

Chapter. 03

Unity Action RPG 제작하기

| 게임 환경 구축하기

FAST CAMPUS
ONLINE

유니티 Action RPG 구현

강사. 김영민

Lighting의 기본 개념

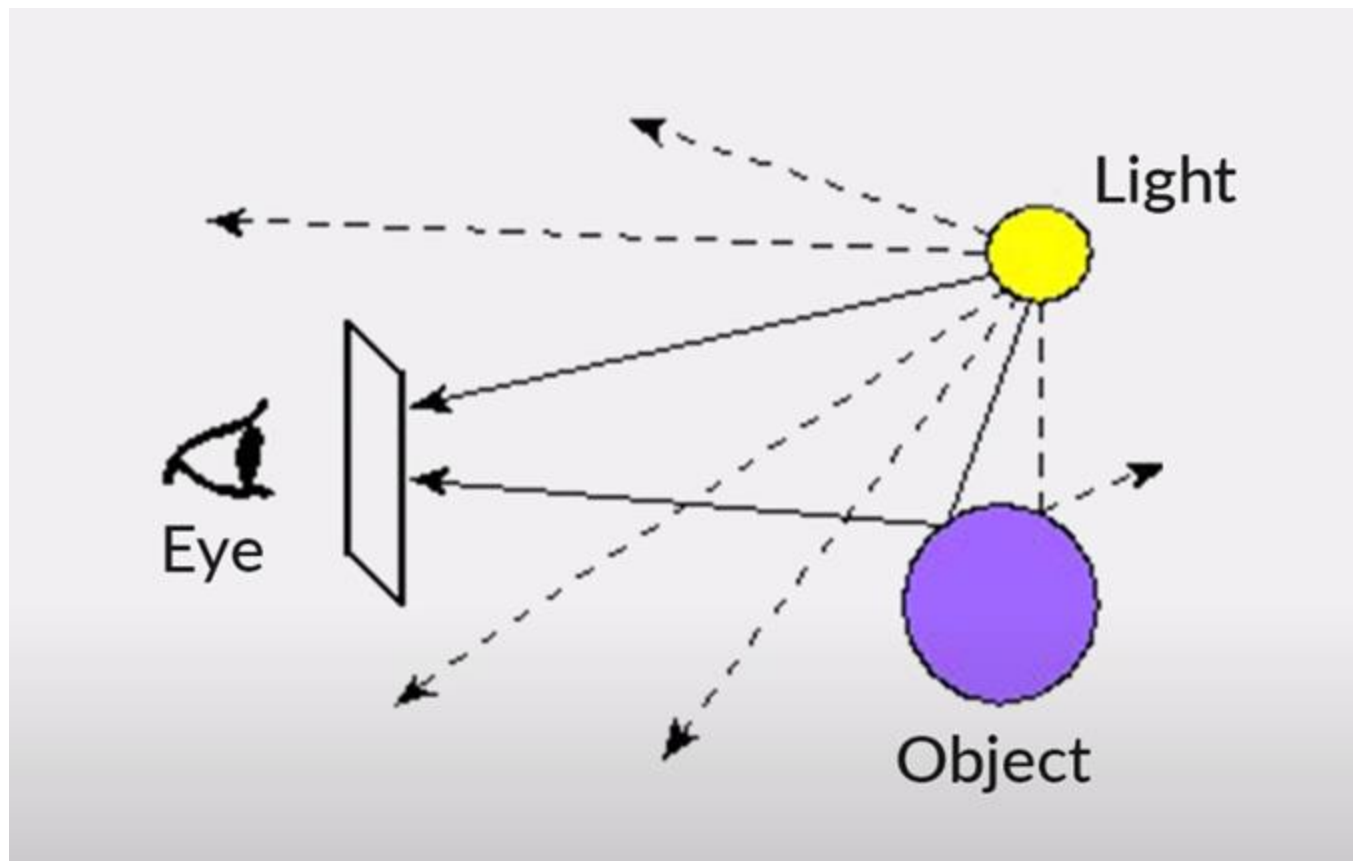
Lighting Mapping 알아보기

Light/Reflection Probe 알아보기

