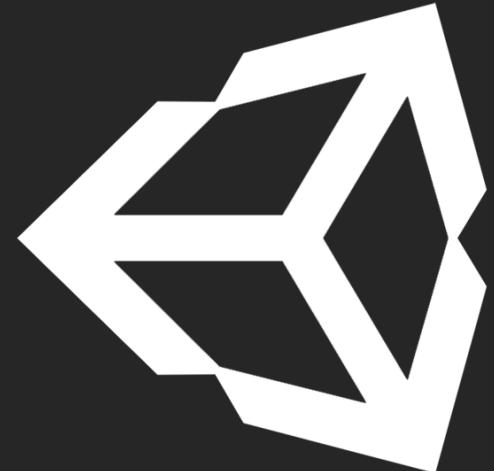


Solar2D

Stepan Turicin



Unity



Solar2D

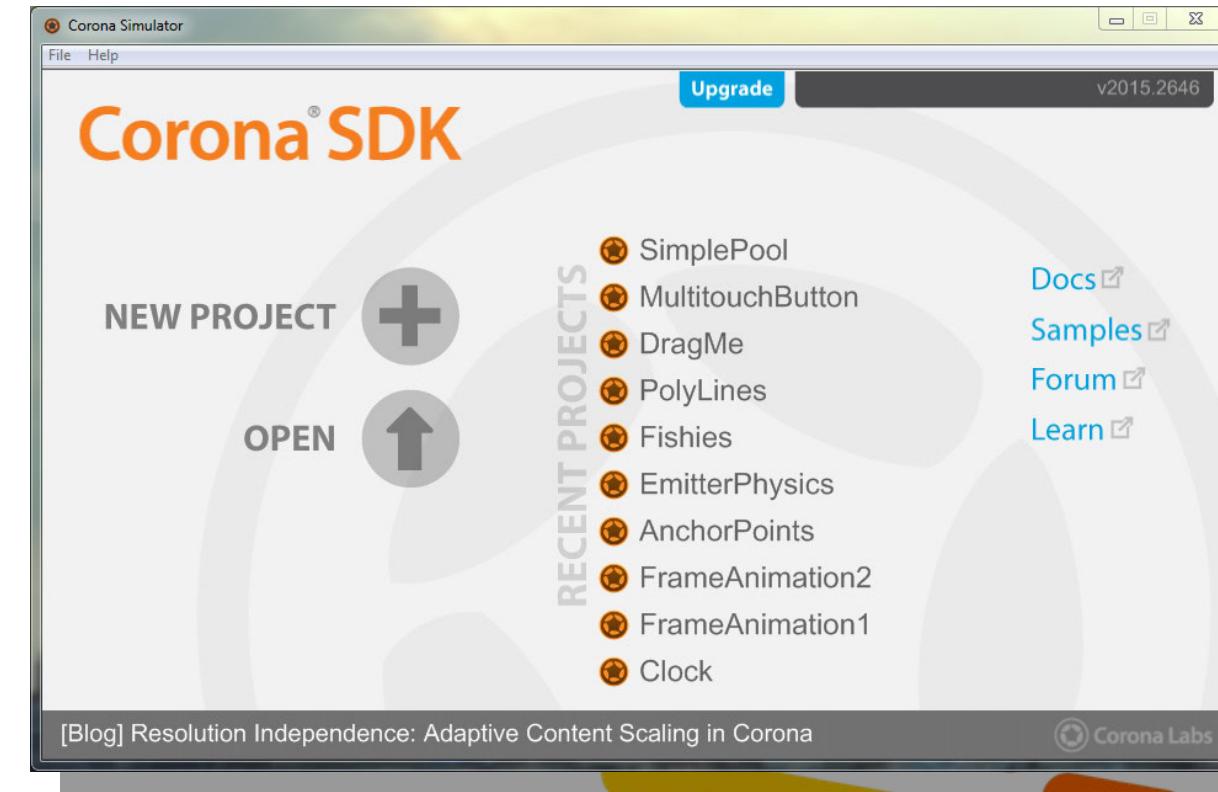


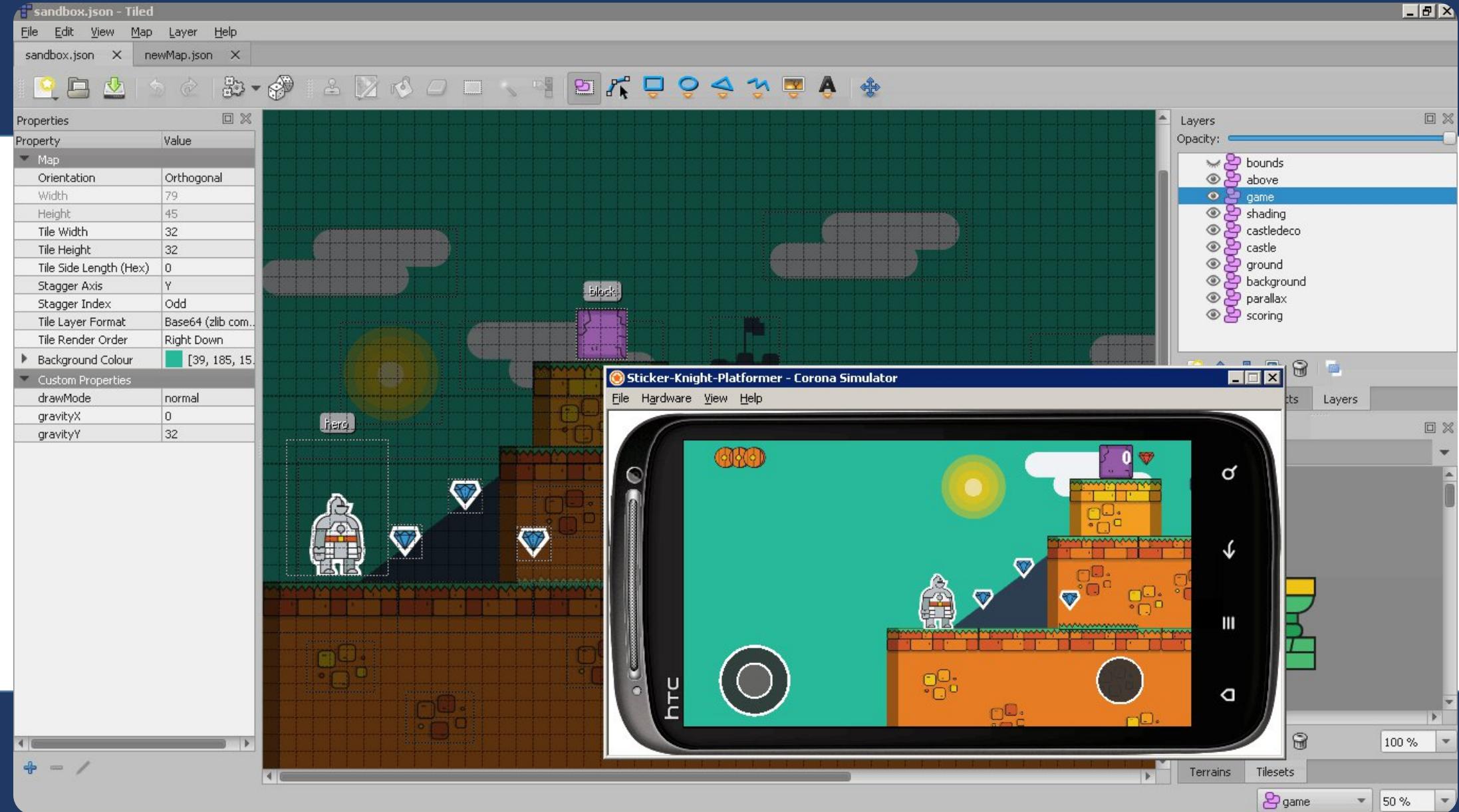
Istoriја

- Višesplatformski Game Engine otvorenog koda
- Namenjen za razvoj 2D igara
- Razvila ga je kompanija **Corona Labs Inc**
- Solar2D je imao naziv **Corona SDK**



