

Chapter. 04

Unity Action RPG 제작하기

| 캐릭터 AI 구현하기

FAST CAMPUS
ONLINE

유니티 Action RPG 구현

강사. 김영민

Finite State Machine 알아보기

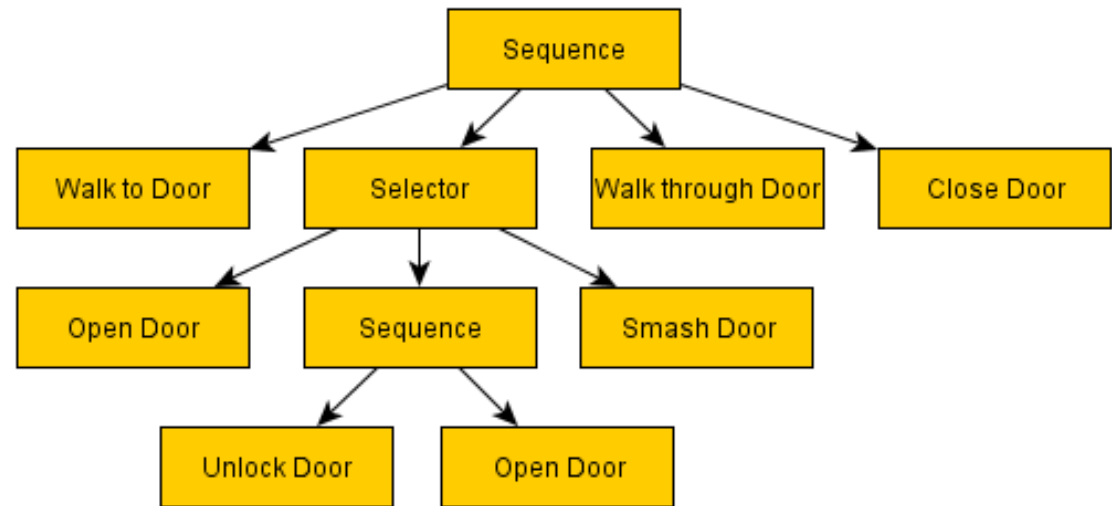
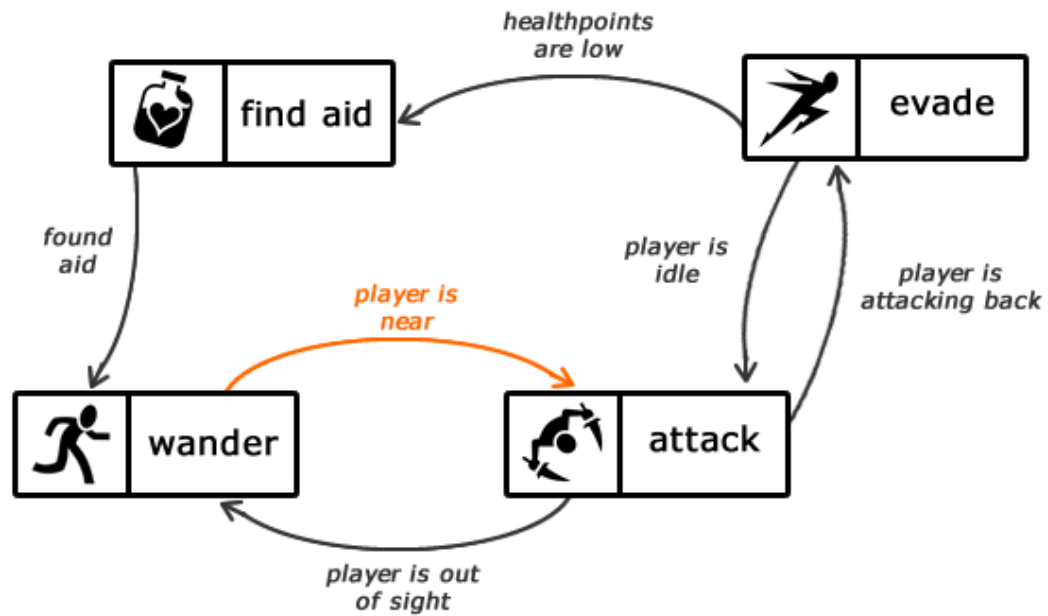
Behavior Tree 알아보기

