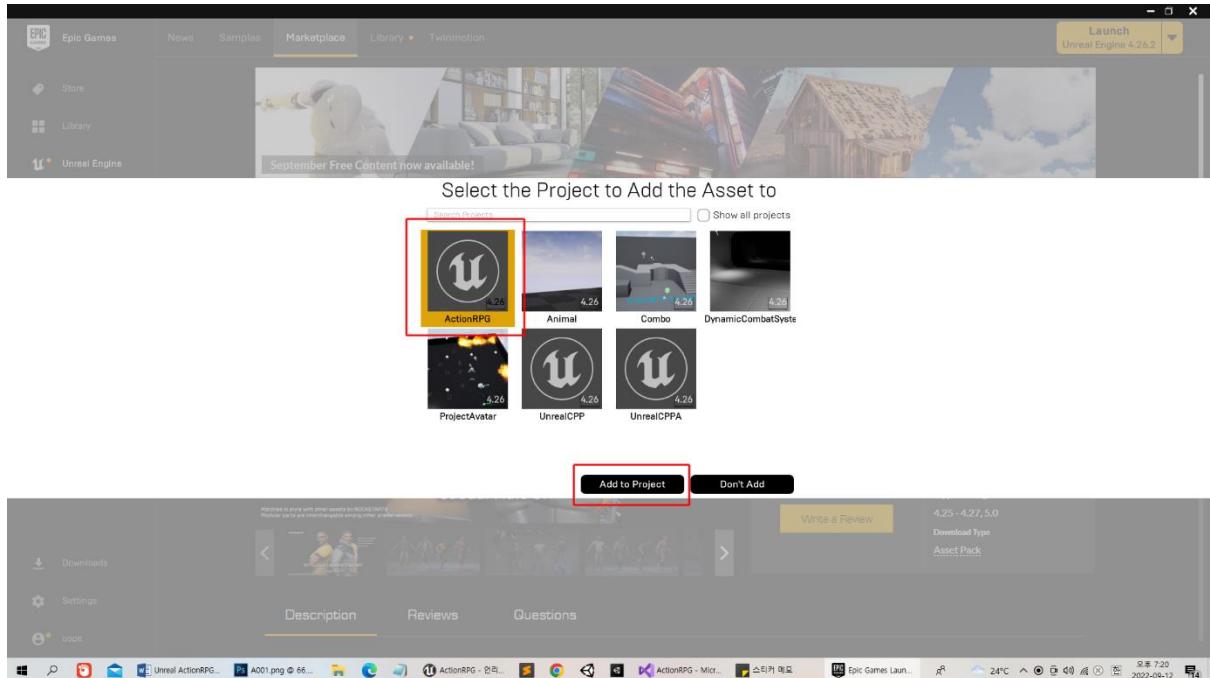
캐릭터입니다. 파즈 교체를 해볼 예정이므로 모듈러 세팅이 되어 있는 무료 캐릭터를 임포트 합

니다. Stylized Character Kit: Casual 01로 검색합니다.

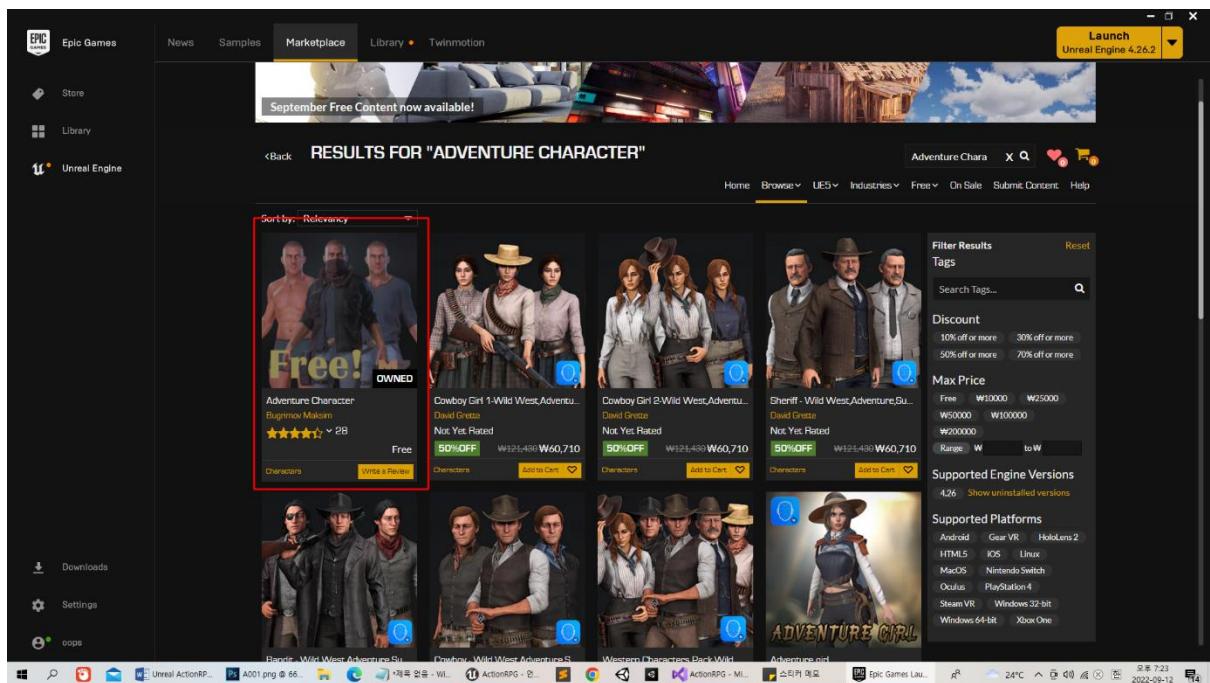


프로젝트에 추가해 주도록 합니다.

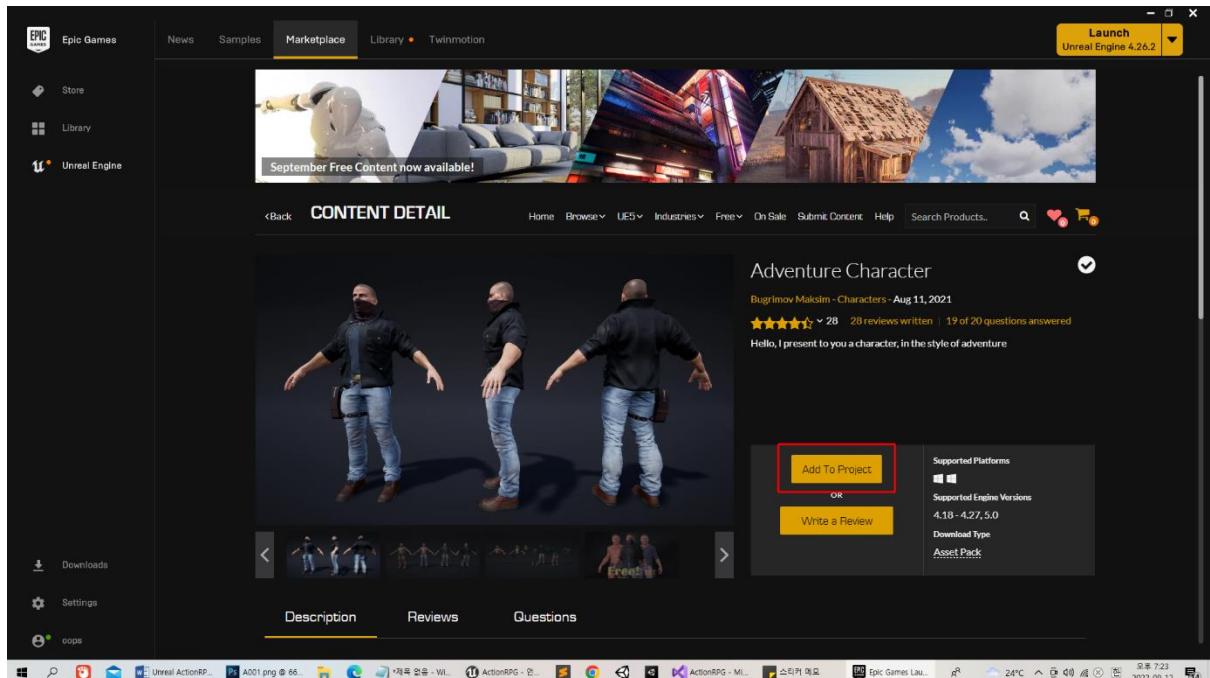




Adventure Character로 검색합니다.

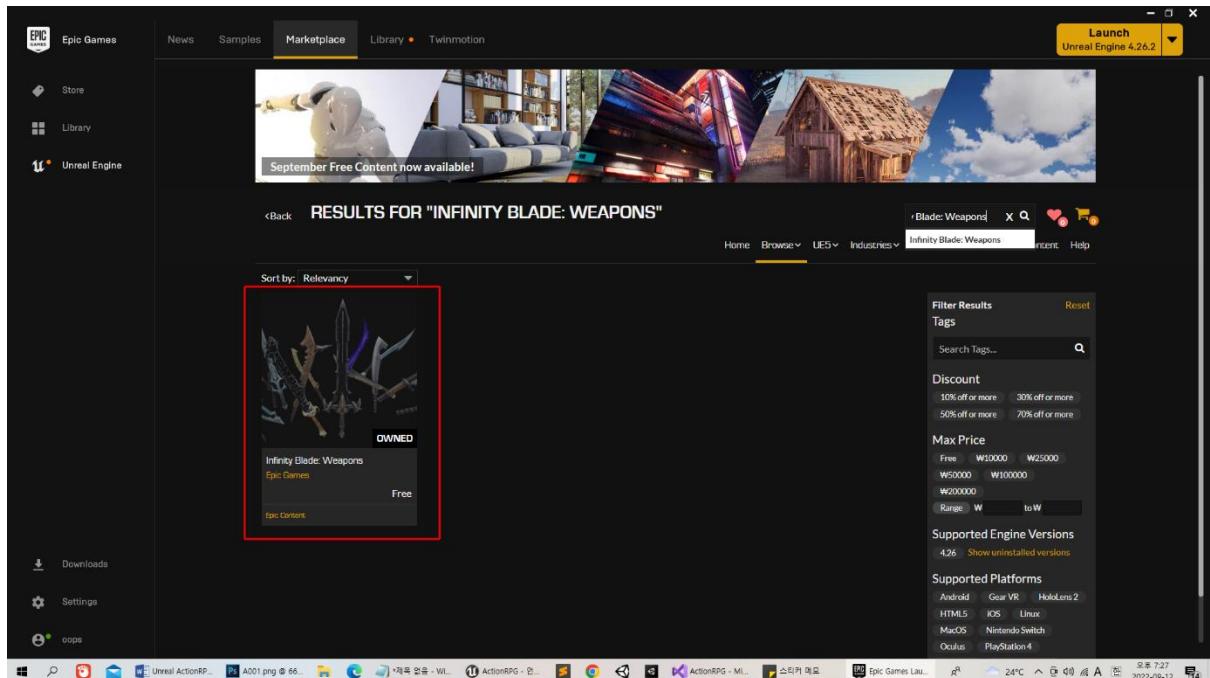


프로젝트에 추가해 줍니다.