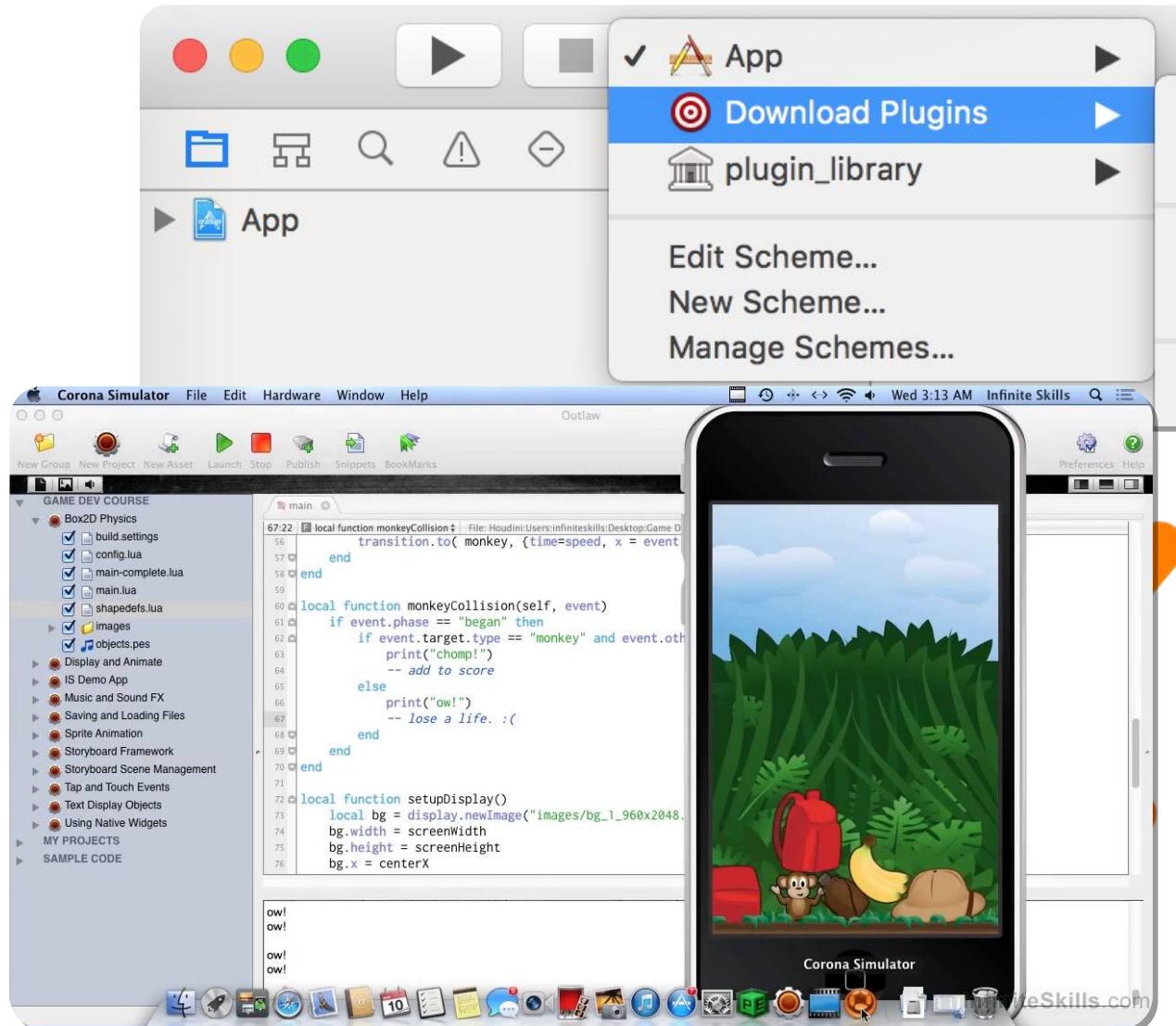
Corona SDK





Tehnička osnova

- Osnovni jezik programiranja: Lua
- Engine je urađen na C++/OpenGL
- Platforme: iOS, Android, MacOS, Linux, Windows
- Oko 1000 api-ja za rad sa Audio, grafikom i mrežom.
- Uvek moguće dodavati funkcionalnosti kroz plugin-e.
- 2 režima: Simulator i Native