Finite State Machine 구현하기

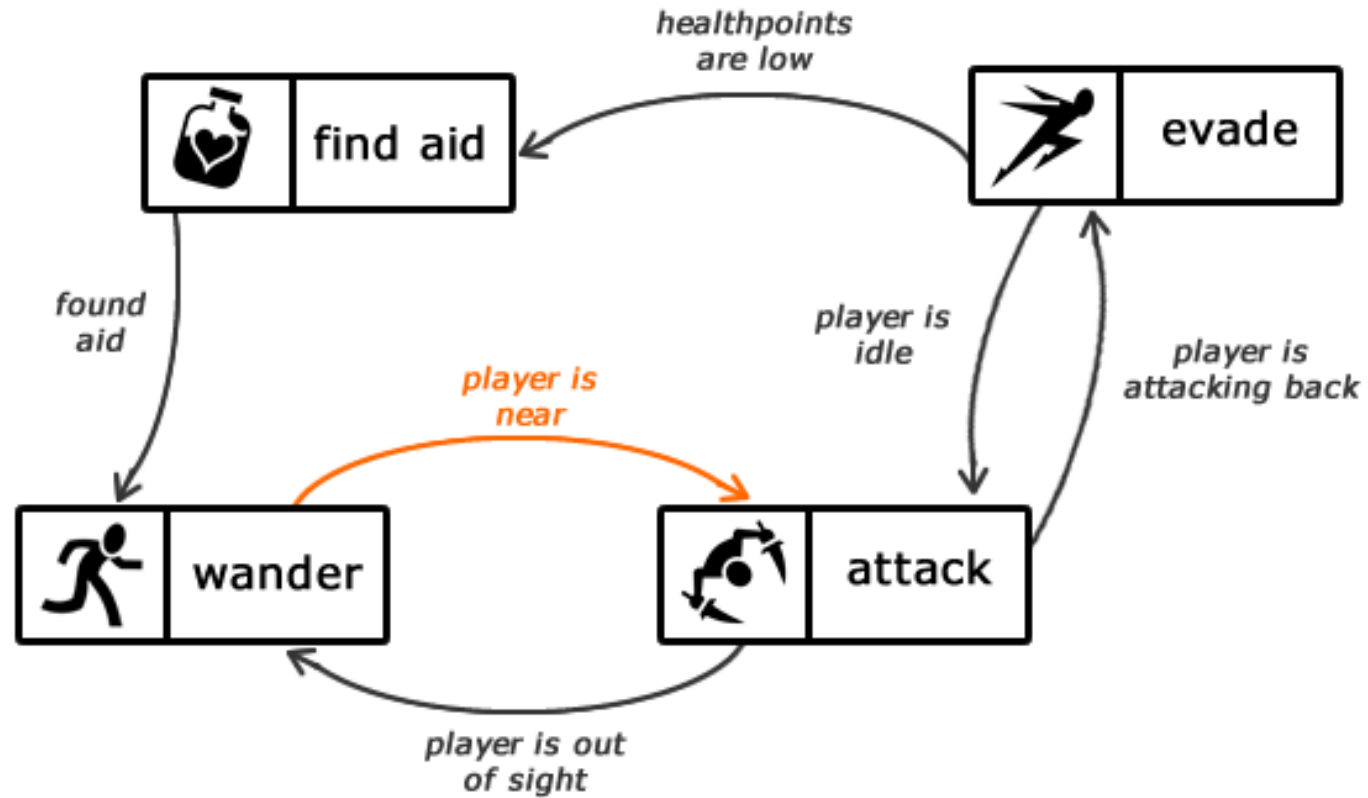
캐릭터 AI 구현하기

캐릭터 시야 및 향상된 AI 구현하기