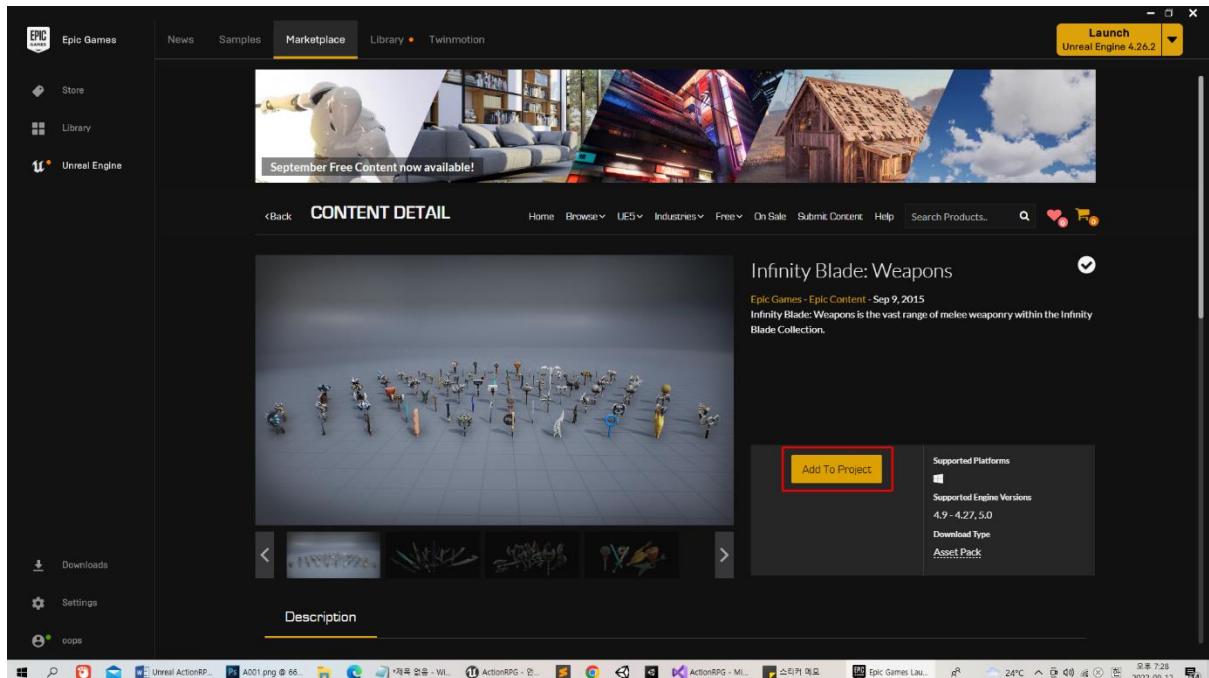


무기가 필요합니다.

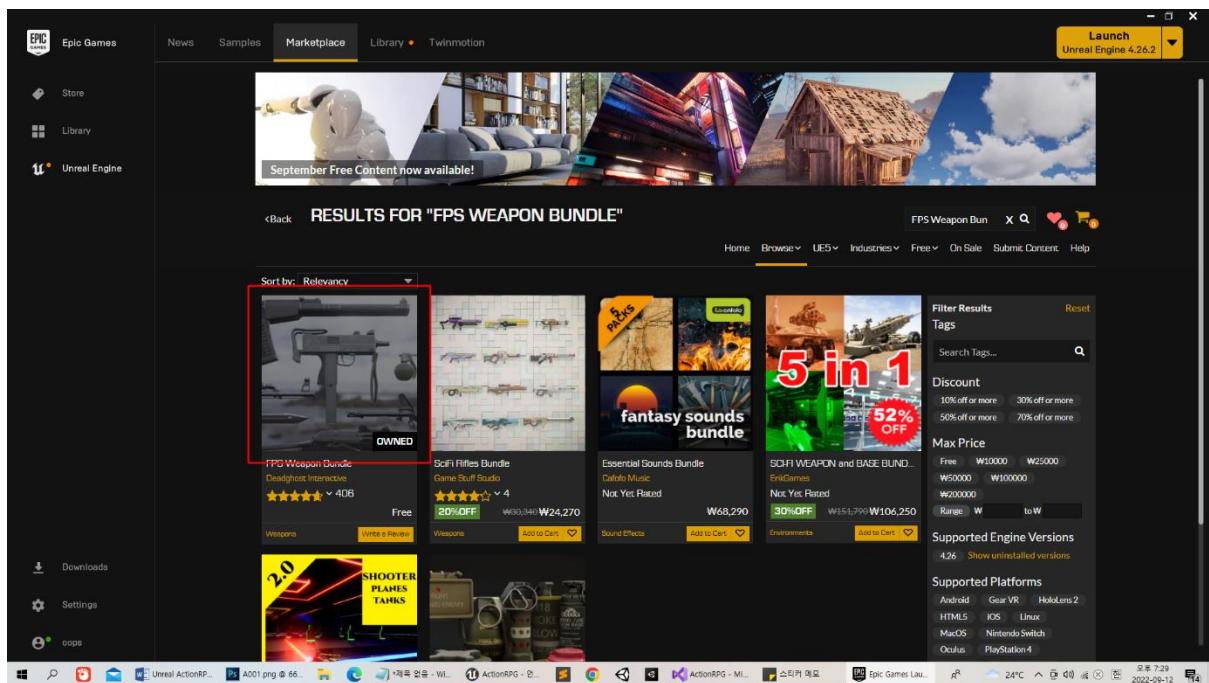
Infinity Blade: Weapons로 검색합니다.



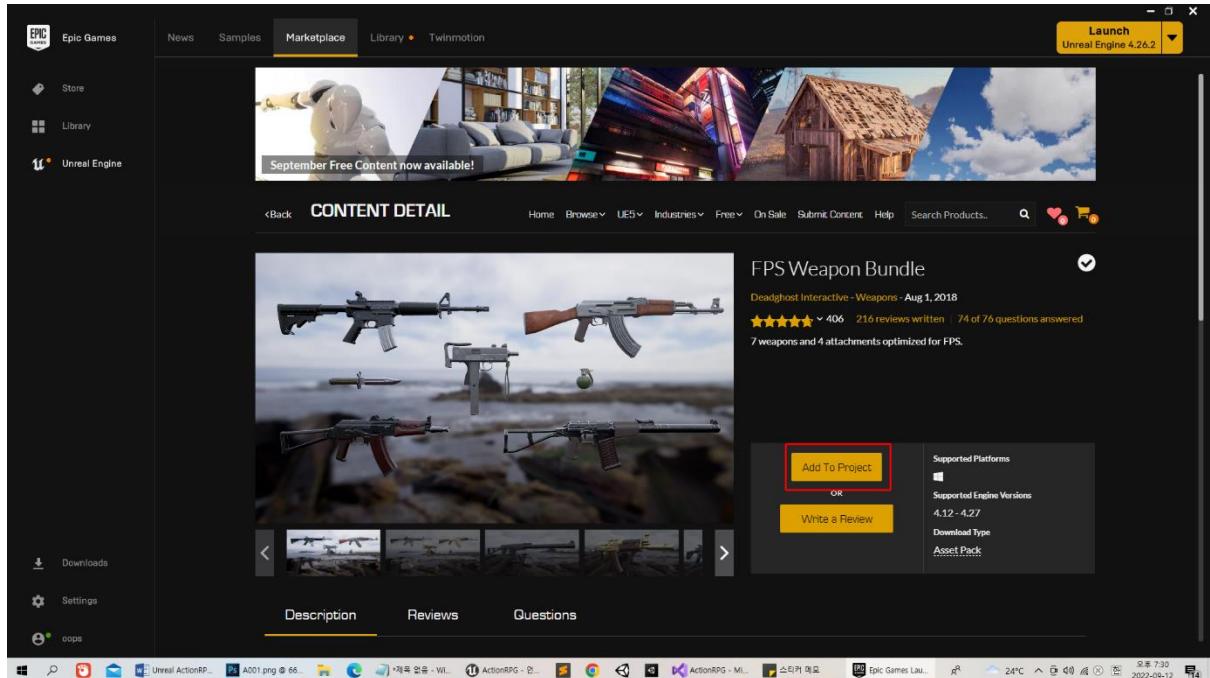
프로젝트에 추가해 줍니다.



FPS Weapon Bundle로 검색합니다.

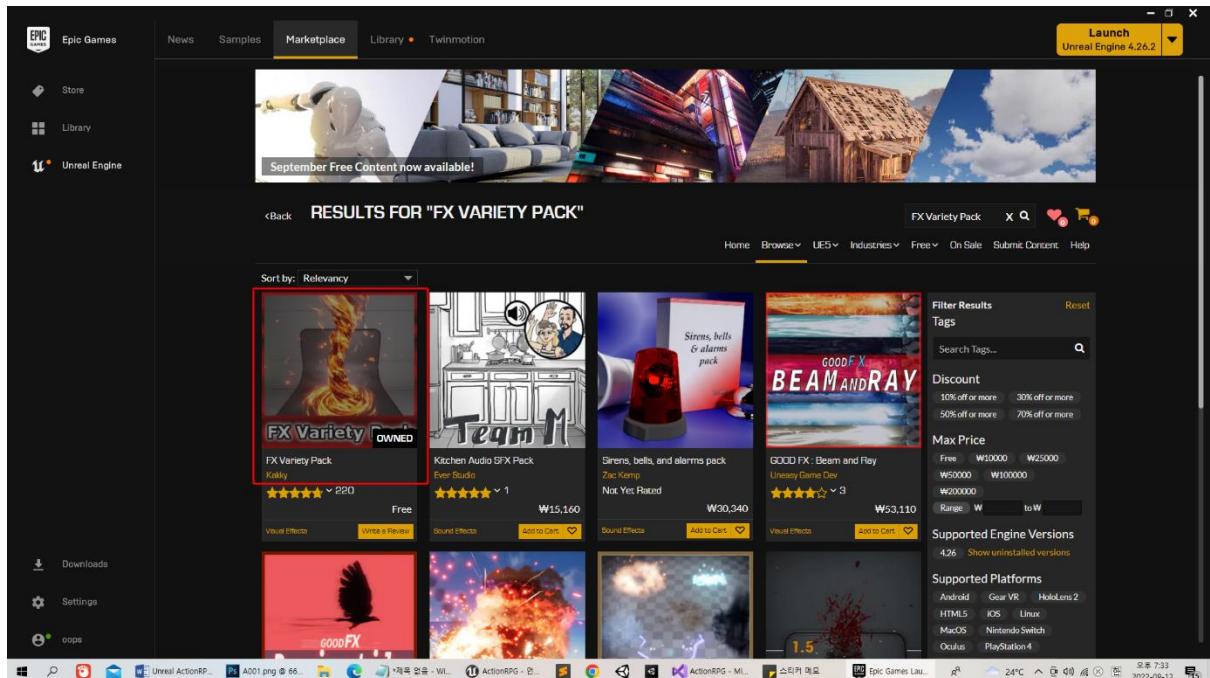


프로젝트에 추가해 줍니다.

