MULTIMEDIA COMPUTING– INFORMATION TECHNOLOGY DEPARTMENT

WEEK 6

REPORT

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Kelas	TI-3G
Asset yang dipakai (sertakan screenshoot, jika terdapat asset yang digunakan berasal dari internet atau sumber lain, cantumkan link)	 https://drive.google.com/drive/folders/1ayGkOtvXeX4aqll1E847SFsvMwGHuX47

STEPS

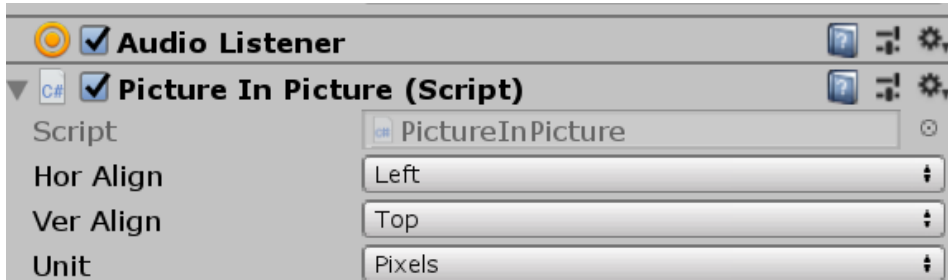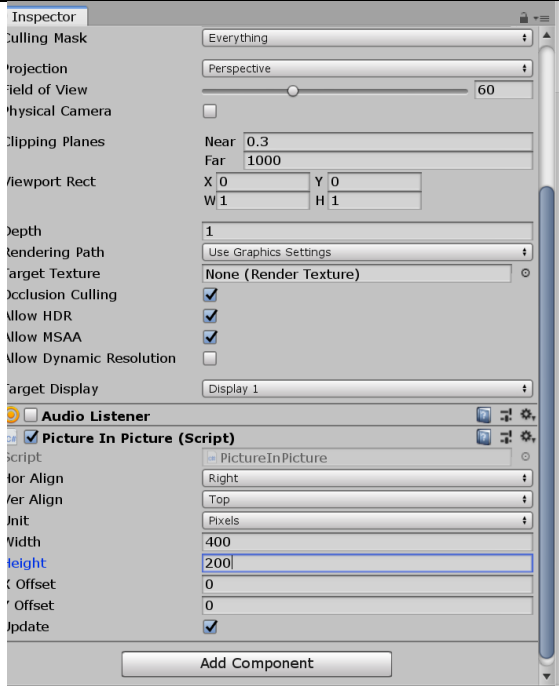| A. Camera view from Another Angle Perspective in A Scene	
1.	Create a new 3D Project in Unity.
2.	Import BasicScene package into Assets
3.	At Project View, open BasicScene then animation character and other objects will appear