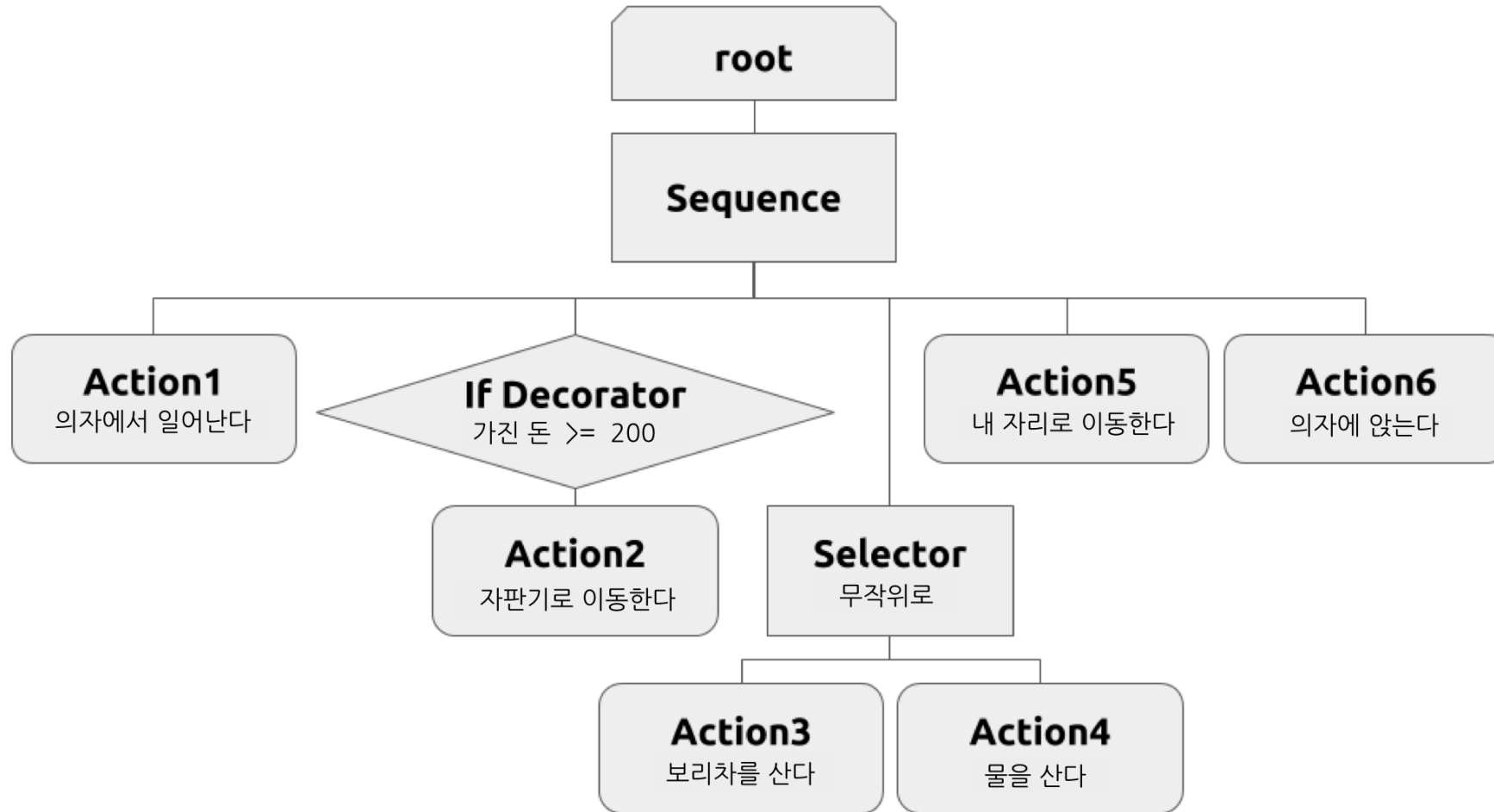
I AI 구현 모델 살펴 보기



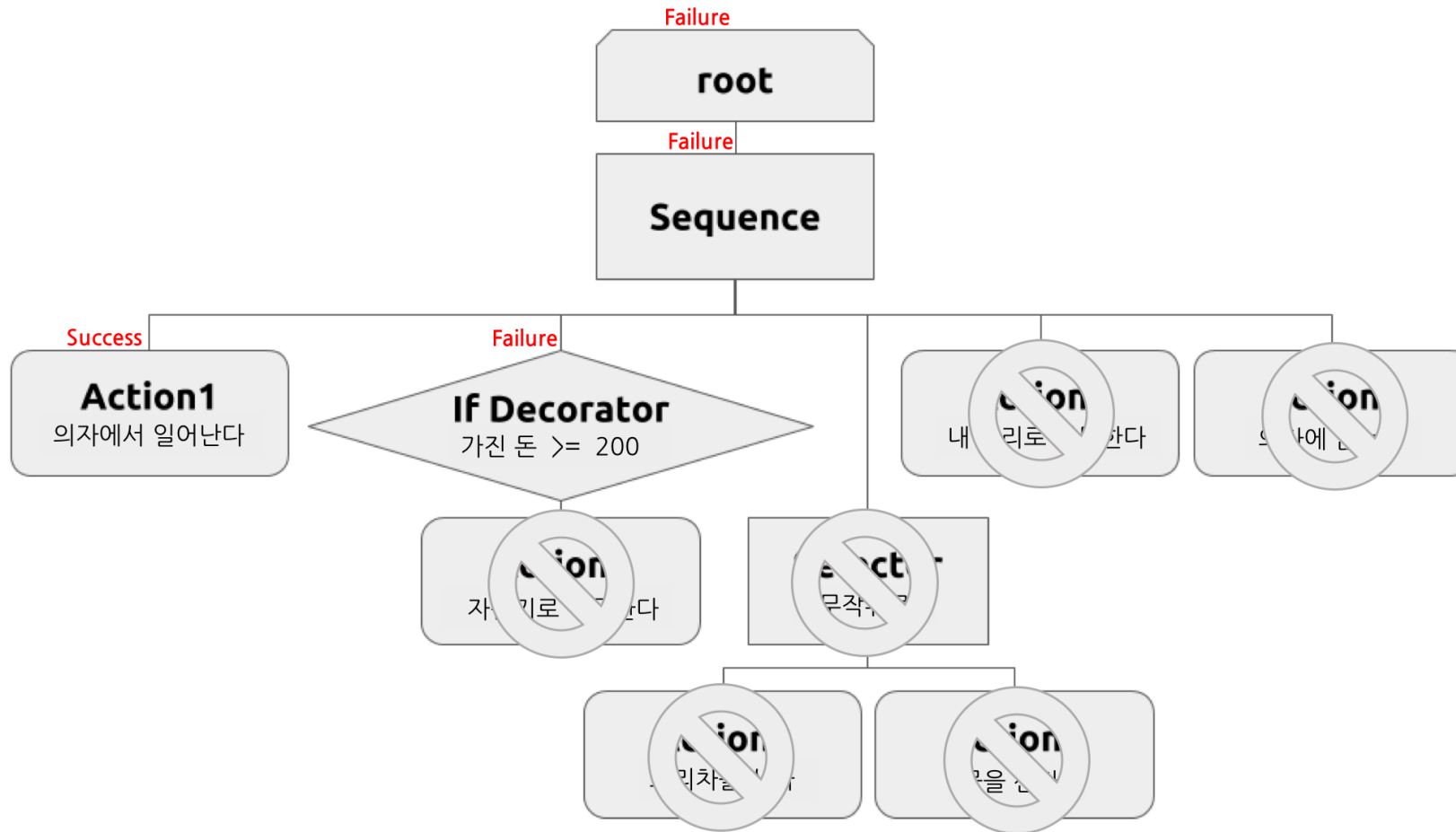