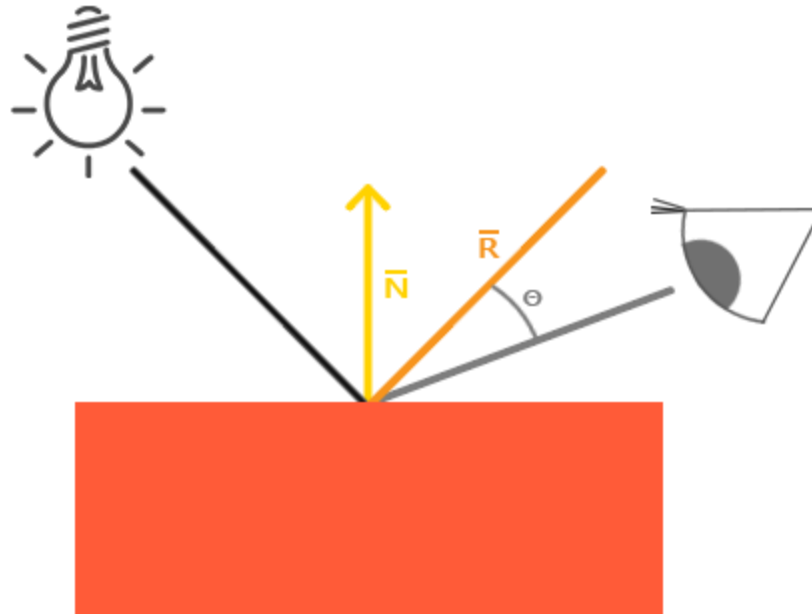
지형 시스템 알아보기

네베게이션 시스템 알아보기

I Lighting이란 무엇인가?



I Lighting이란 무엇인가?

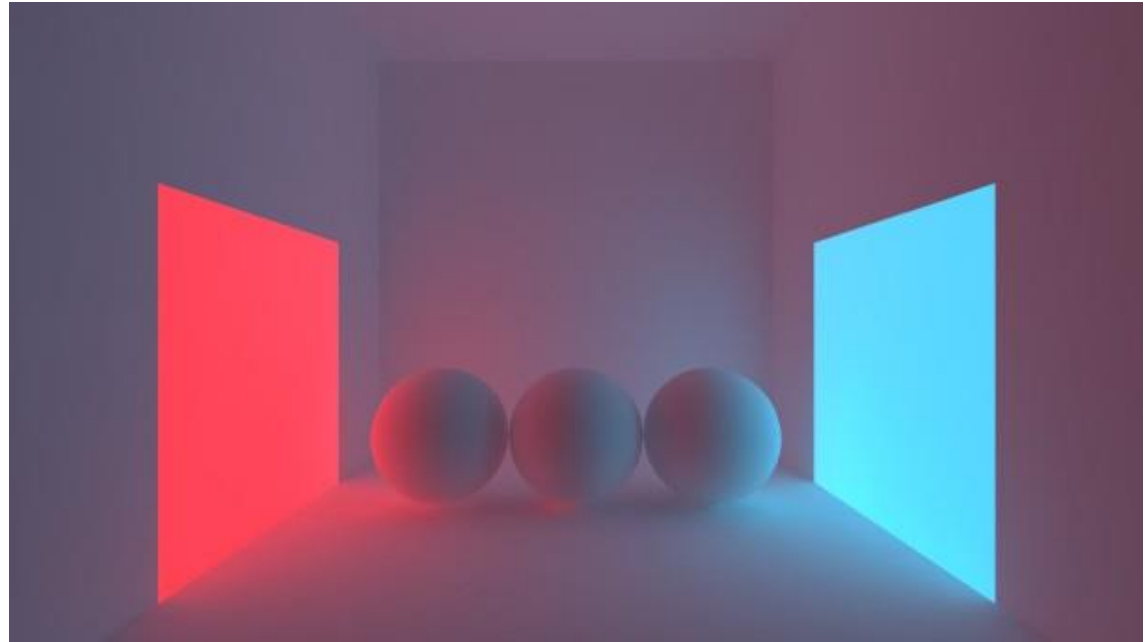
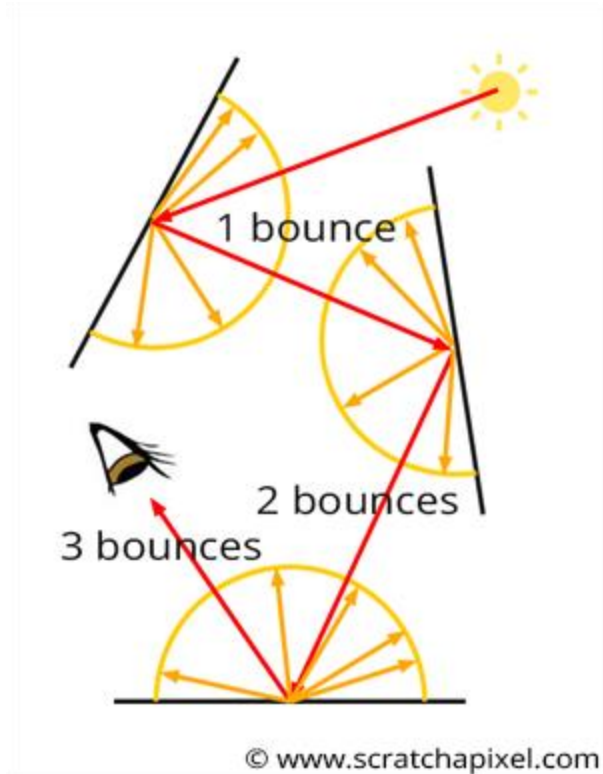