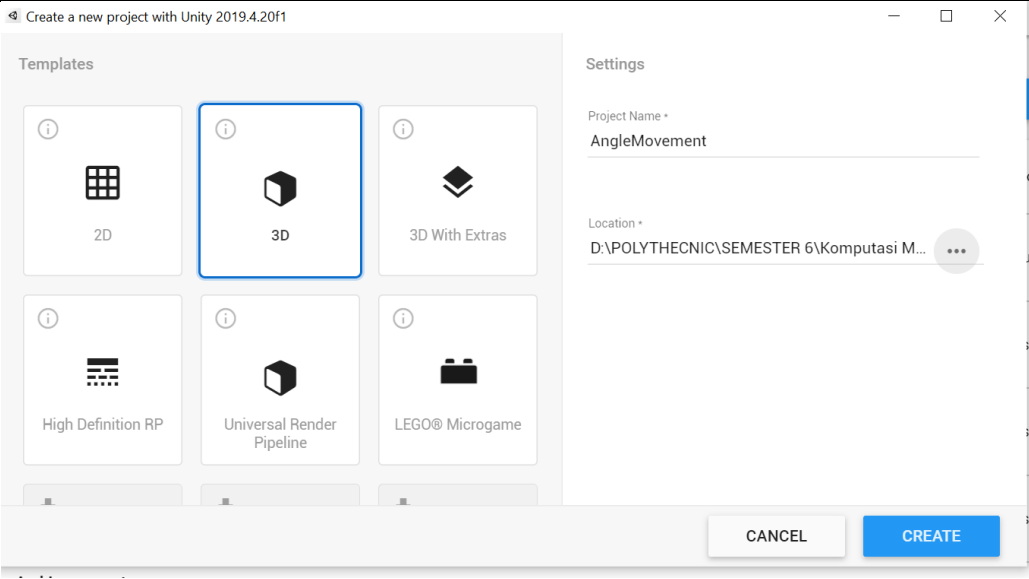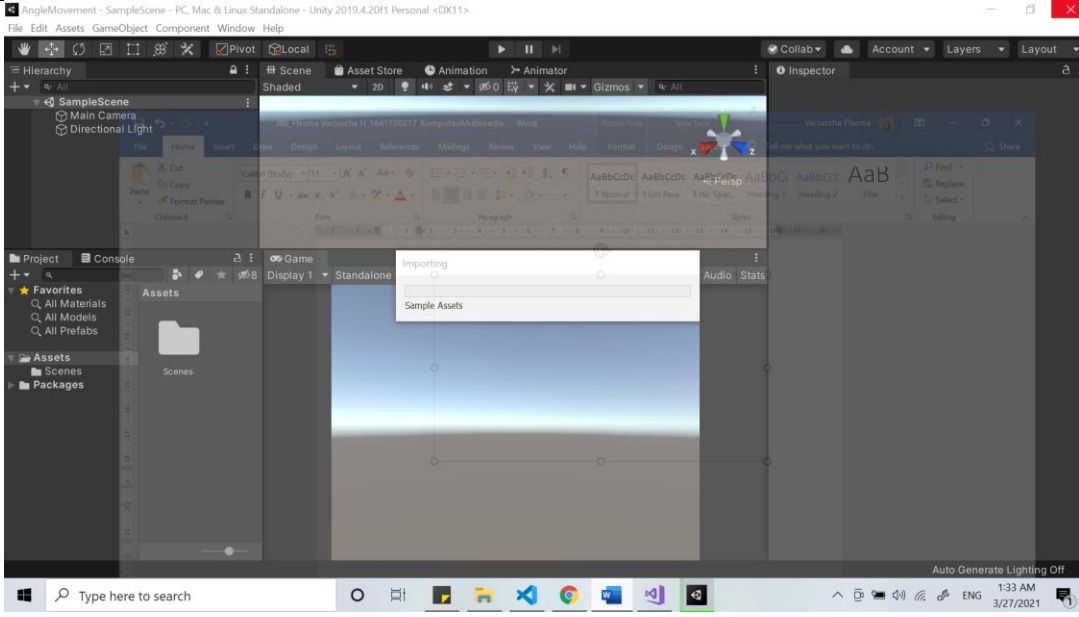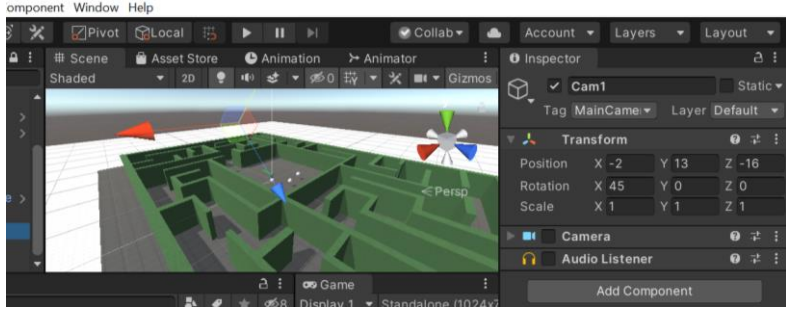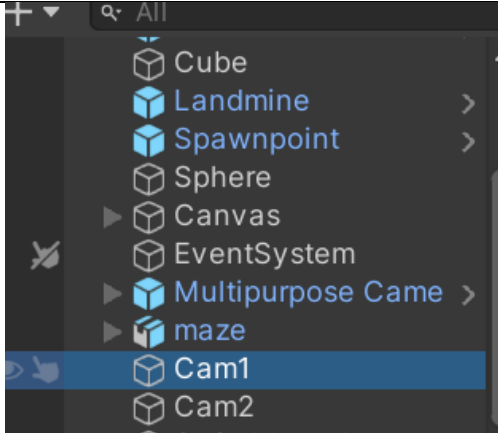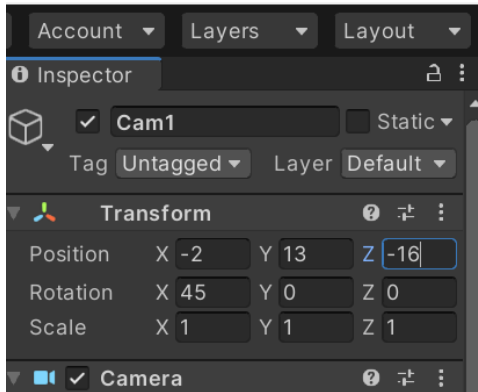|	
4.	Add new Camera into the scene by Create menu on Hierarchy, Go to Create → Camera
5.	Select Camera at Hierarchy, at Inspector menu, set "Depth = 1" as this illustration below.
6.	In Project View, create a new C# script named PictureInPicture with this following code.