I Finite State Machine



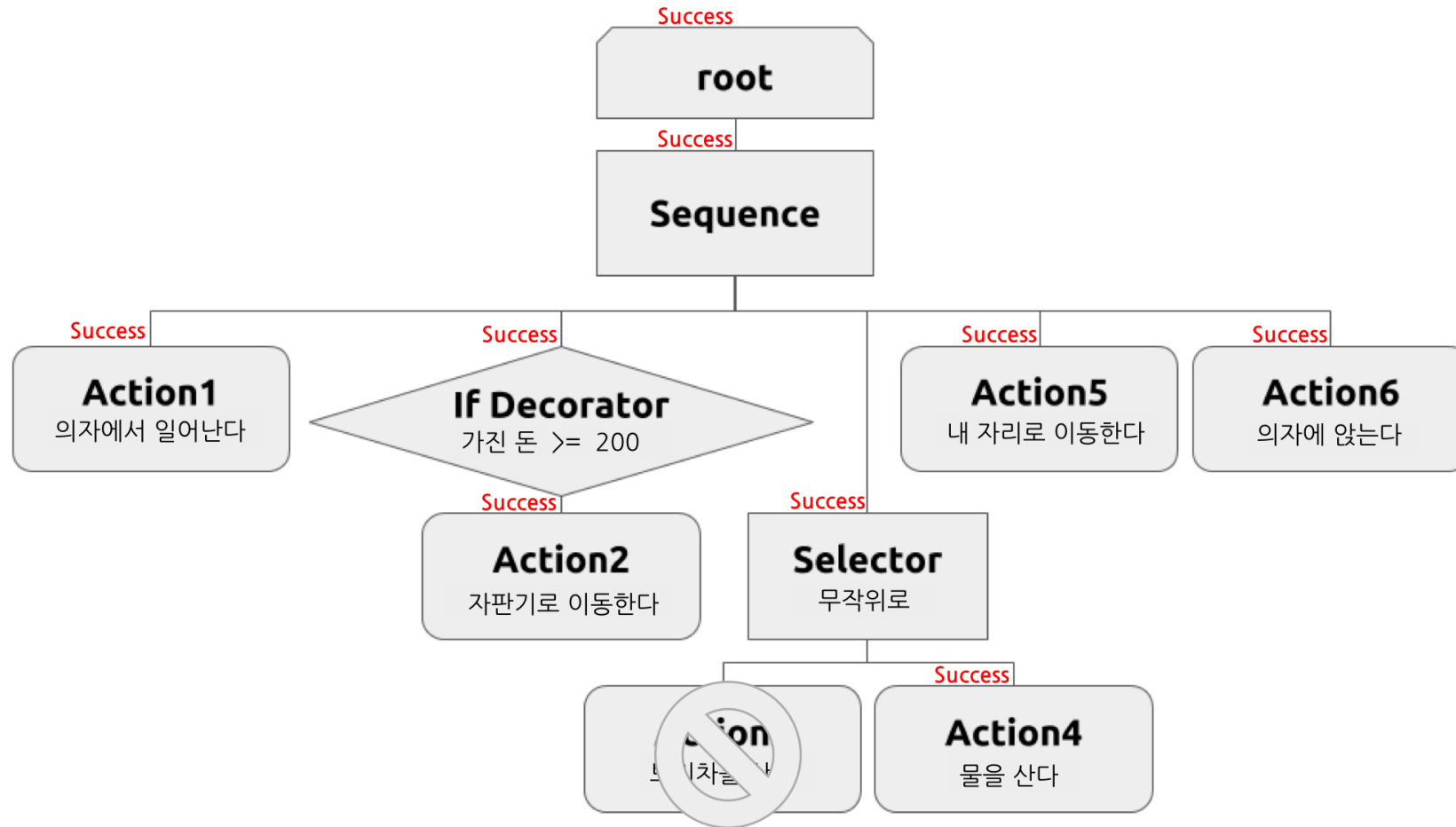
I Behavior Tree



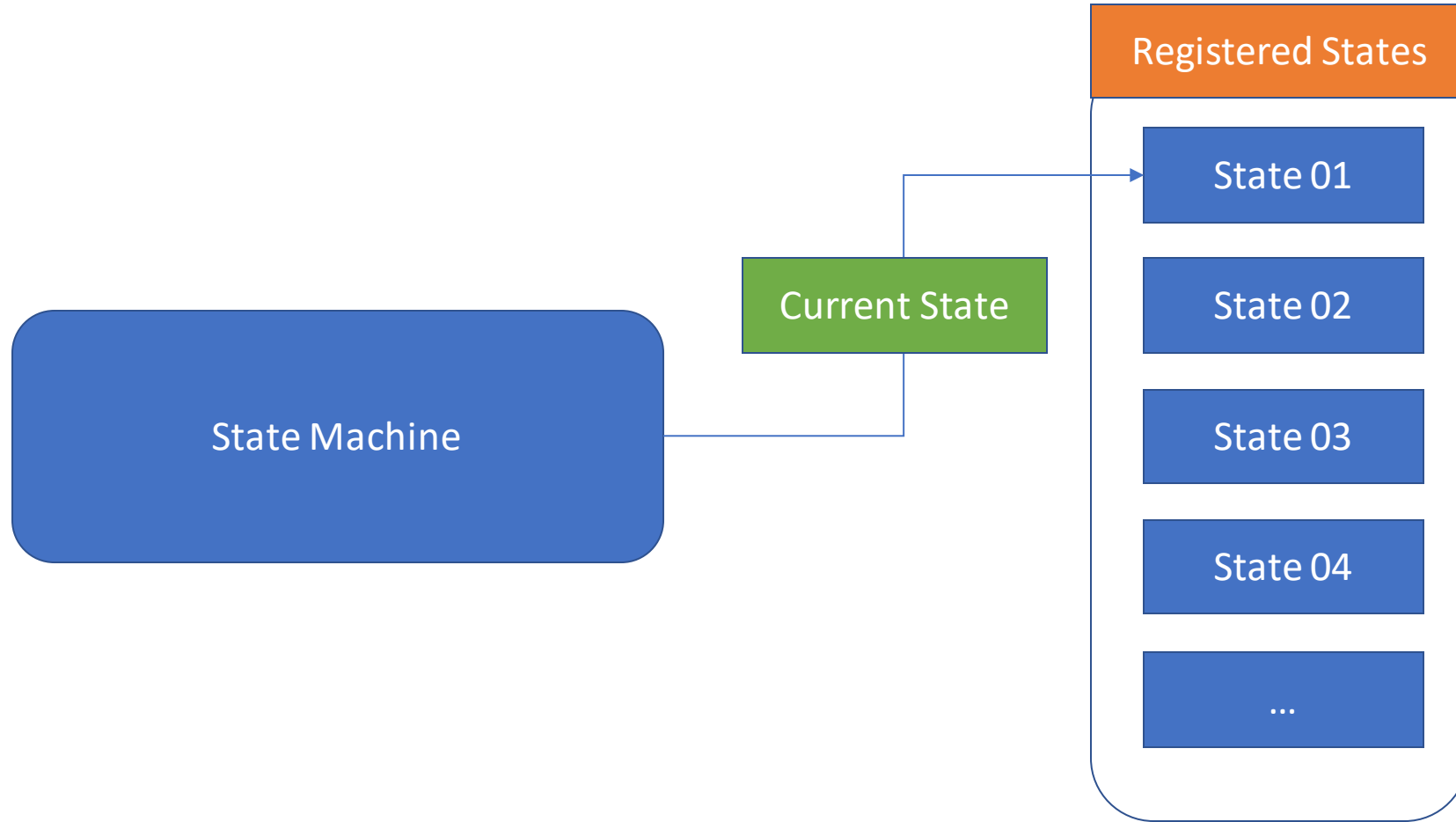