Igre na Solar2D



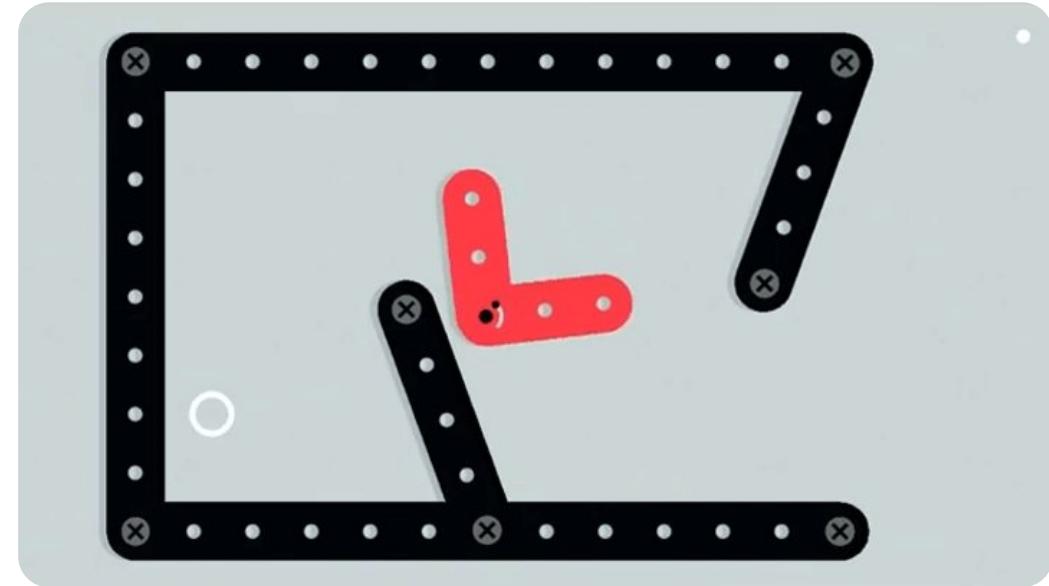
Gunman Taco Truck



Igre na Solar2D



The Lost City

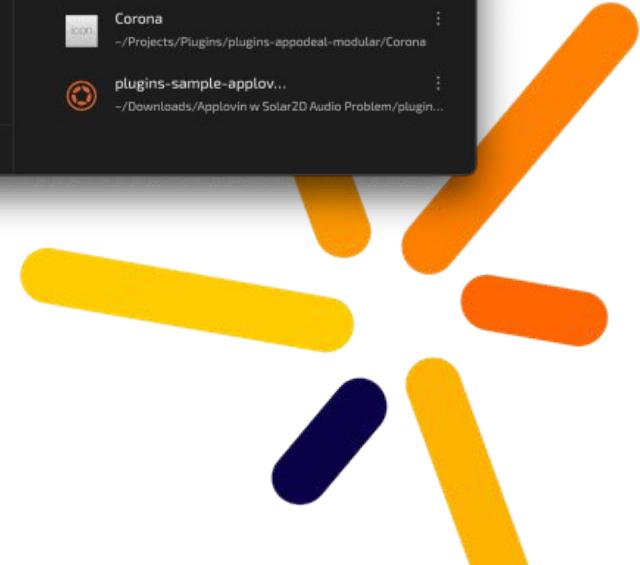
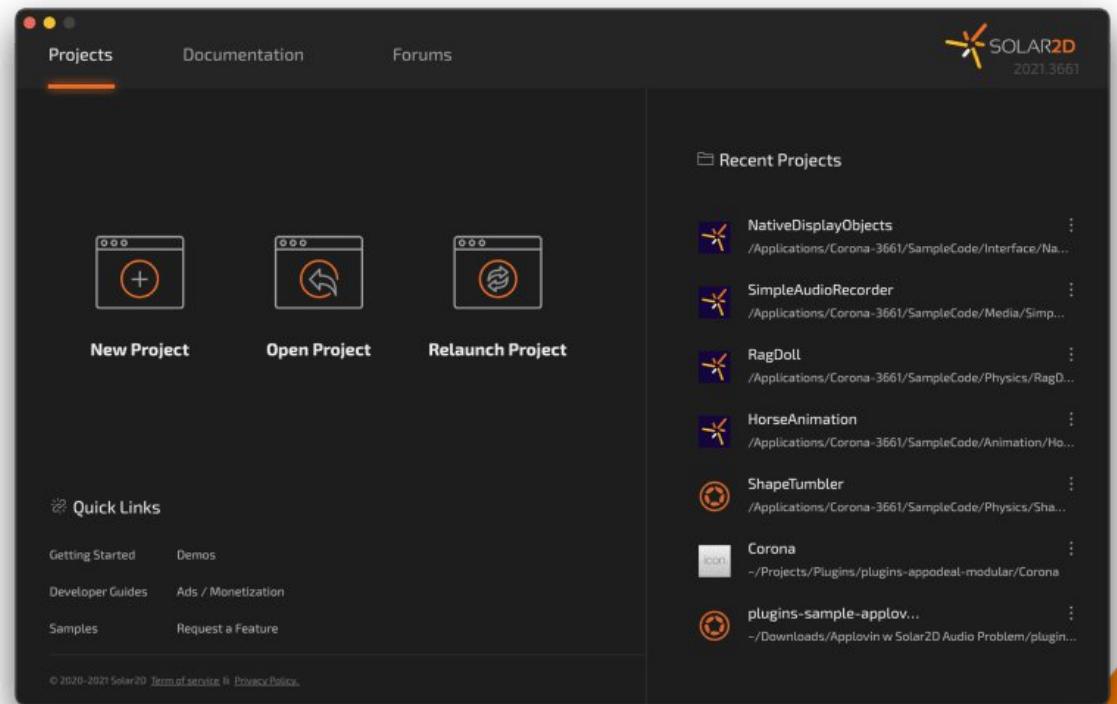


Zip Zap



Neuspeh

- Stvaran samo za 2D igare bez 3D rendera
- Funkcionalnost je ograničena za razliku od Godot, Unity i Unreal Engine
- Više orientisano na mobilni i loša podrška za računare
- Za integraciju sa SDK-ovima su bili potrebni plugin-i



Neuspех

- U 2020. kompanija Corona Labs je zatvorena
- Plugin-ova je postalo još manje
- Nema zvanične podrške i razvoja
- Prenos na open source



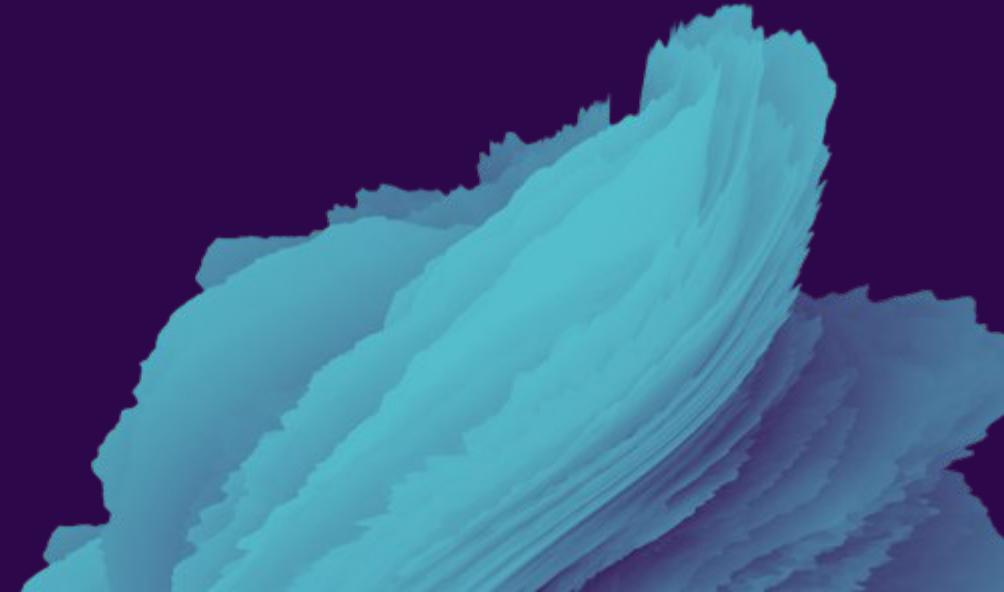
The screenshot shows the Solar2D website, which is a fork of the Corona game engine. It features a white header with the Solar2D logo and navigation links for GitHub, Downloads, Support, Forums, Discord, Documentation, Try Now!, View Plugins, and Code Exchange. The main content area has a dark background with orange and yellow geometric shapes. The text "Awesome 2D Game Engine" is displayed above a central image of a mobile device showing a game. A footer note at the bottom states: "Solar2D is a Lua based game engine with focus on ease of iterations and usage. This is a fully open source project that is forked from the well established and widely used Corona SDK game engine, which is no longer maintained."/>