7.		Drag this script into Camera at Hierarchy
8.		Select Camera then at Inspector, uncheck Audio Listener component then change some parameters in PictureInPicture as illustration below:

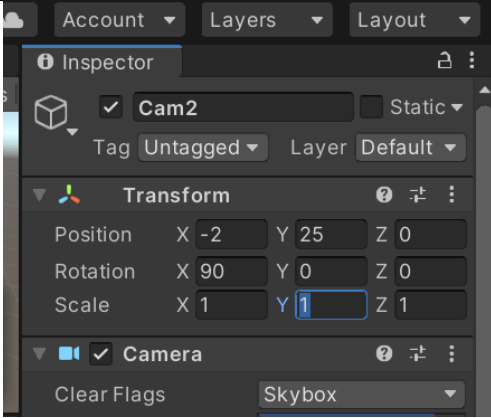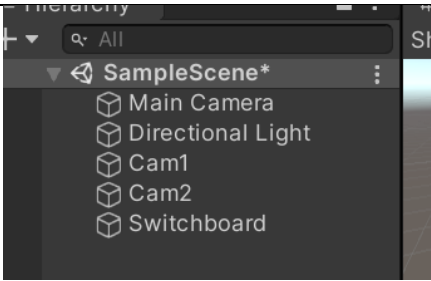|	
9.	Run your project. Scene layer will appear from different angle at top right edge of scene

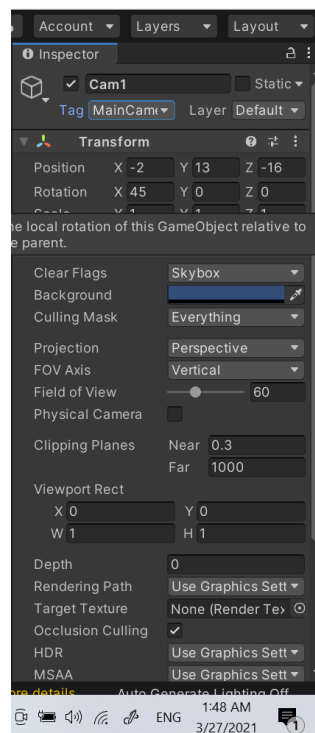|	
B. Make Any Camera Angle Movement	
1.	Create a new 3D Project in Unity.

2.	Import BasicScene package into Assets

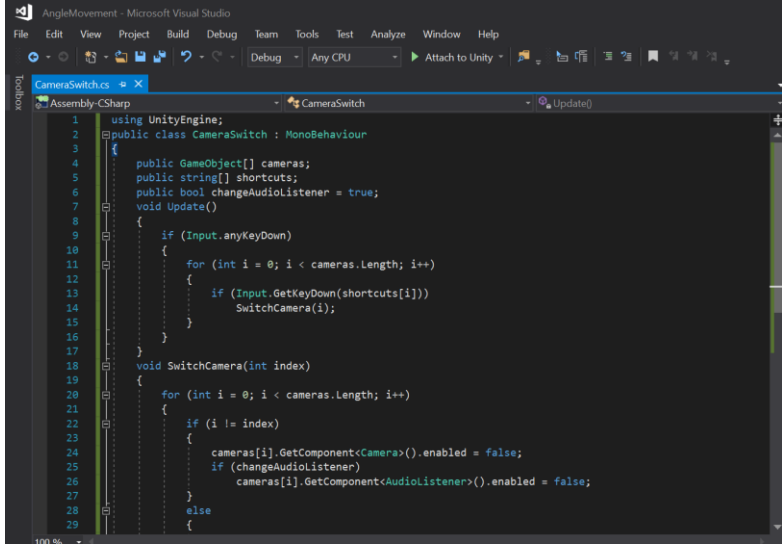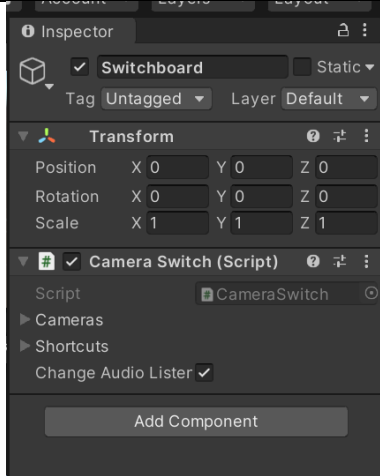| 3.	At Project View, open BasicScene then animation character and other objects will appear