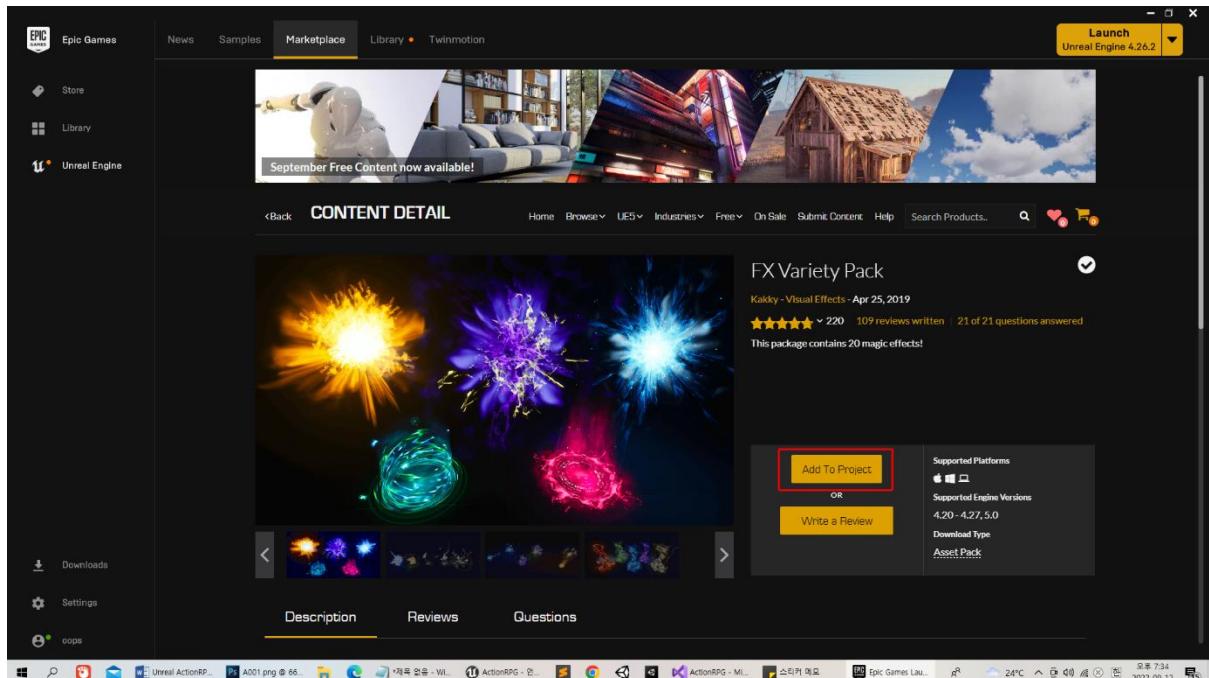


이펙트가 필요합니다.

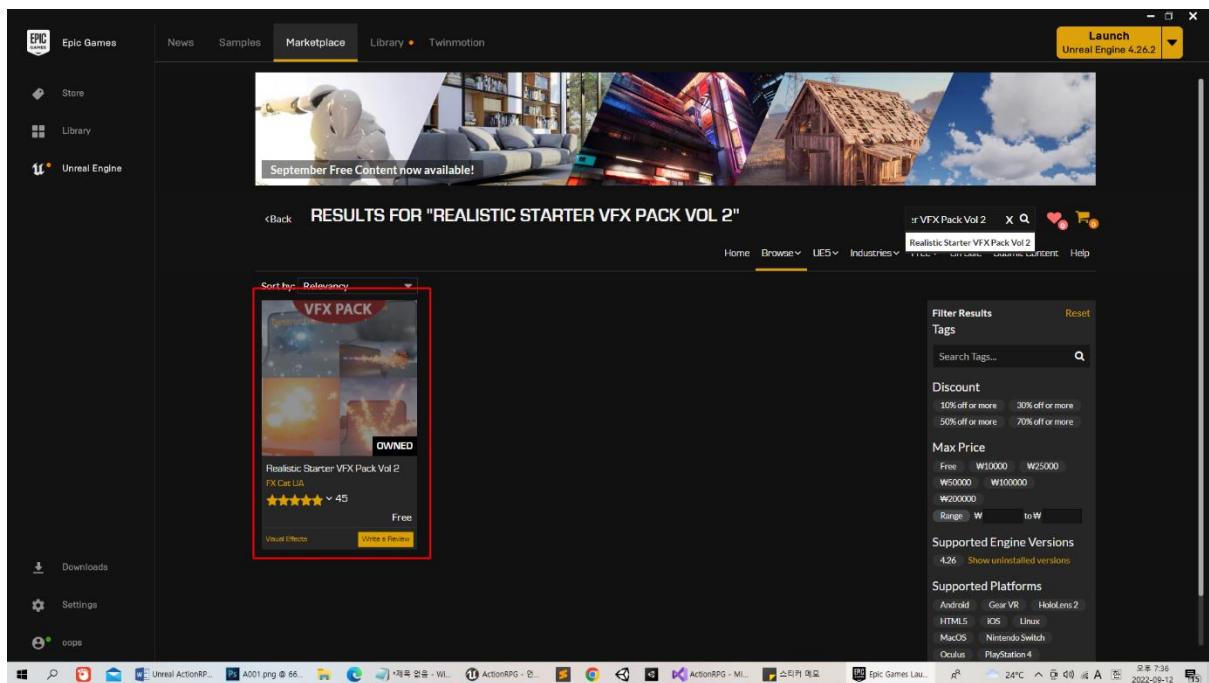
FX Variety Pack으로 검색합니다.



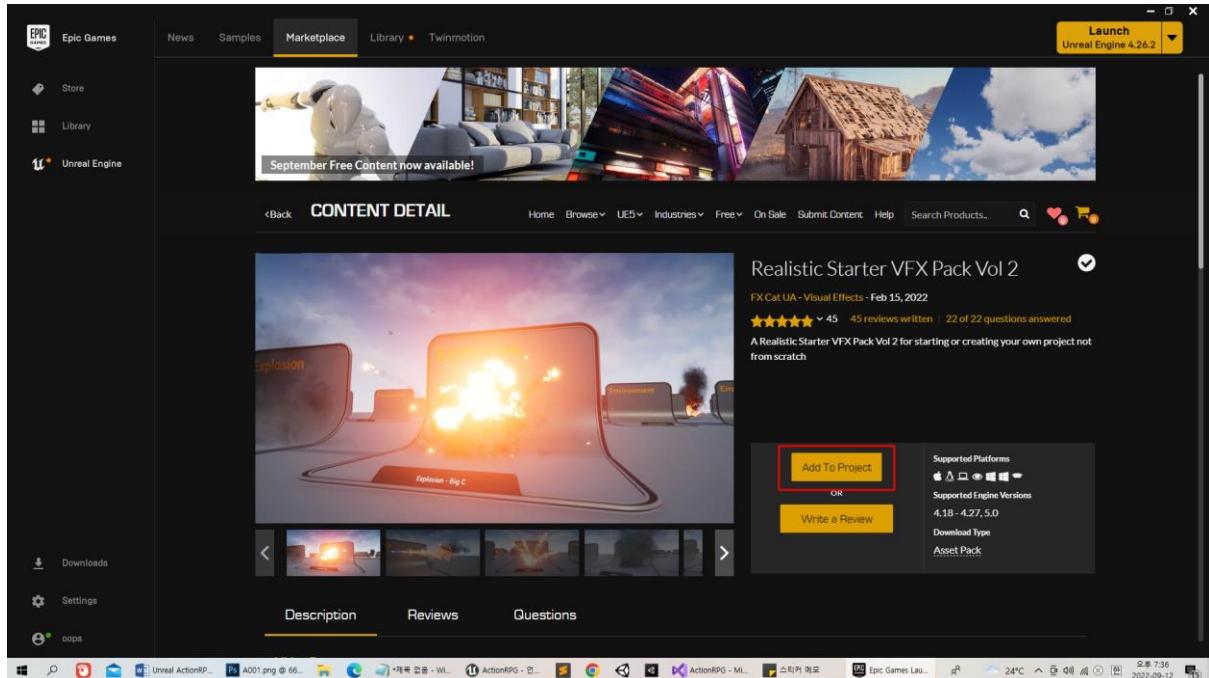
프로젝트에 추가해 줍니다.



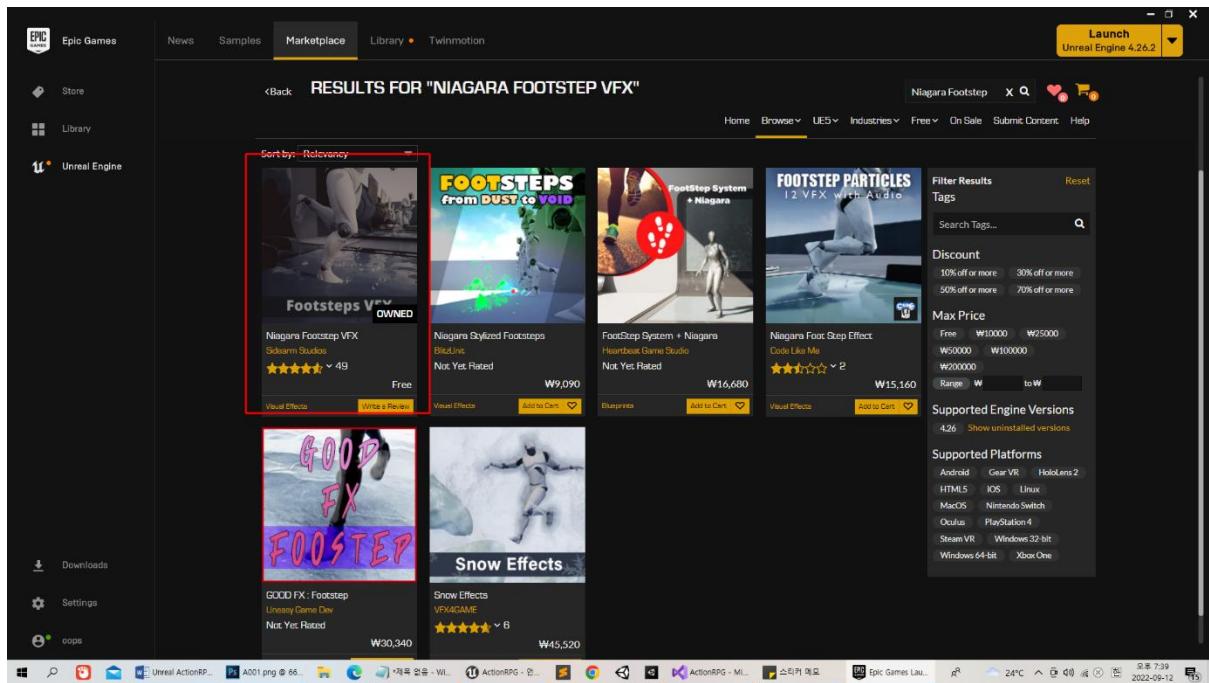
Realistic Starter VFX Pack Vol 2로 검색해 줍니다.



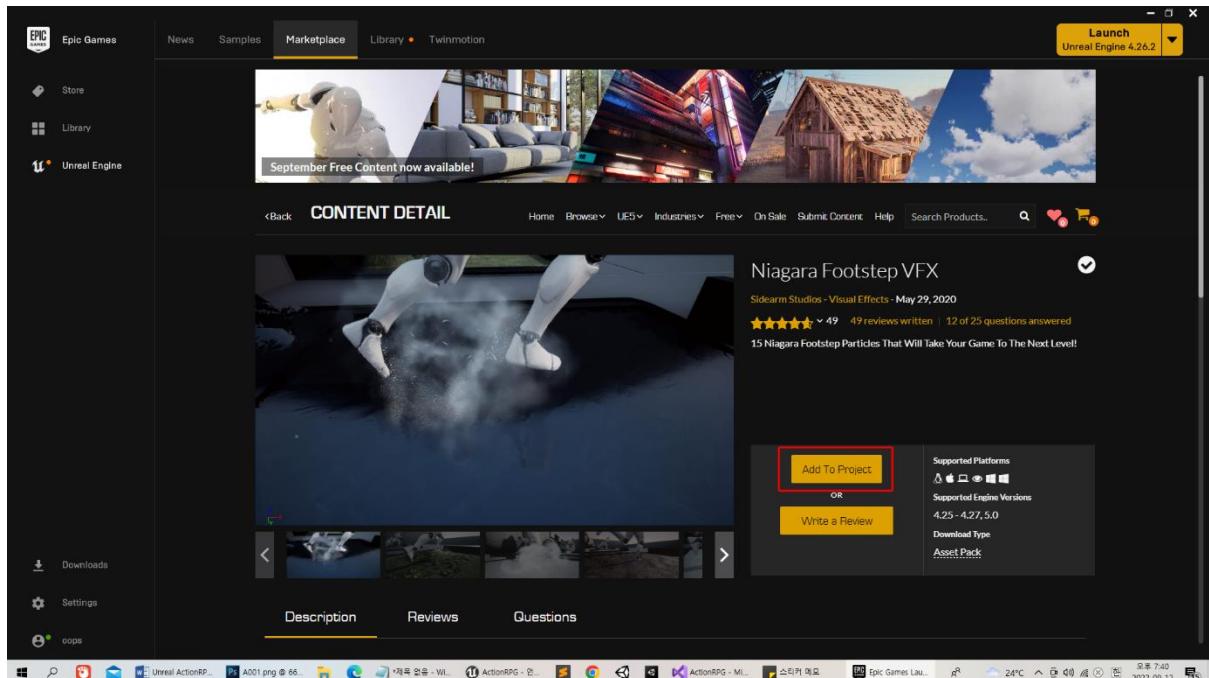
프로젝트에 추가해 줍니다.