I Behavior Tree



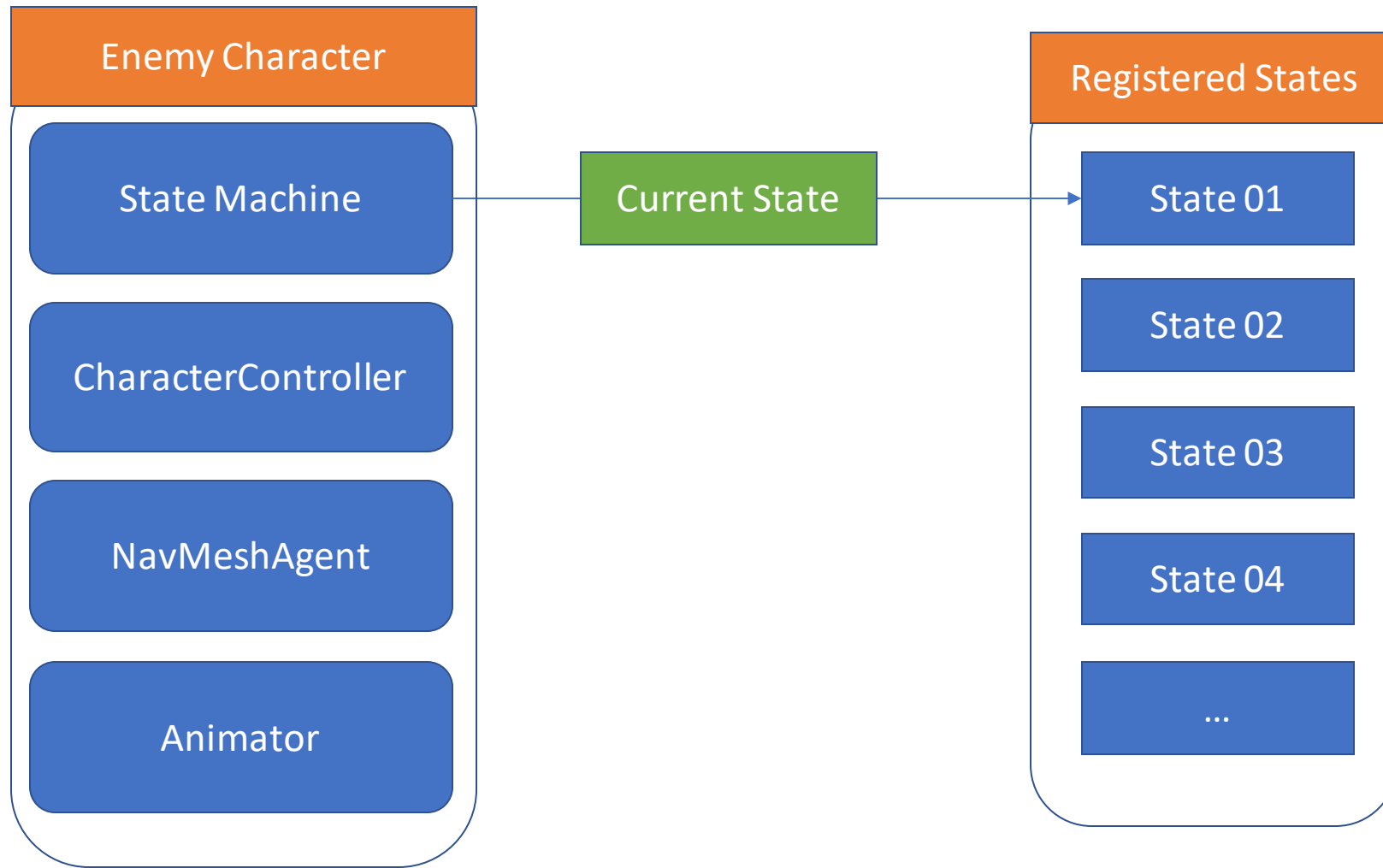
I Behavior Tree