Zaključak za Solar2D (CoronaSDK)

- Izašao je na tržiste vrlo kasno
- Nije imao 3D ni dobru infrastrukturu
- Ograničen za razliku od konkurenata
- Nije bilo uspešnih igara na Solar2D



Unity3D



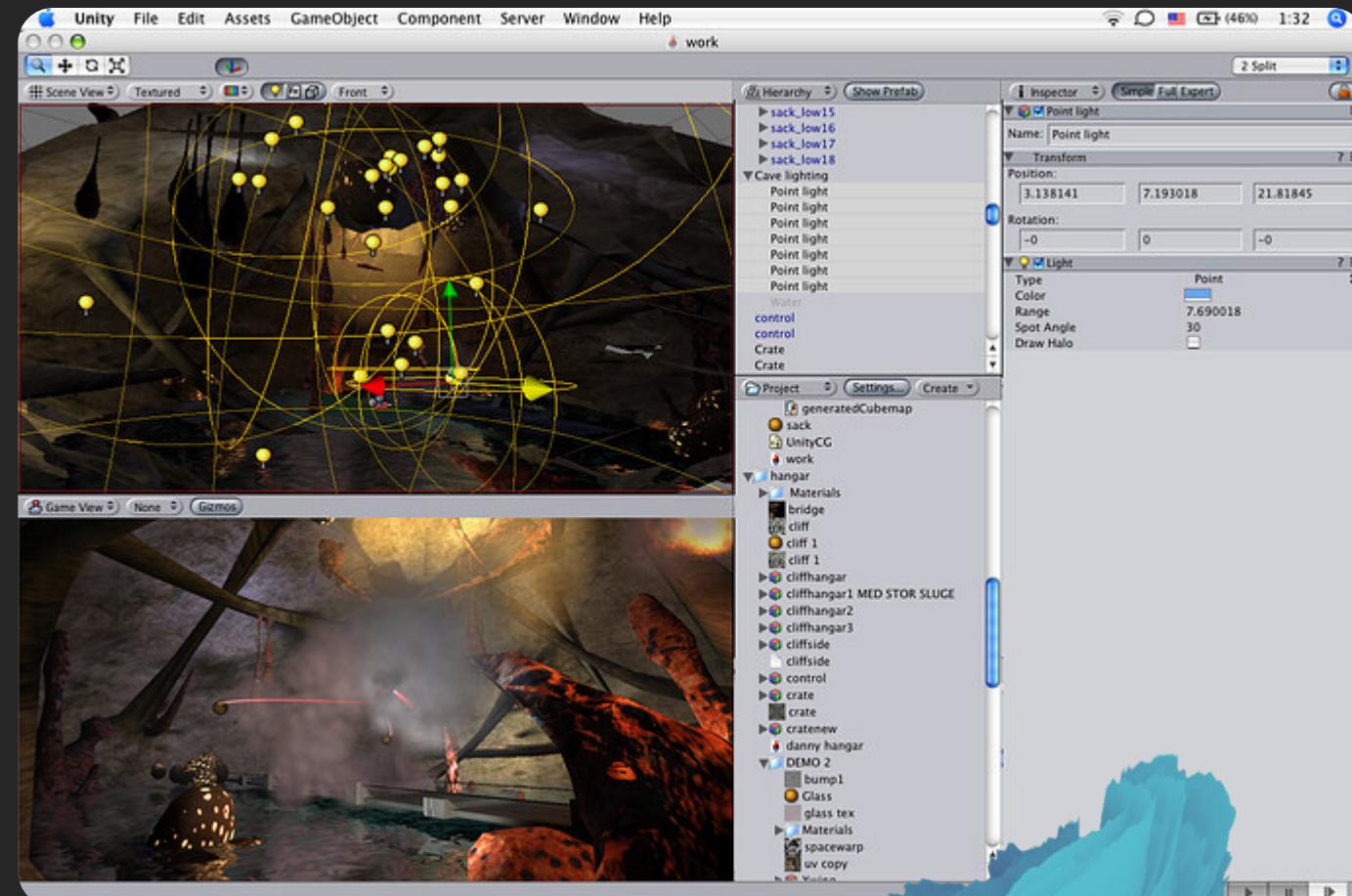
Istorija

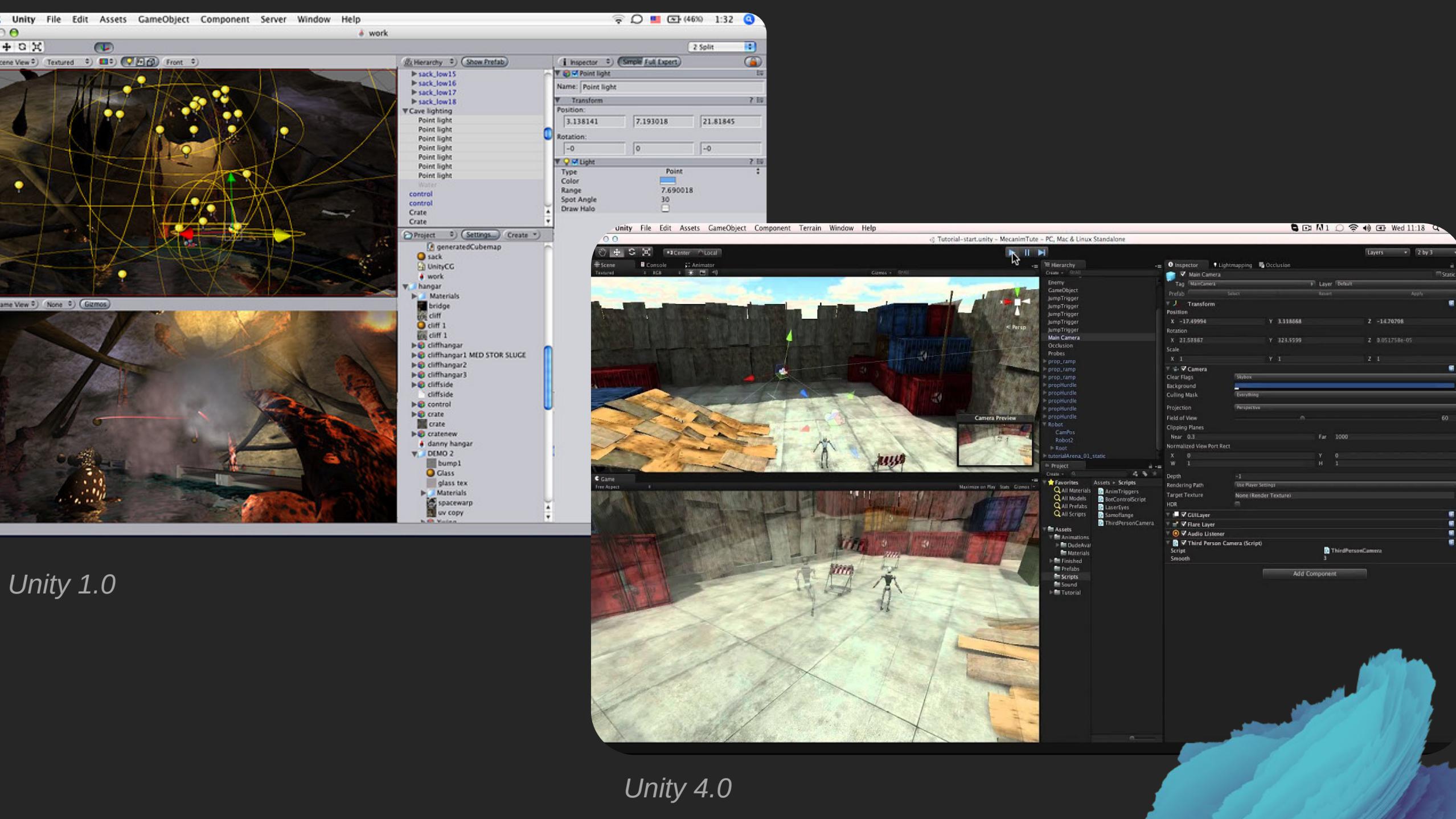
- Višesplatformski Game Engine