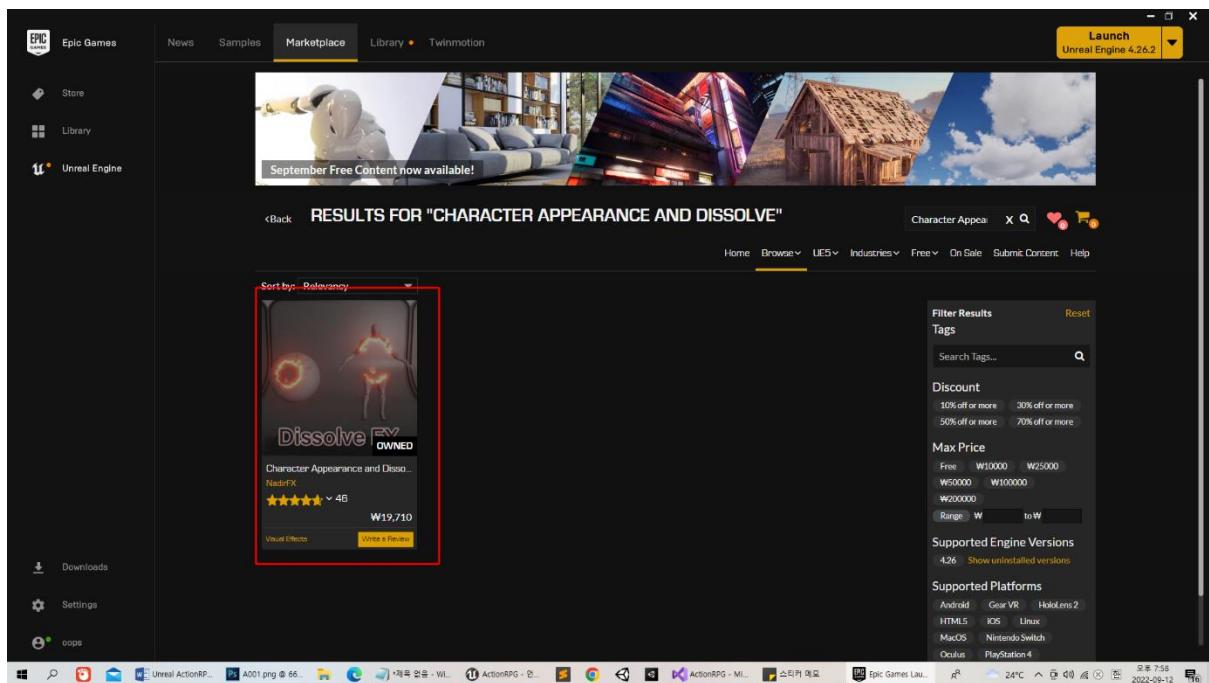
Niagara Footstep VFX로 검색합니다.



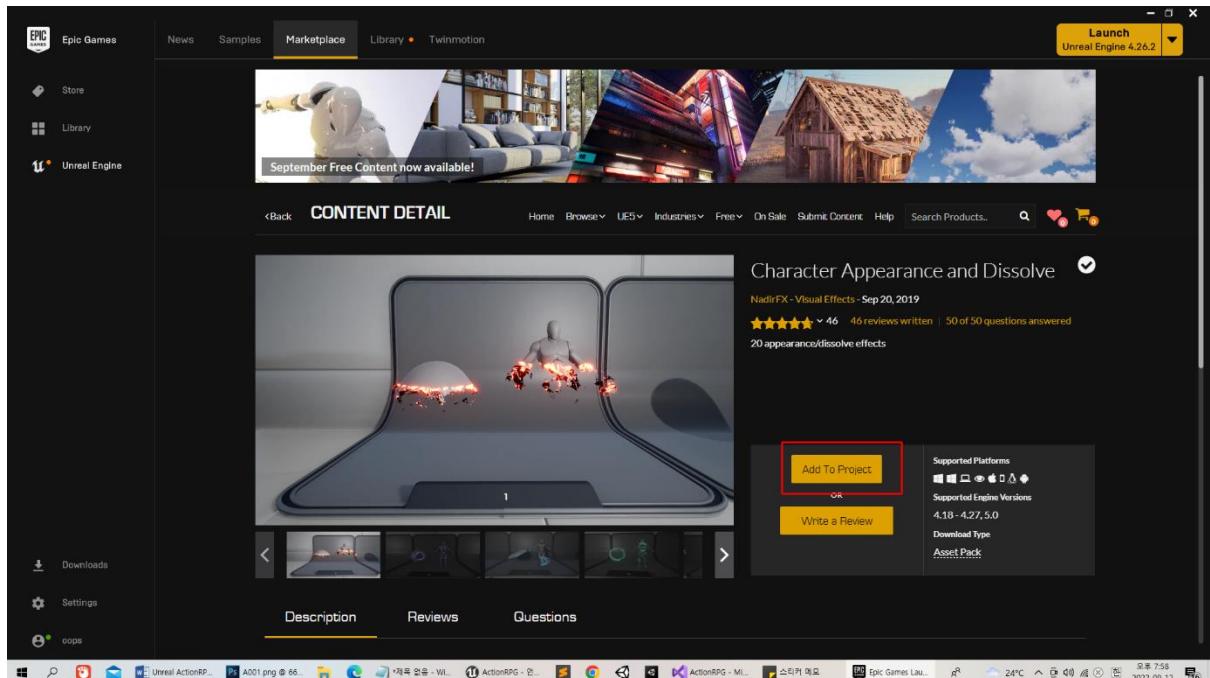
프로젝트에 추가해 줍니다.



Character Appearance and Dissolve로 검색합니다.

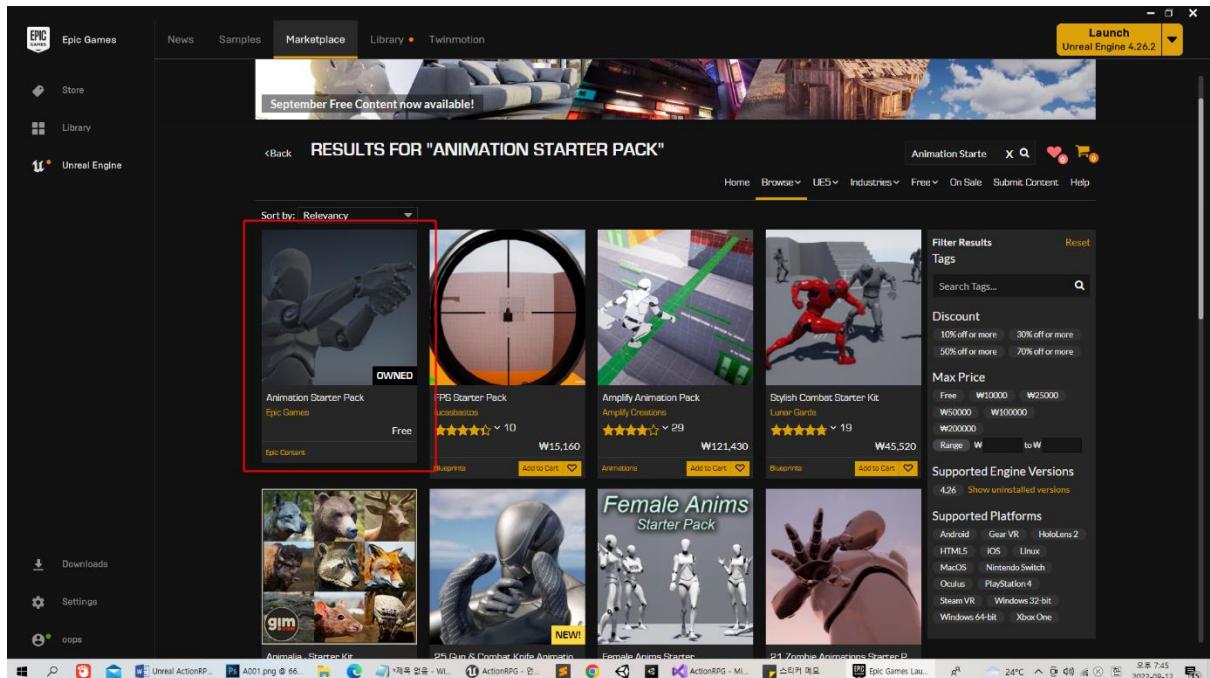


프로젝트에 추가해 줍니다.

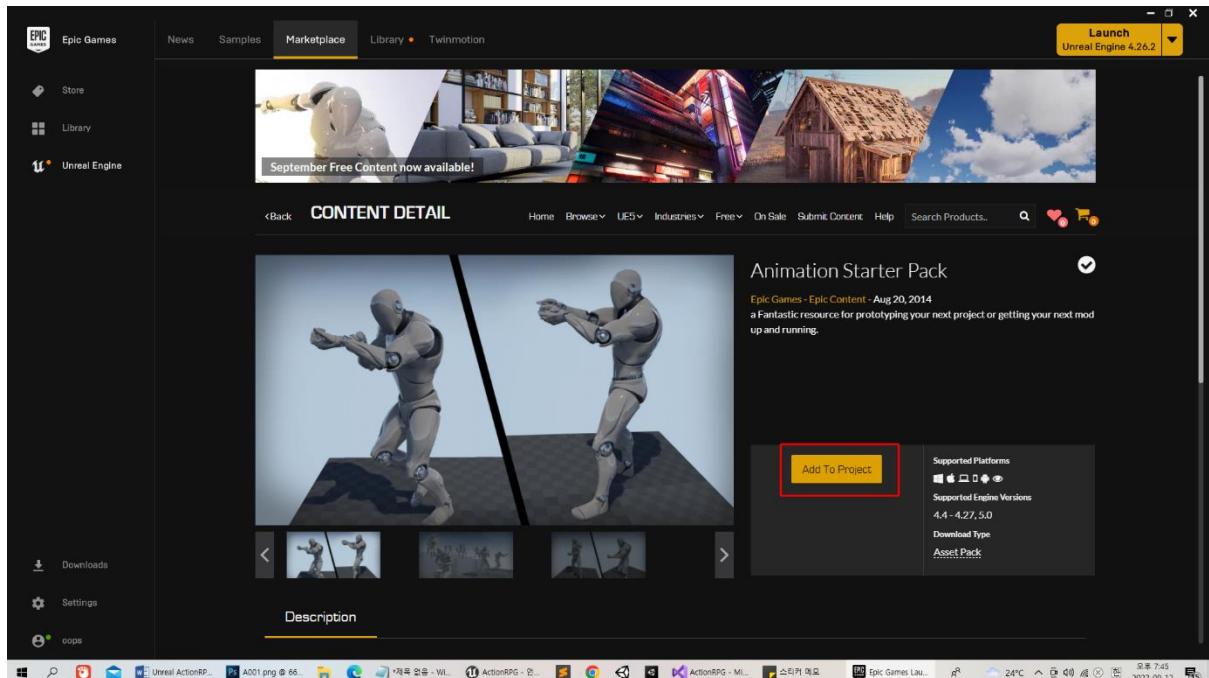


애니메이션이 필요합니다.