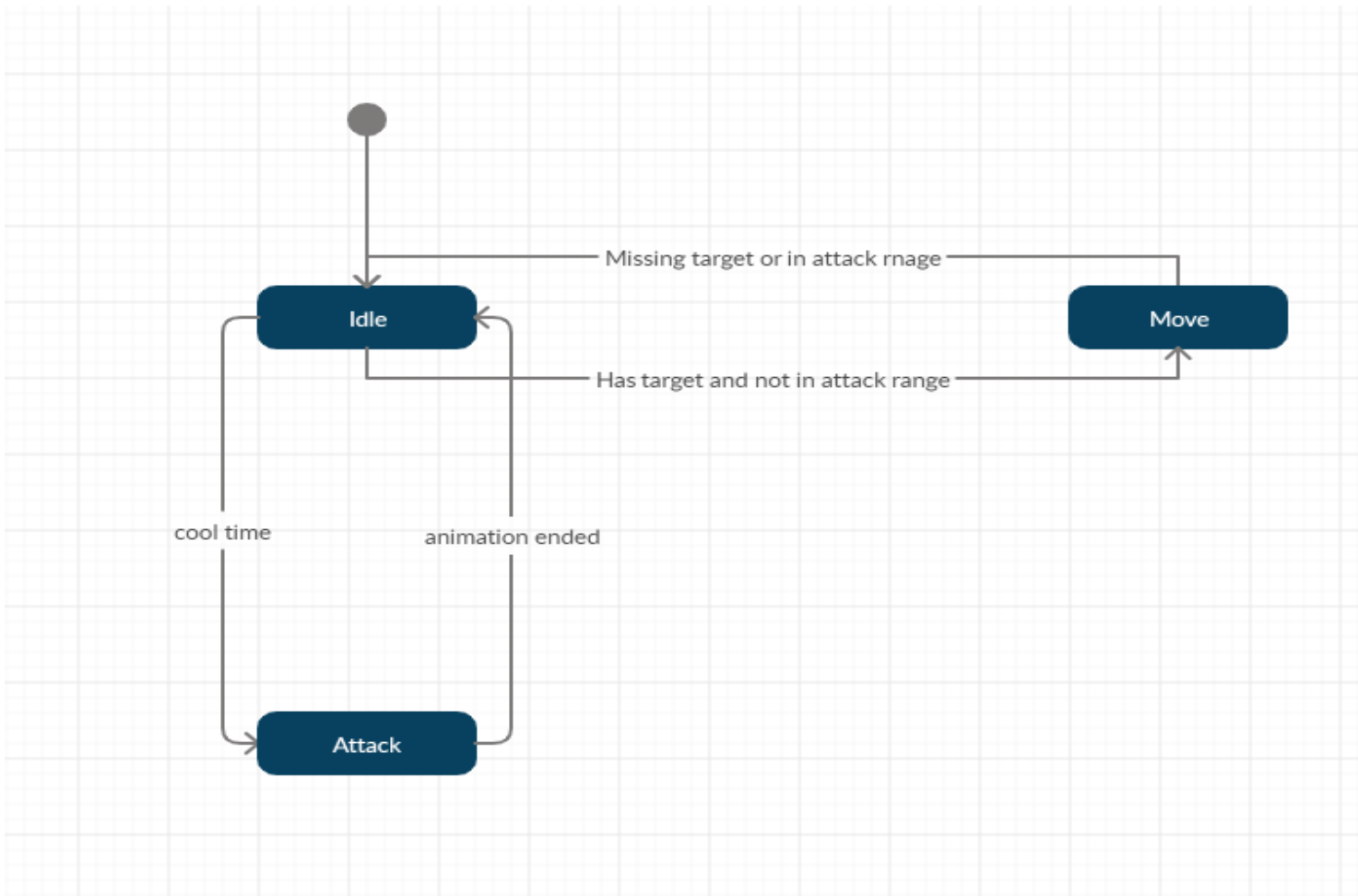
I FSM 구현하기



I 캐릭터 AI 구현하기



I 캐릭터 AI 구현하기



I 캐릭터 AI 구현하기