Ambient Color = Ambient Strength * Ambient Color

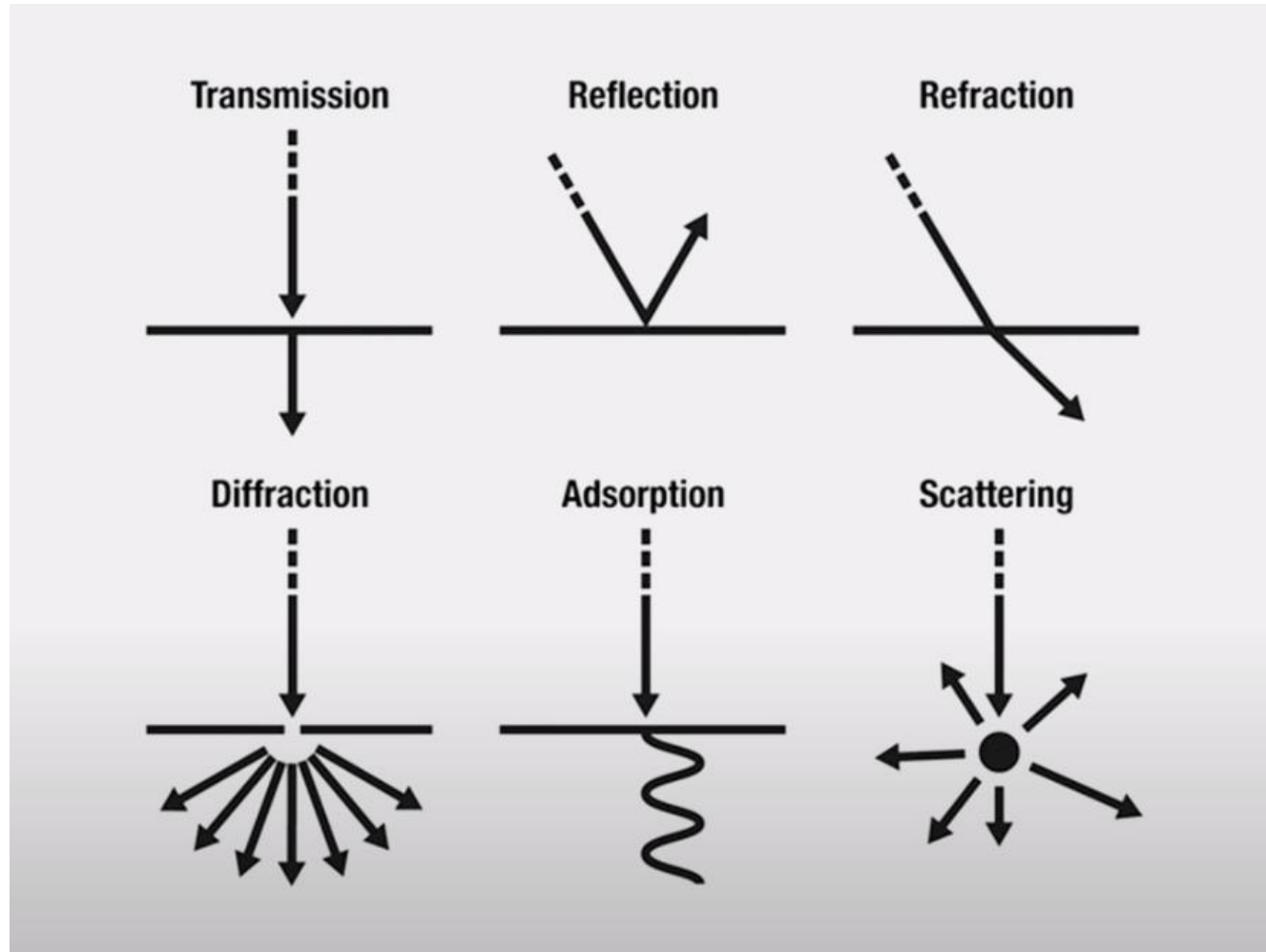
Diffuse Color = Dot(Object Normal * Light Direction) * Light Color