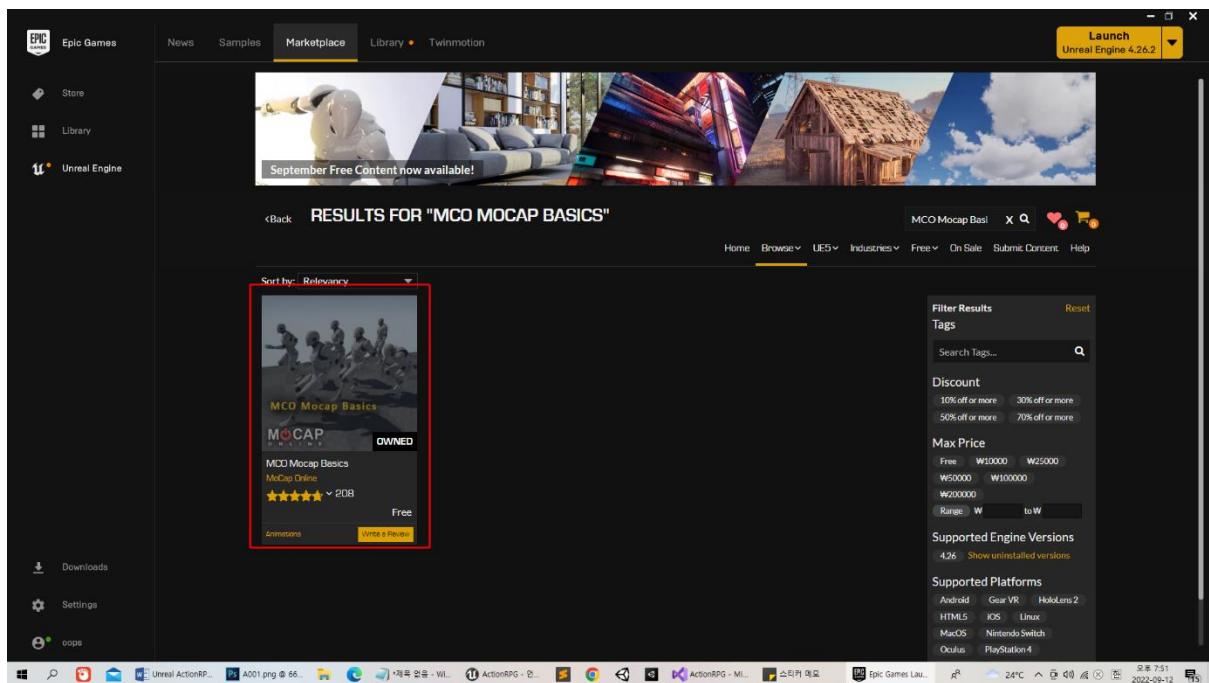
Animation Starter Pack으로 검색합니다.



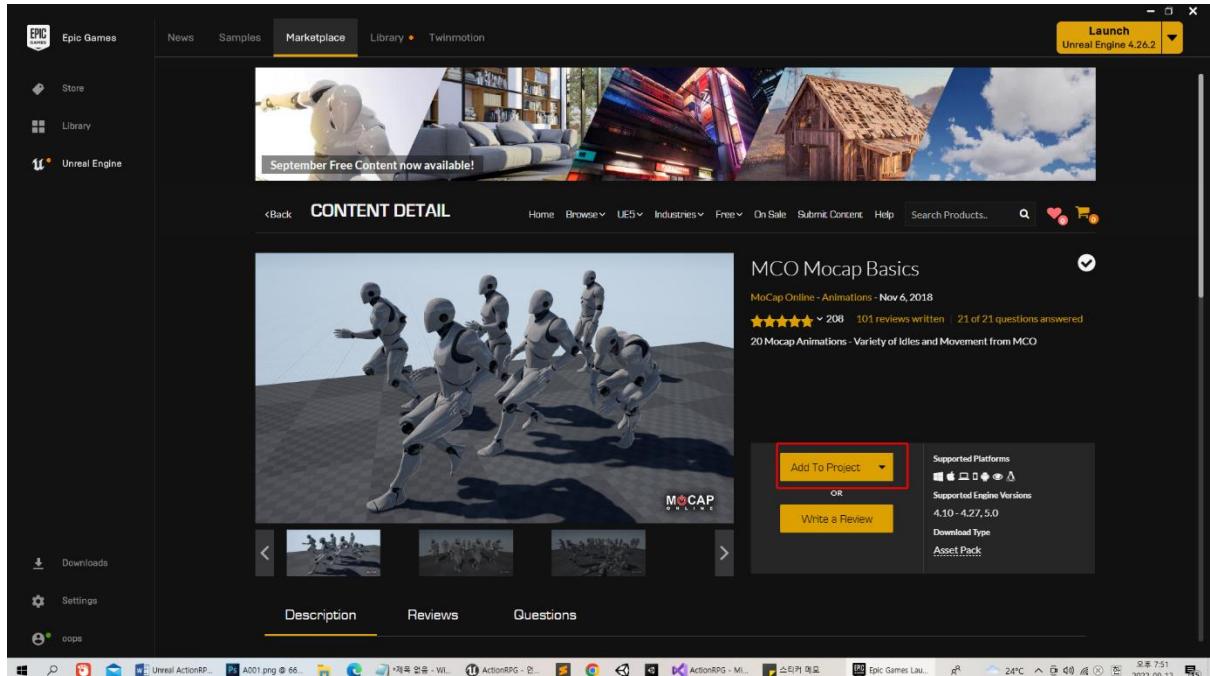
프로젝트에 추가해 줍니다.



MCO Mocap Basics로 검색합니다.

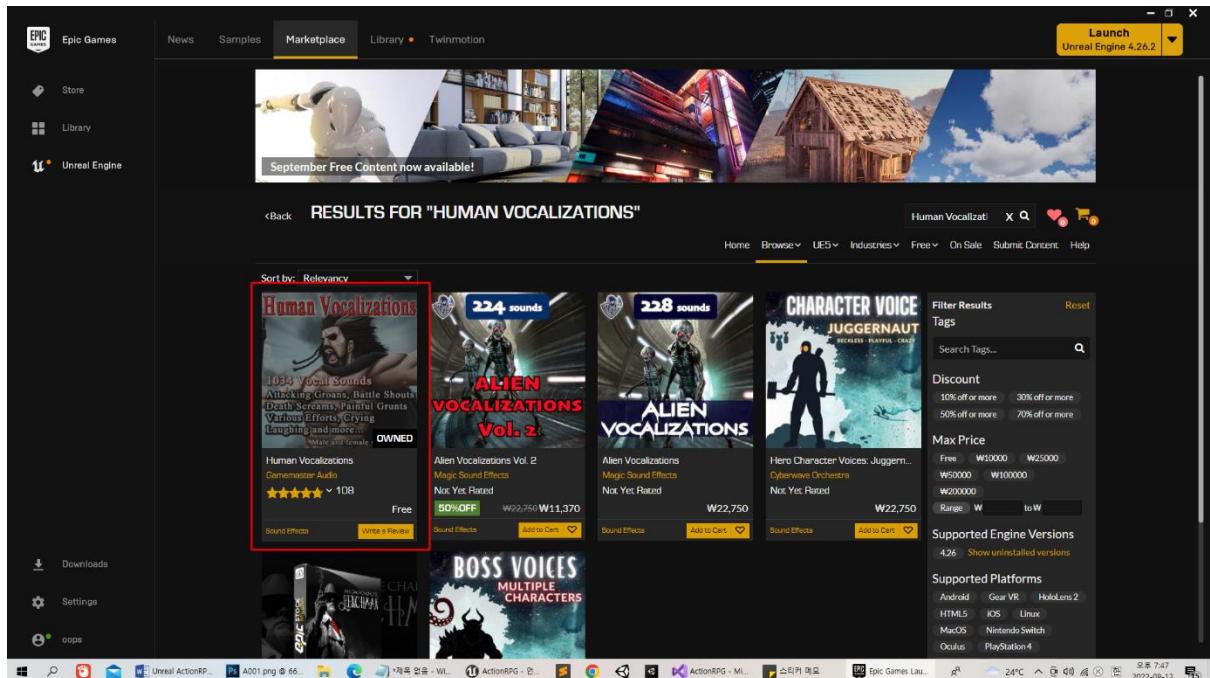


프로젝트에 추가해 줍니다.

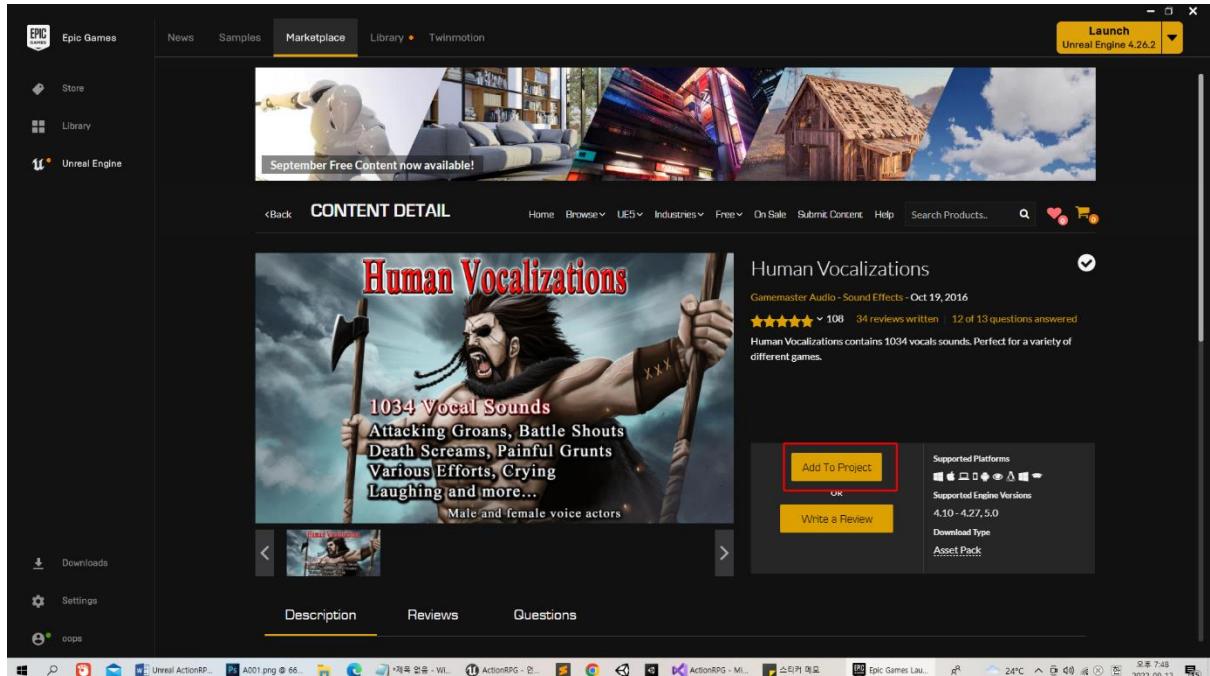


사운드가 필요합니다.