- Mogu biti kreirane igre različitih nivoa
- Stvoren je od strane kompanije **Unity Technology**



Istorija

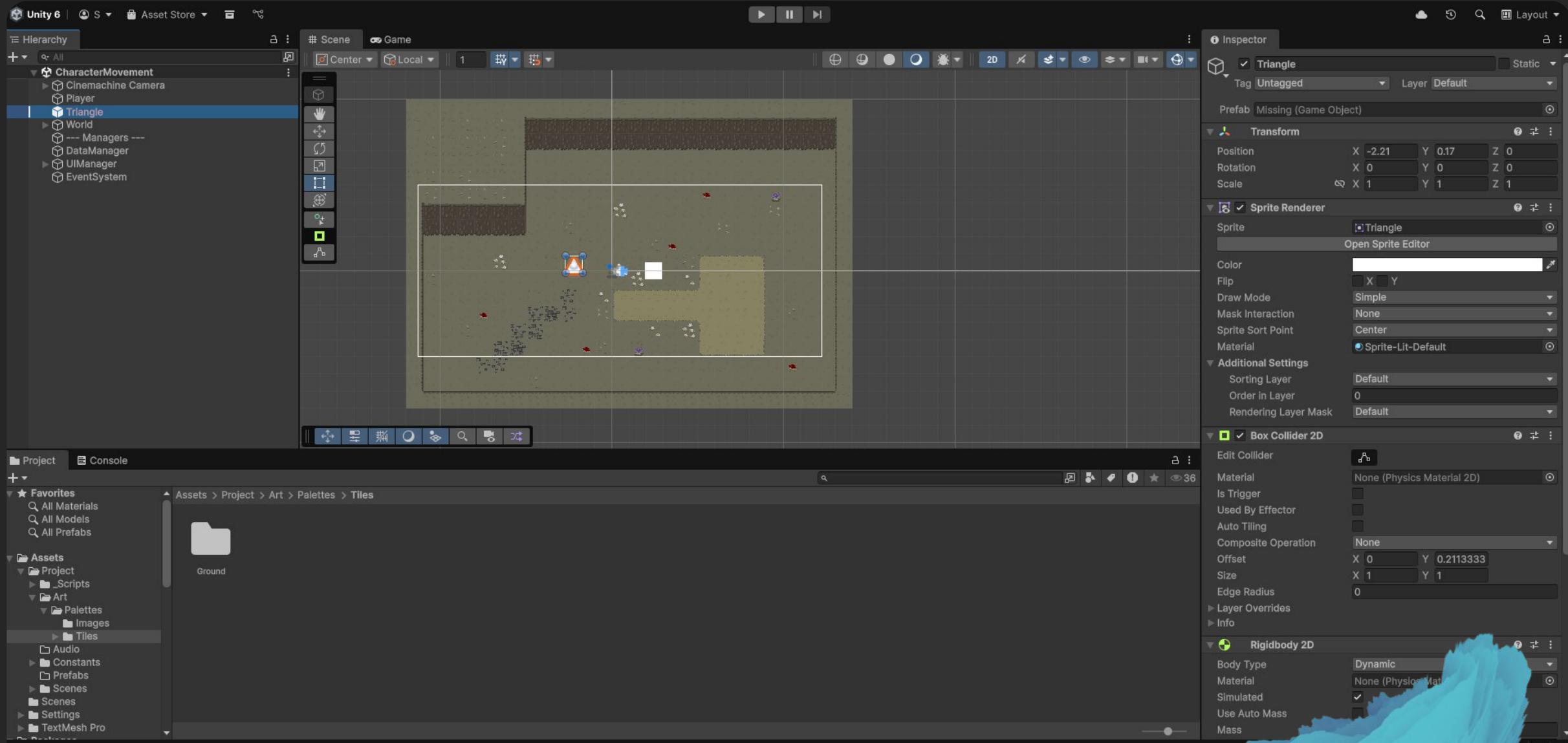
- Prvi Unity 1.0 je bio samo za MacOS u 2005.
- Kasnije dobija podršku za razne platforme
- Freemium model od 2010. godine
- Aktivni razvoj sa kompanijama i društвom