Final Color = (Ambient Color + Diffuse Color) * Object Color

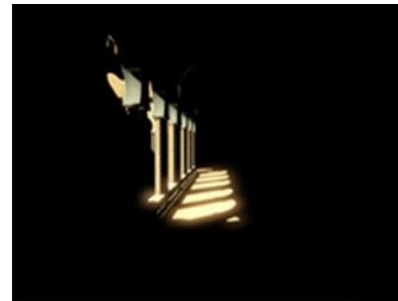
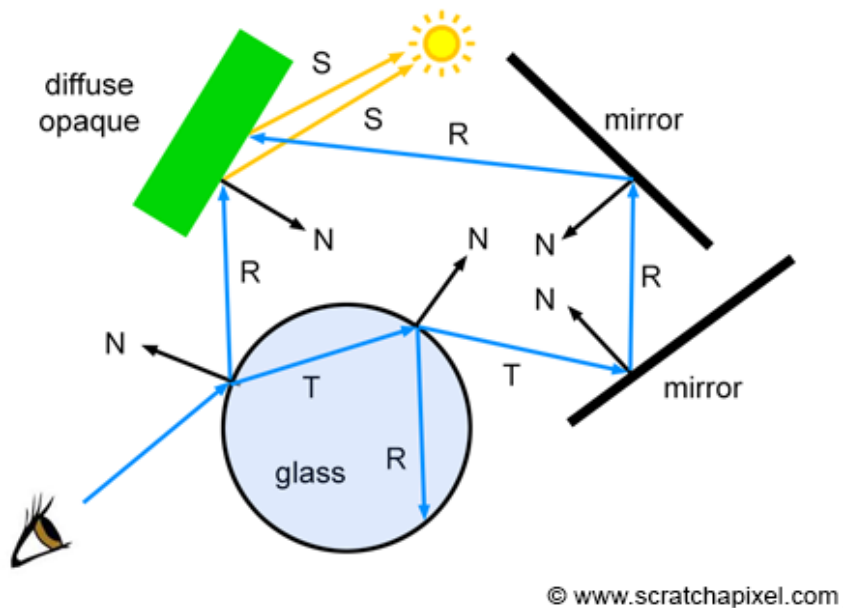
I Lighting이란 무엇인가?



I Lighting이란 무엇인가?



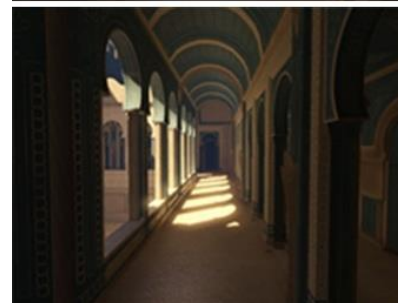
I Lighting이란 무엇인가?