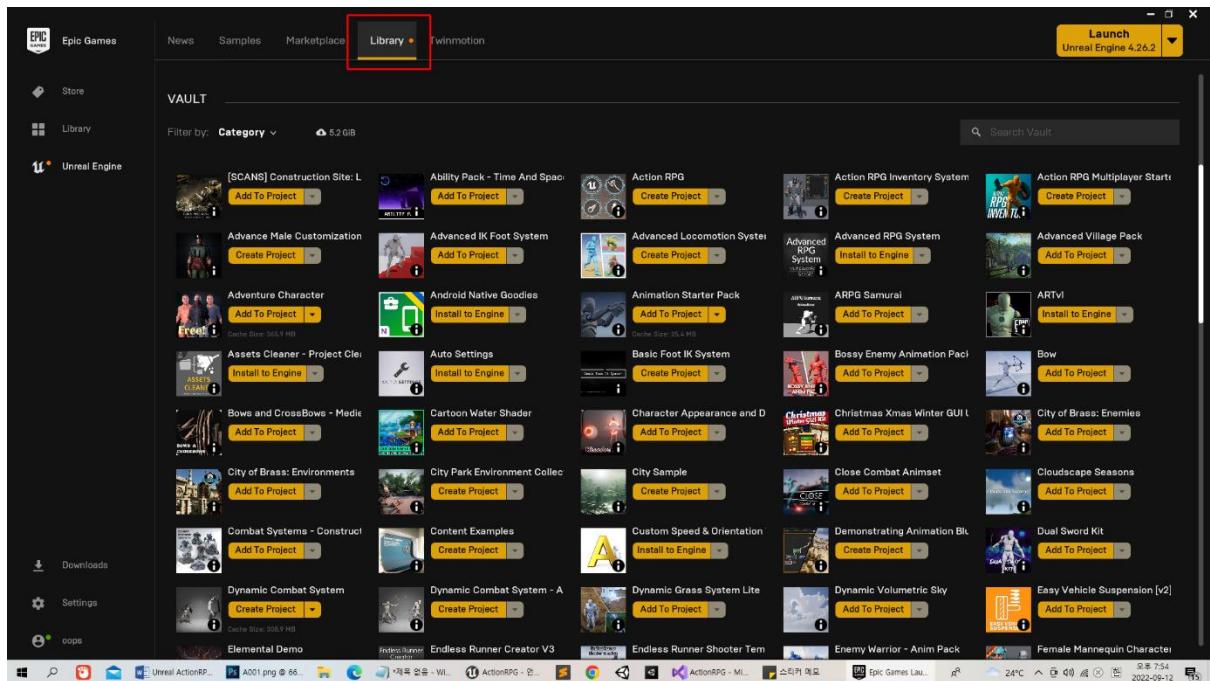
Human Vocalizations으로 검색합니다.



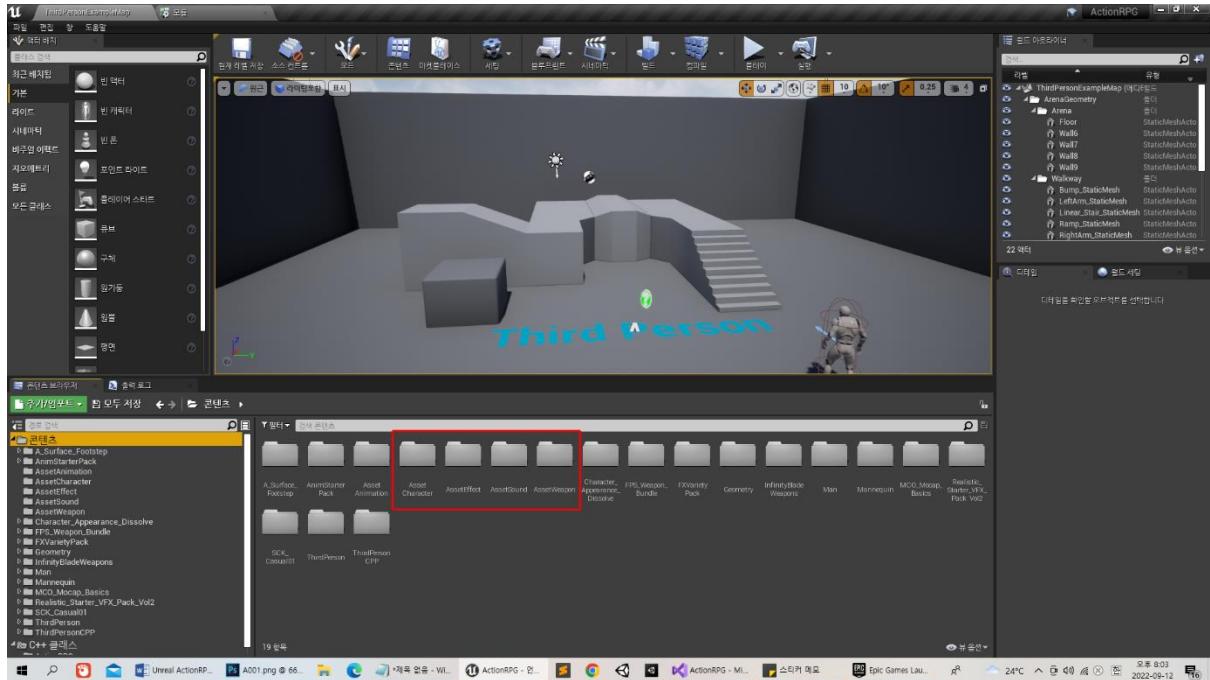
프로젝트에 추가해 줍니다.



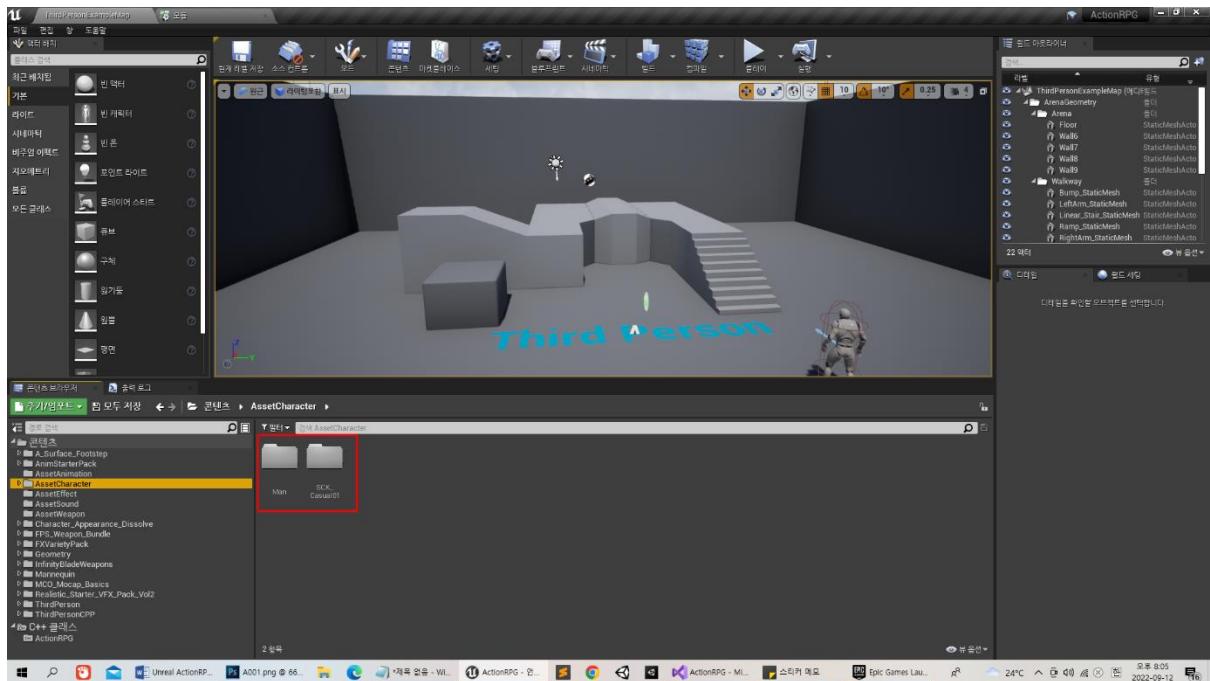
구입한 것들은 라이브러리에 보입니다.



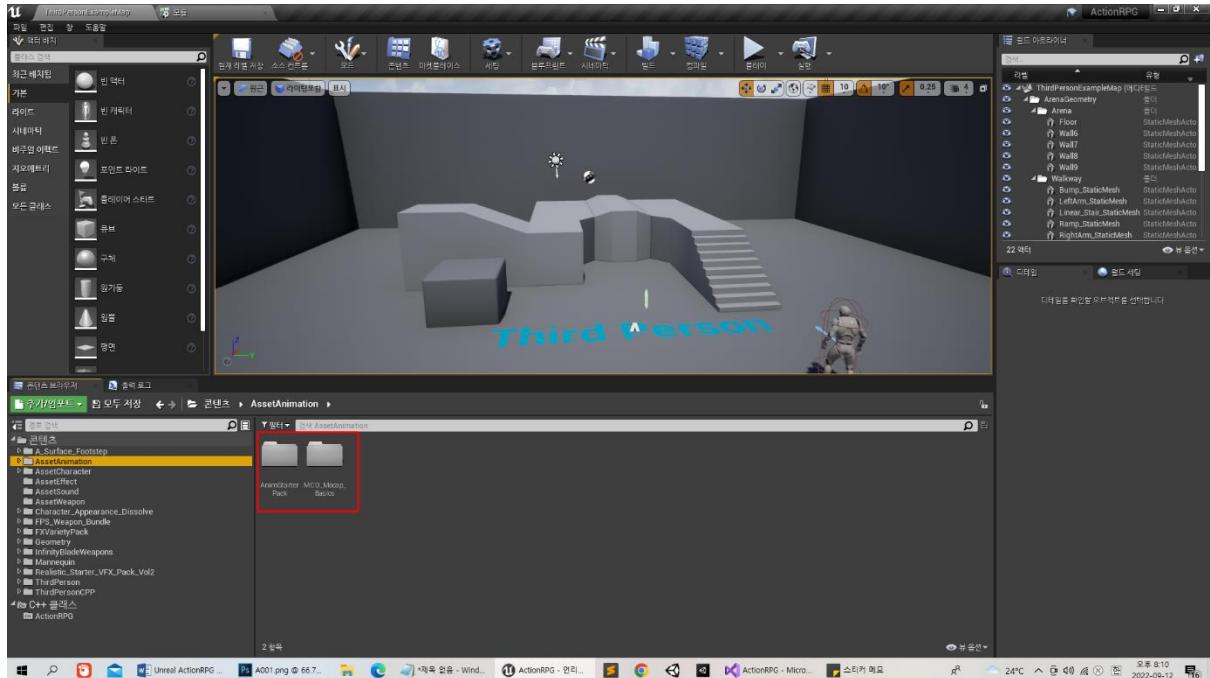
에셋 관리를 위해서 AssetCharacter, AssetAnimation, AssetSound, AssetEffect, 폴더를 생성해 주도록 합니다.