Unity 1.0

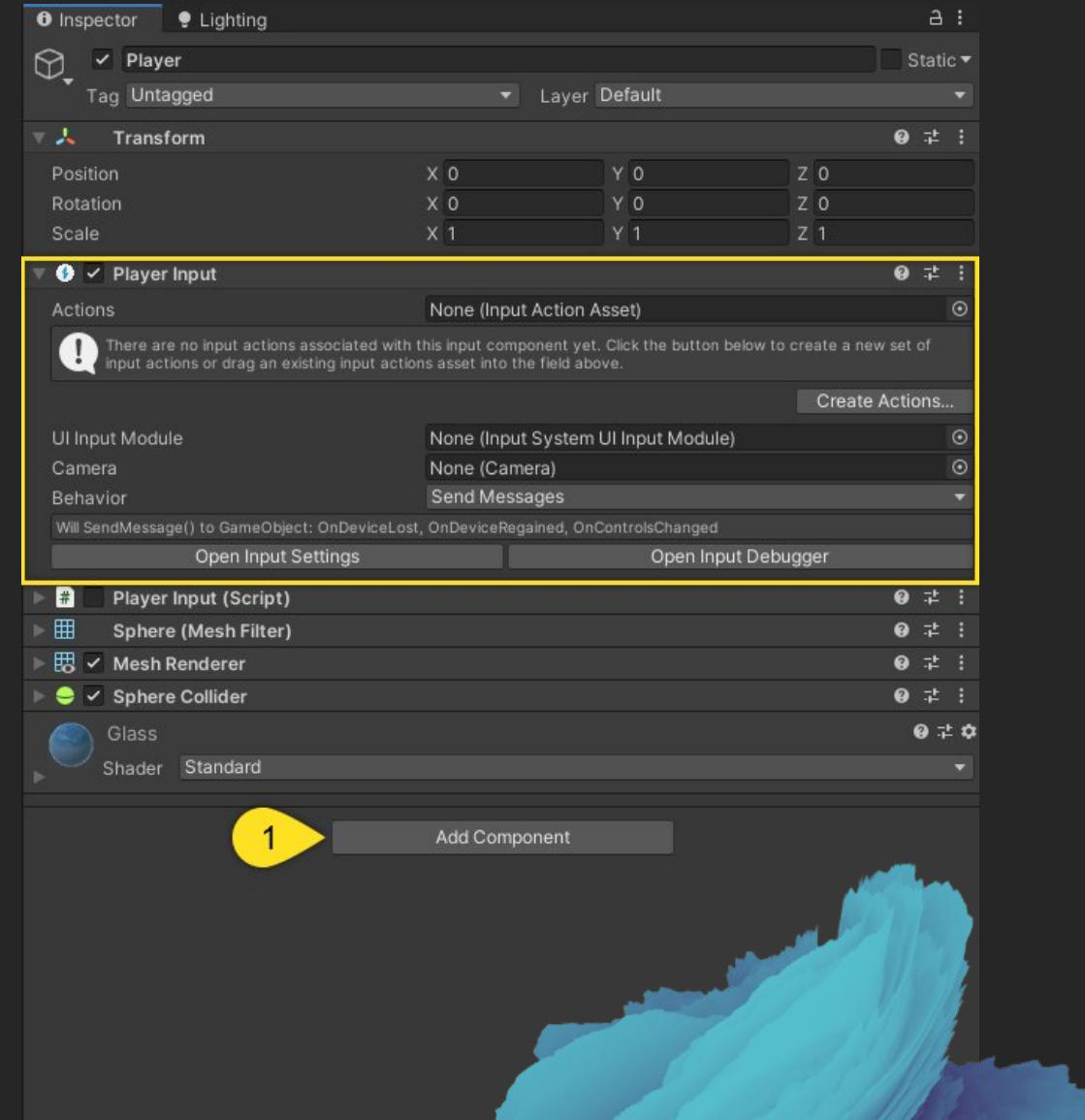
Unity 4.0



Unity 6.0

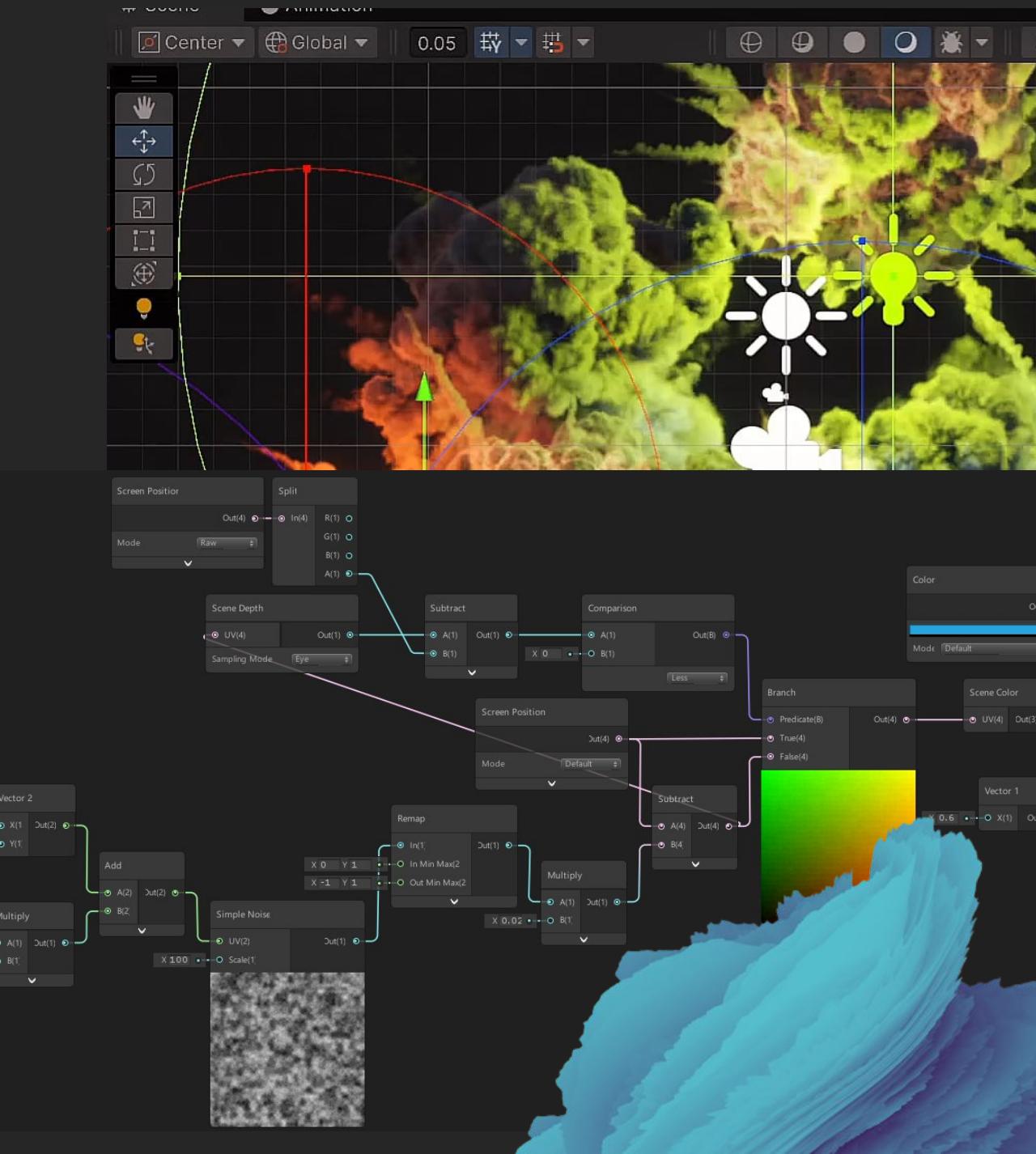
Tehnička osnova

- Osnovni jezik: C#
- Platforme: mobilna, desktop, VR/AR itd.
- Komponentni sistem
- UnityEngine API – za stvaranje igre
- UnityEditor API – za proširenje funkcionalnosti Unity-ja



Tehnička osnova

- Tri tipa rendering-a:
 - URP
 - HDRP
 - Built-In
- Za pisanje shader-a:
 - ShaderLab – jezik za pisanje shader-a
 - ShaderGraph – Vizualno pisanje shader-a





URP



HDRP

Plusevi Unity

- Nije teško početi development
- Moguće stvoriti 2D i 3D igre
- Velika zajednica
- Veliki Asset Store
- Cross-platform
- Moguće brzo stvoriti prototipe
- Podrška industrije: od indie do AAA



Igre



Neuspех u realizmu

- Praktično ne postoji realističnih igara na Unity
- Orientiran na cross-platform, i na mobilni isto
- Ne postoji mnogo instrumentova za realizam kao UE
- Problem sa svetlom i fizikom



Zaključak za Unity

- Dobar Game Engine, koji ima veliku zajednicu gde je uvek moguće pronaći odgovore
- Cross-platofrm
- Brzina stvaranje igara
- 2D i 3D igre
- Teško korisiti za fotorealizam