Direct lighting



Indirect lighting

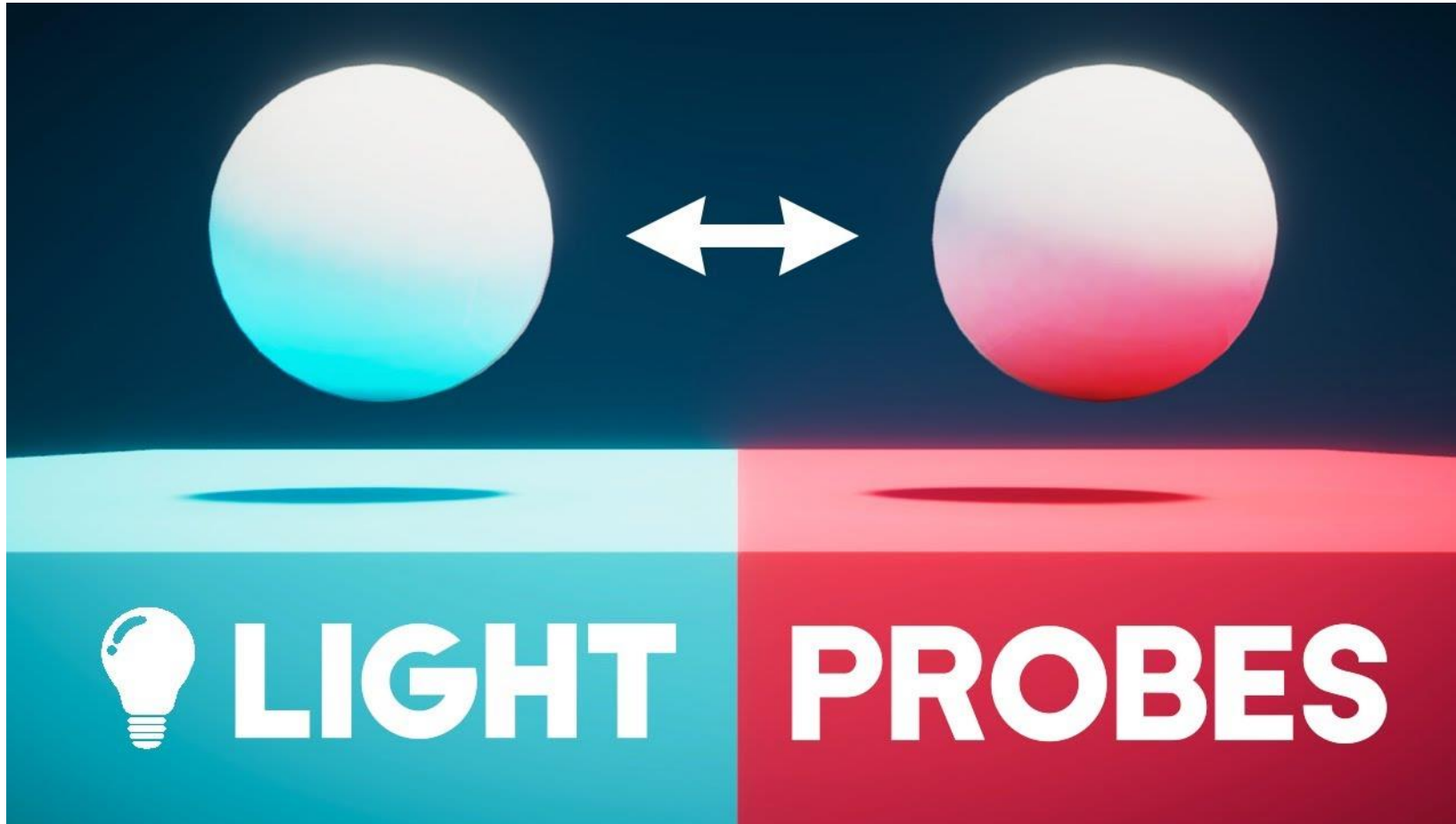


Direct and indirect
combine for final image