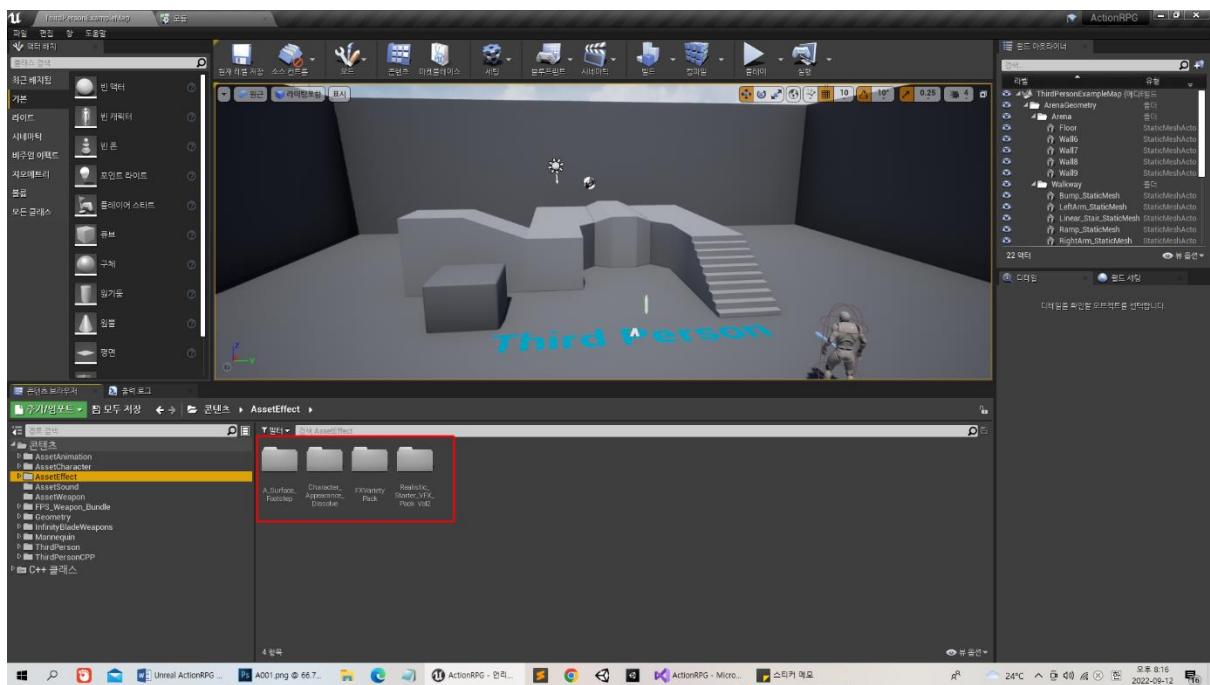
SCK_Casual01 캐릭터 폴더와 Man 캐릭터 폴더를 AssetCharacter 폴더로 이동시켜 줍니다.



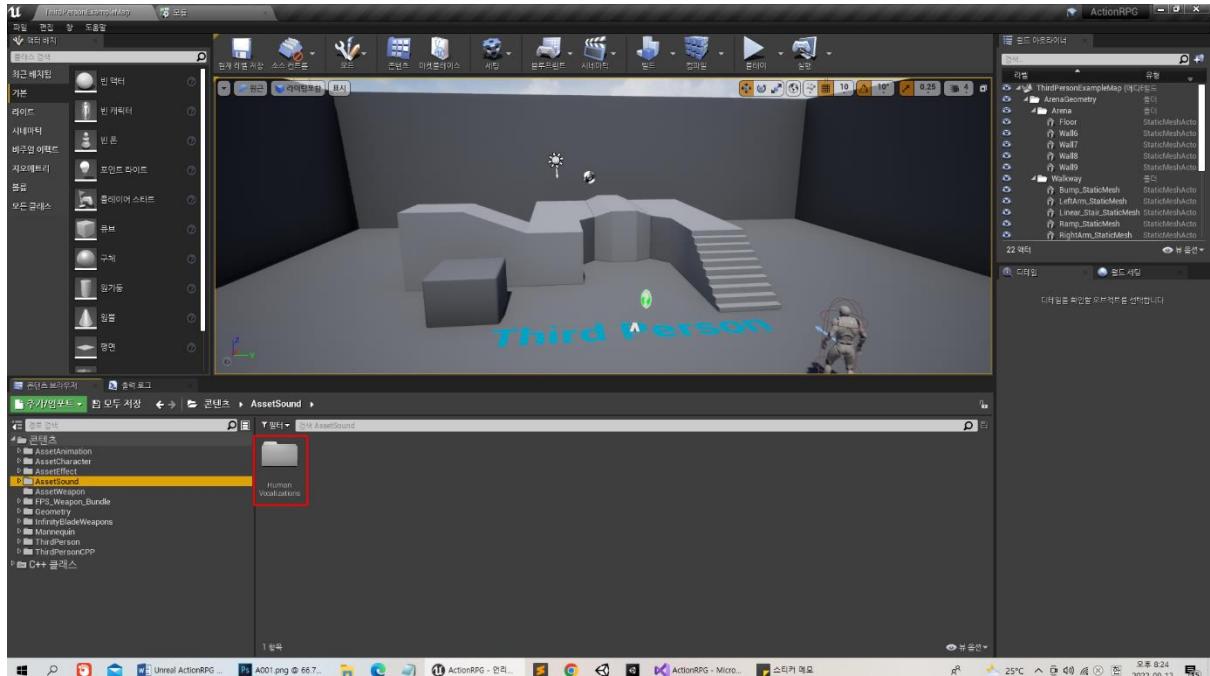
AnimStarterPack 애니메이션 폴더와 MCO_Mocap_Basics 애니메이션 폴더를 AssetAnimation 폴더로 이동시켜 줍니다.



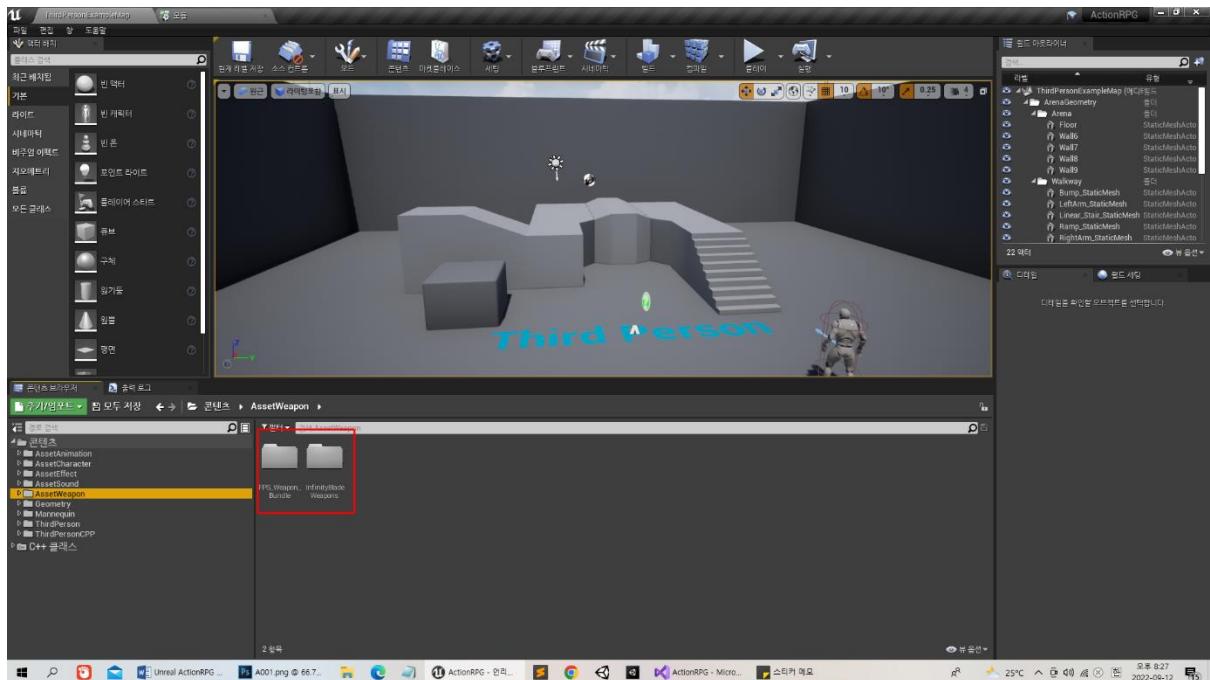
A_Surface_Footstep 이펙트 폴더와 Character_Appearance_Dissolve 이펙트 폴더와 FXVarietyPack 이펙트 폴더와 Realistic_Starter_VFX_Pack_Vol2 이펙트 폴더를 AssetEffect 폴더로 이동시켜 줍니다.



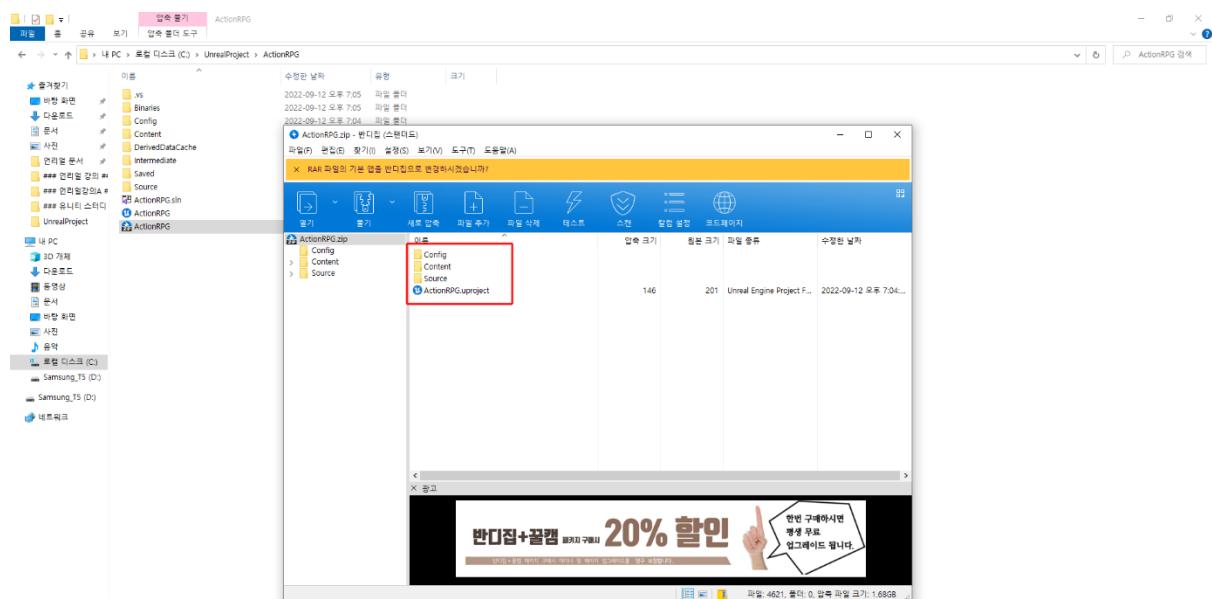
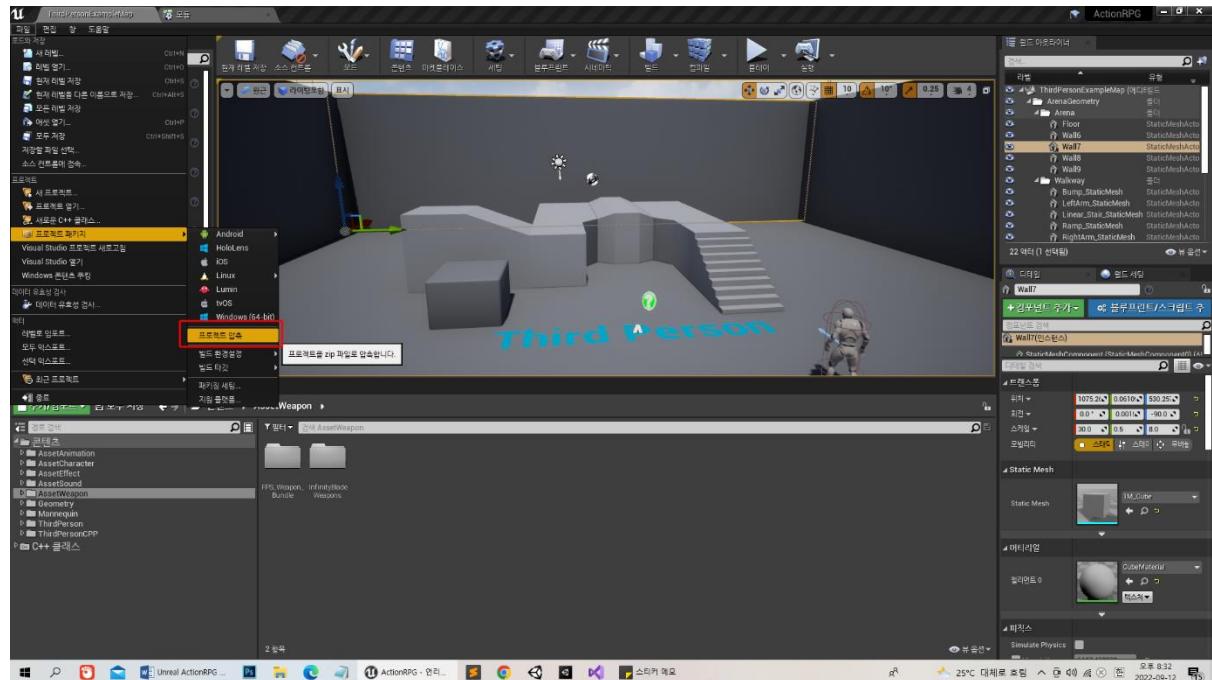
HumanVocalizations 사운드 폴더를 AssetSound 폴더로 이동시켜 줍니다.