EnemyController 구현하기

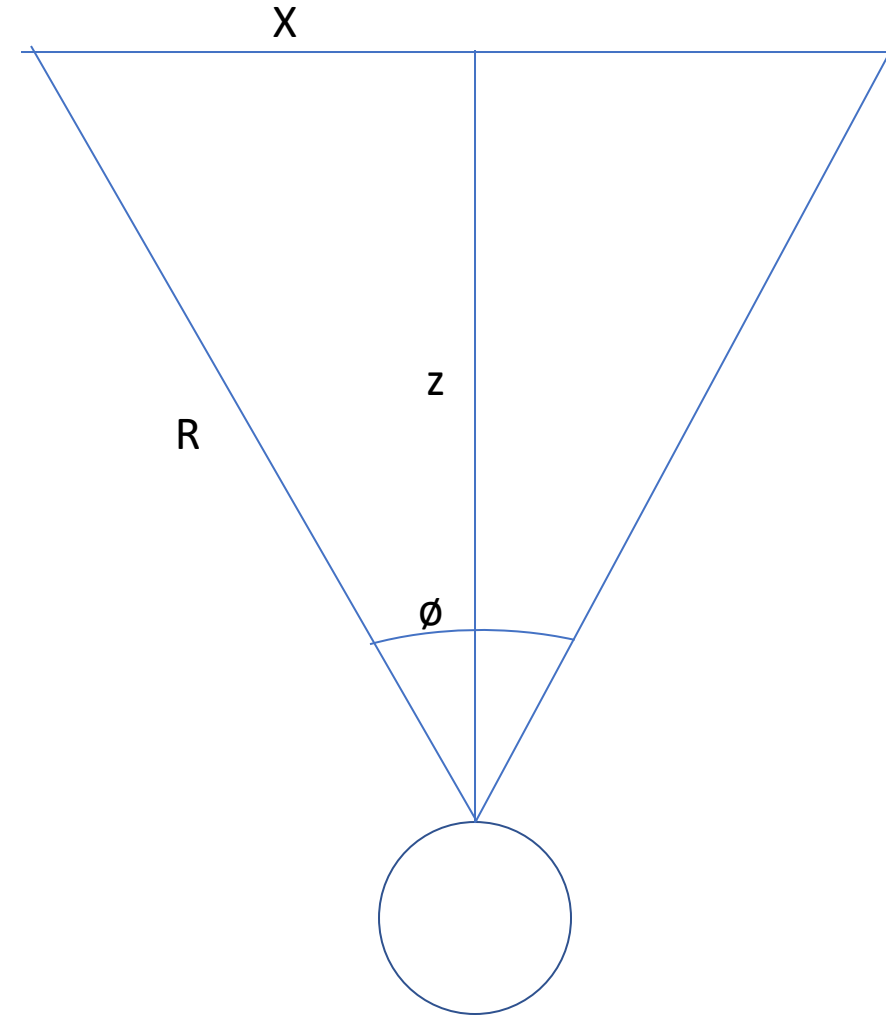
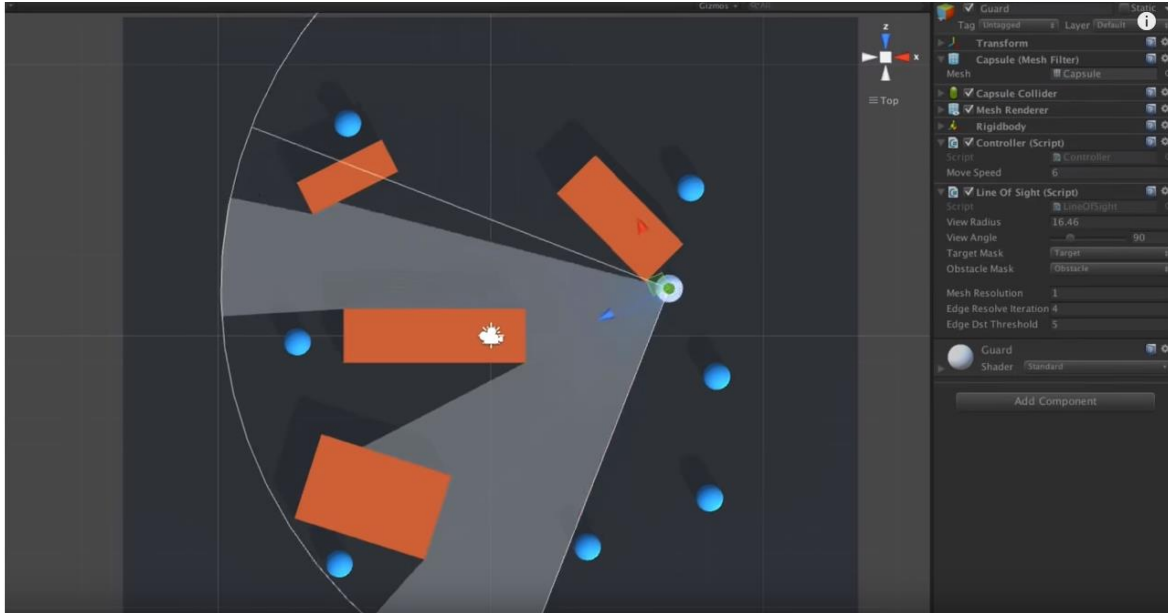
Idle State 구현하기

Move State 구현하기

Attack State 구현하기

캐릭터 시야 및 향상된 AI 구현하기

I 캐릭터 시야 구현하기



I 캐릭터 AI 확장 구현