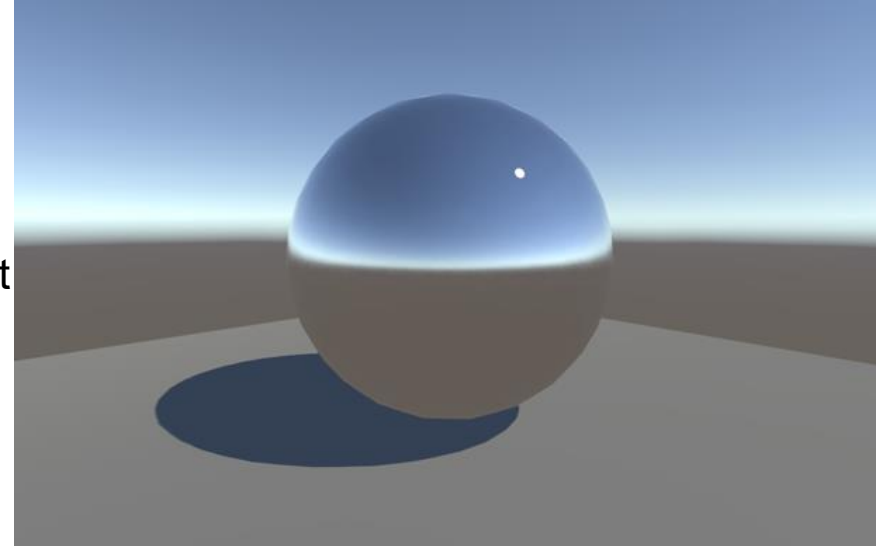
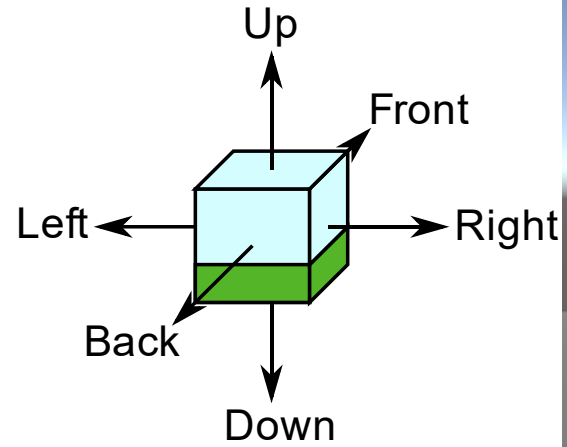
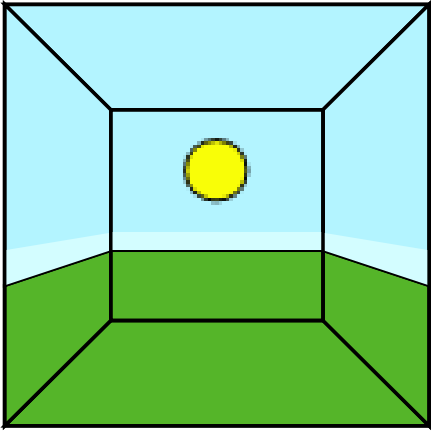
I Lightmapping이란 무엇인가?