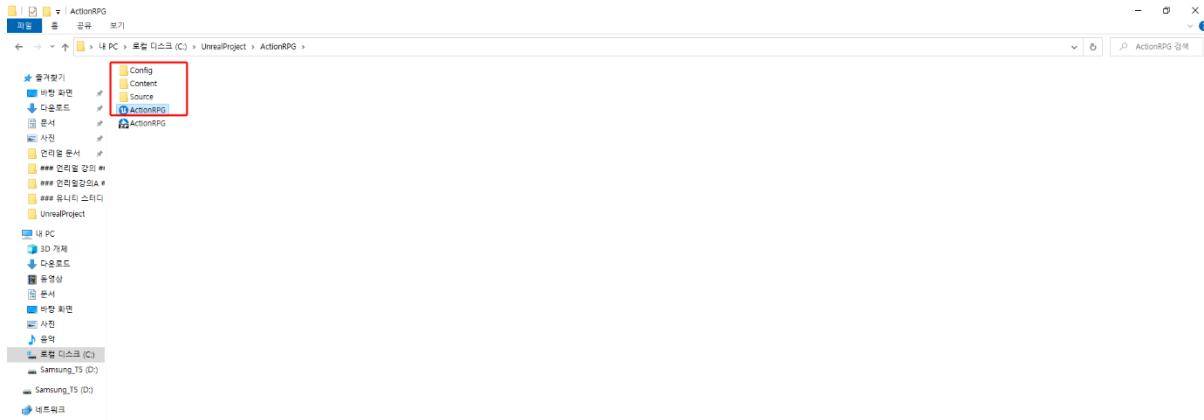


FPS_Weapon_Bundle 무기 폴더와 InfinityBladeWeapons 무기 폴더를 AssetWeapon 폴더로 이동 시켜 줍니다.

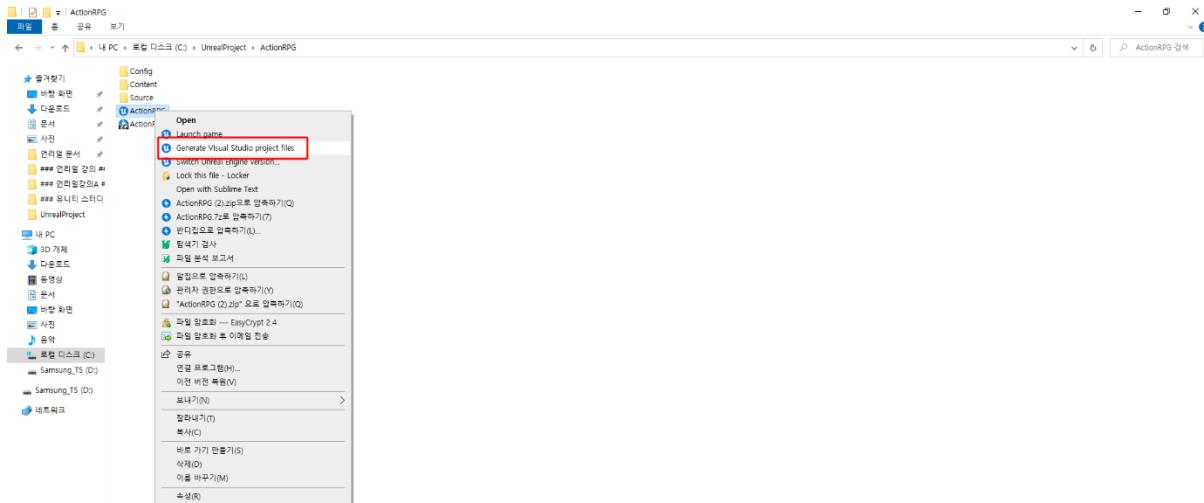


프로젝트를 압축해 봅니다.

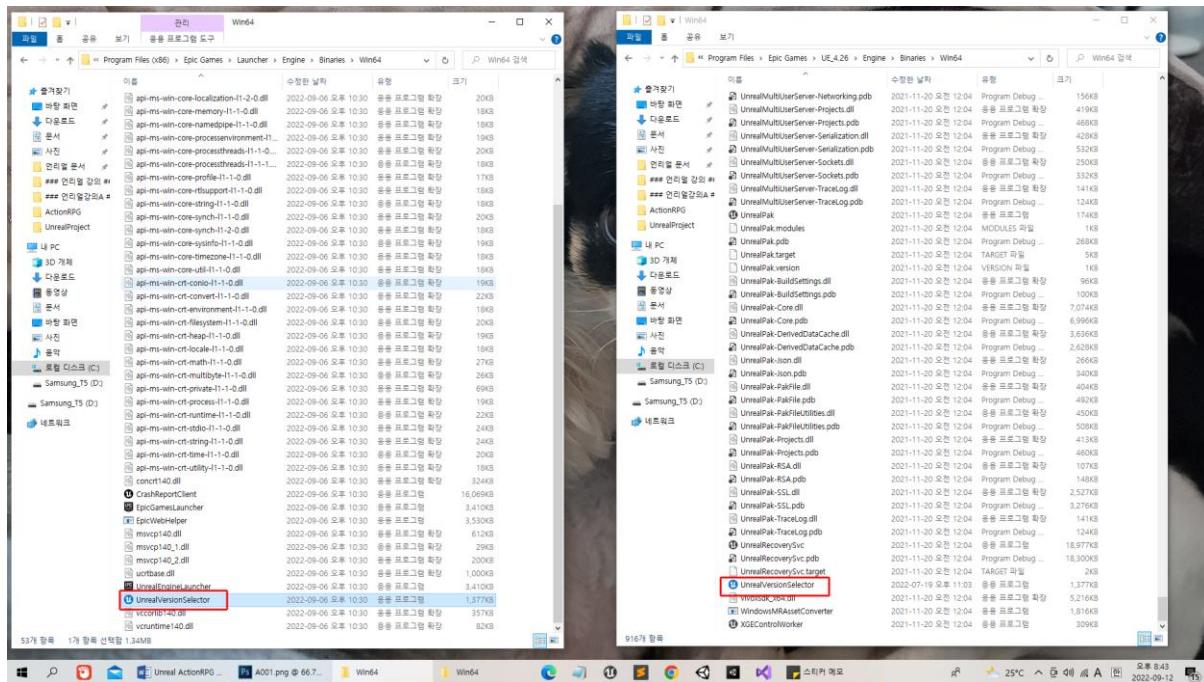




프로젝트를 오픈하기 위해서는 Generate Visual Studio project files를 클릭해 줍니다.



만일 Generate Visual Studio project files가 안나올 경우에는

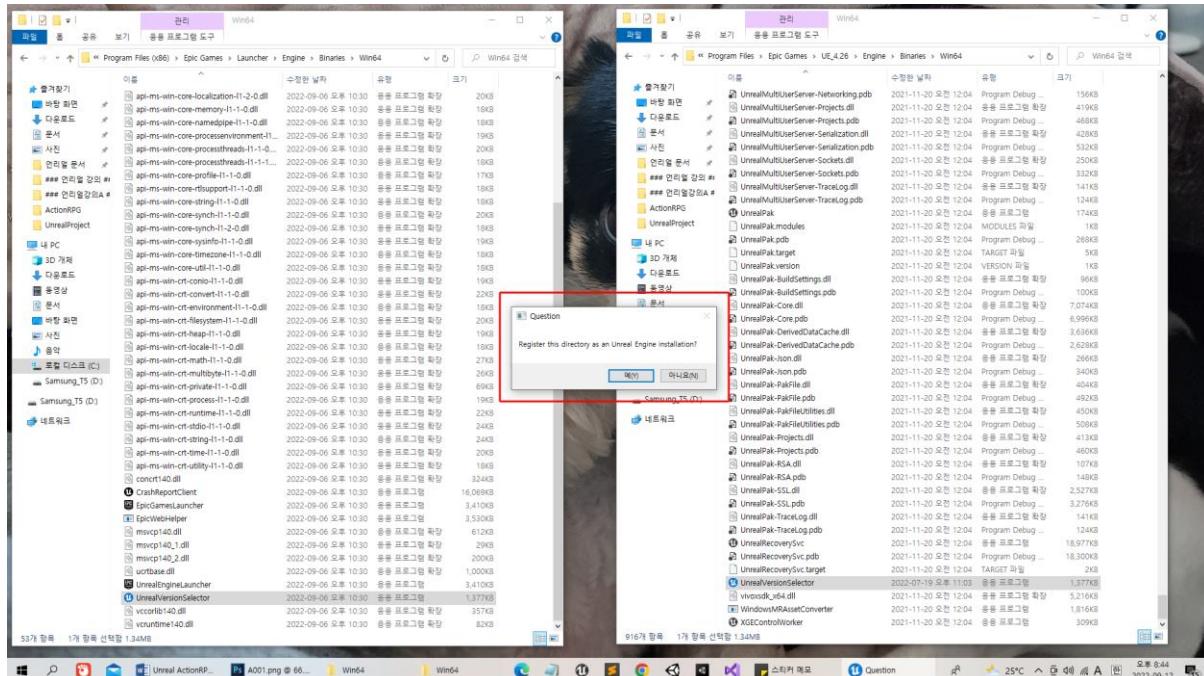


C:\Program Files (x86)\Epic Games\Launcher\Engine\Binaries\Win64 폴더로 가서

UnrealVersionSelector.exe 파일을

C:\Program Files\Epic Games\UE_4.26\Engine\Binaries\Win64 폴더에 카피합니다.

실행해서 등록 합니다.



이제 보일 것입니다.