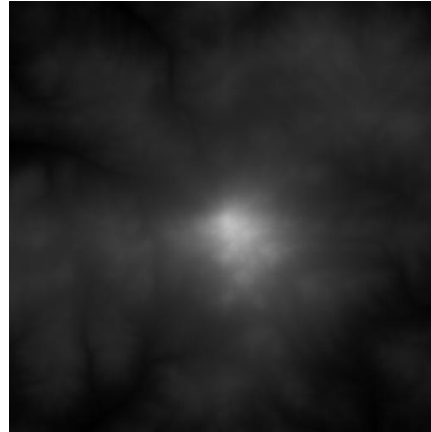
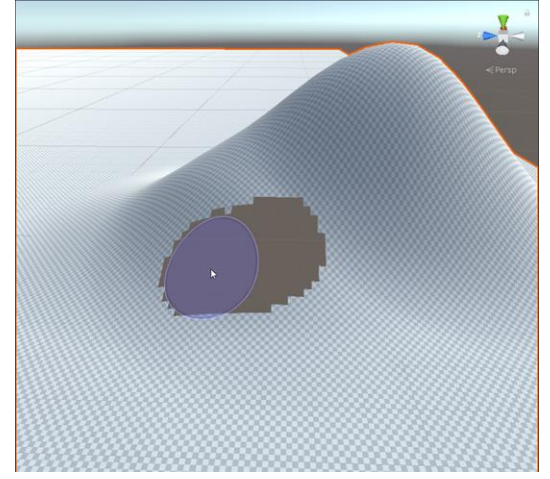
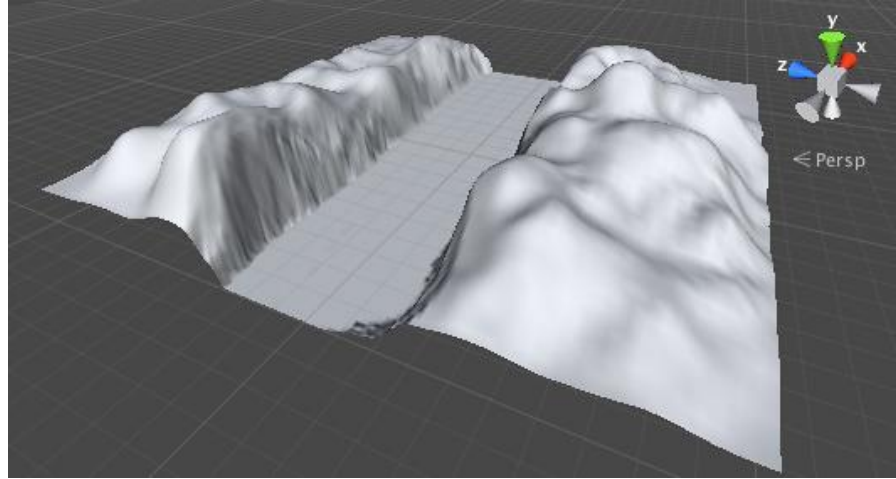
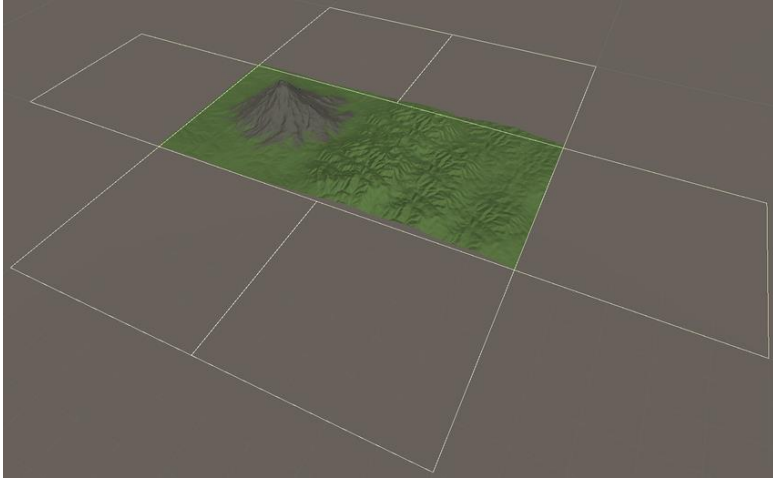
I Light Probe란 무엇인가?



I Light Probe란 무엇인가?



I Terrain 시스템 알아보기



I Terrain 시스템 알아보기

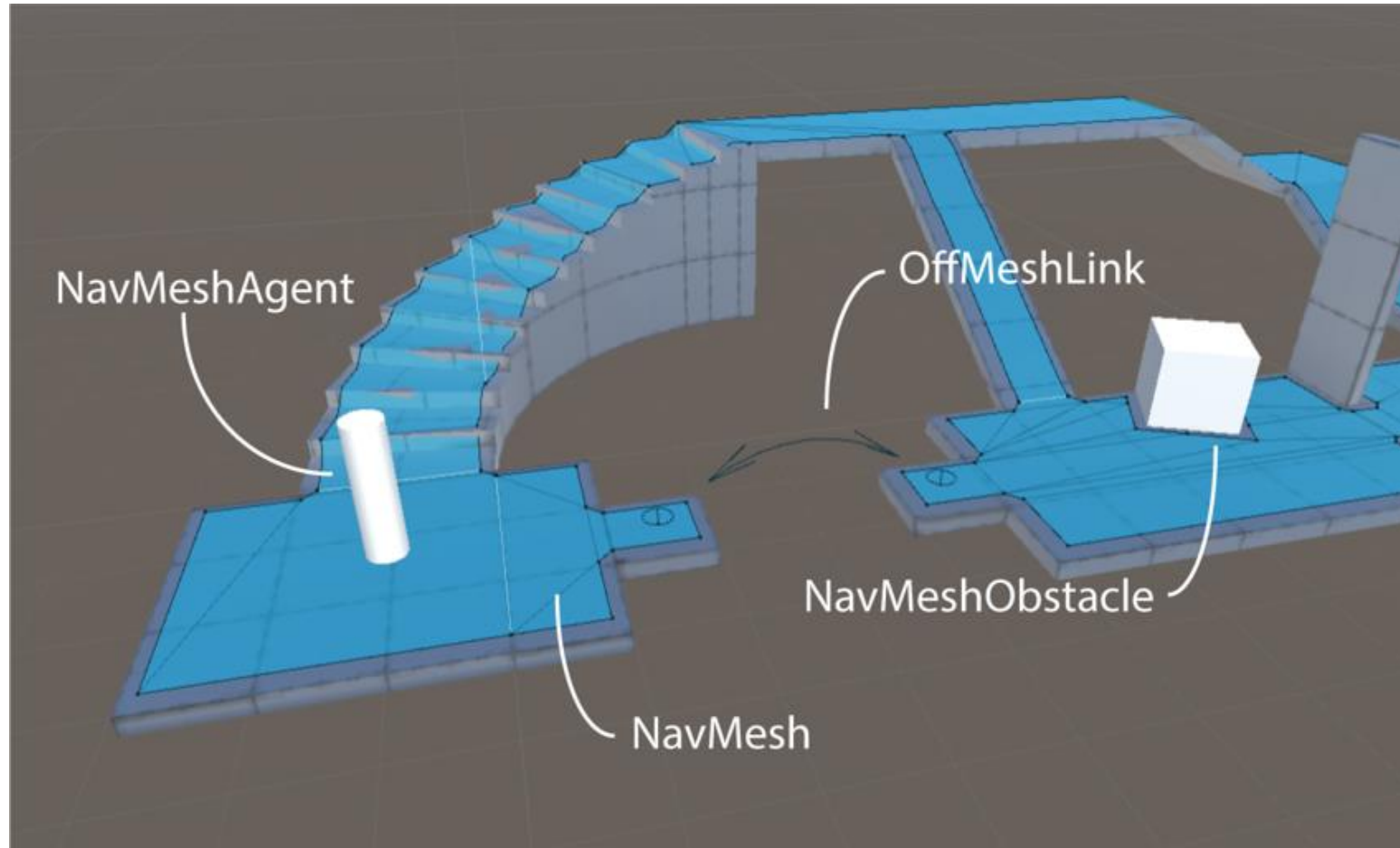
추가 무료 유틸리티 소개

- Treelt: Tree Generator

<https://www.evolved-software.com/treeit/treeit>



I Navigation 시스템 알아보기



I 추가 무료 Tool 소개

추가 무료 툴 소개

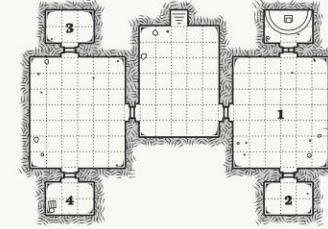
- Open Page Dungeon: Random dungeon generator

<https://watabou.itch.io/one-page-dungeon>

- ProGrids: 유니티 레벨 편집 유틸리티
 - a. Window->Package Manager
 - b. Advanced->Show preview packages

Forlorn Asylum of the White Queen

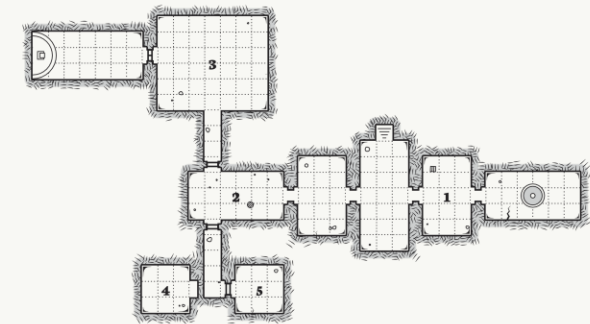
For decades the asylum of the White Queen was considered lost. Currently it is infested by worms, which don't care about the history of the place. The asylum of the White Queen is home to a highly valued specie of flowers.



1. A mouth-shaped door with two keyholes to the north.
2. A skinless body of a druid, a silver key nearby.
3. A dying halfling, an uncanny, sprakling wand among his belongings.
4. A silver key in a box.

Forgotten Mansion of the Serpent Reaper

For a long time the mansion of the Serpent Reaper remained sealed. These days it is infested by wolfs. The mansion of the Serpent Reaper is a place of growth of a valuable specie of plants.



1. A broken box holds an ancient halberd and arrows.
2. A corpse of an elf, some gold close by.
3. A massive door with a keyhole on the western wall.
4. A confident bard, lying in ambush.
5. A key locked in a mechanical safe.