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4.	Add two new Camera into the scene by Create menu on Hierarchy, Go to Create → Camera. Then change the name to cam1 and cam2	
5.	At Inspector, change the camera position at cam1 and cam2 like the illustration below. Cam1:	
	Cam1 Cam2	

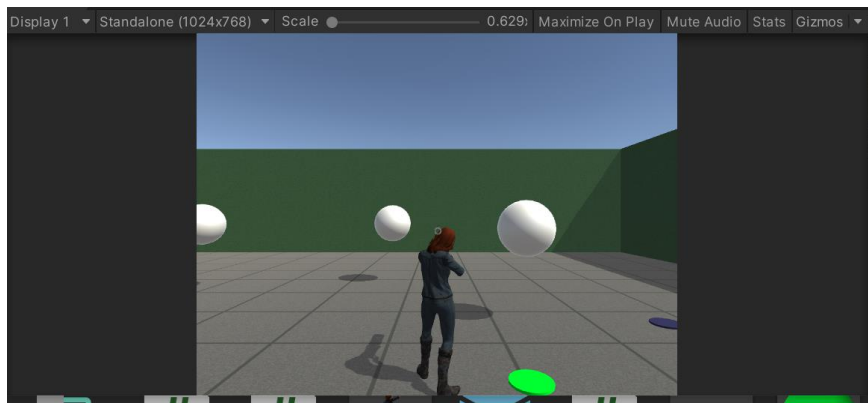|		
6.	Create a new GameObject by Create menu at Hierarchy. Go to Create → Create Empty, then change the name to Switchboard.	
7.	At Inspector of cam1 and cam2, uncheck Camera dan Audio Listener component. Set column Tag to be MainCamera.	
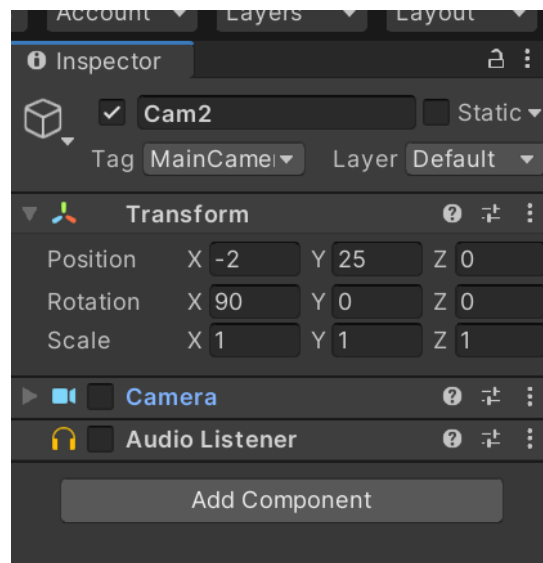
8.	Create a new C# script named CameraSwitch by following this code below

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9.	Drag this script to Switchboard.	
10.	At Inspector, set Cameras and Shortcuts size with "sizes = 3". Then, drag point some GameObjects (Main Camera (in Multipurpose Camera Rig → Pivot), cam1, and cam2) to every slot in the Cameras accordingly. Then at Shortcuts type 1, 2, and 3 accordingly in any available slots.	
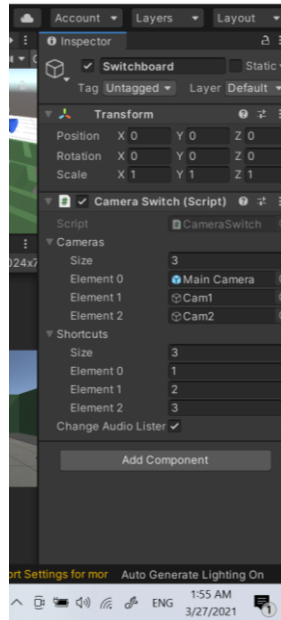
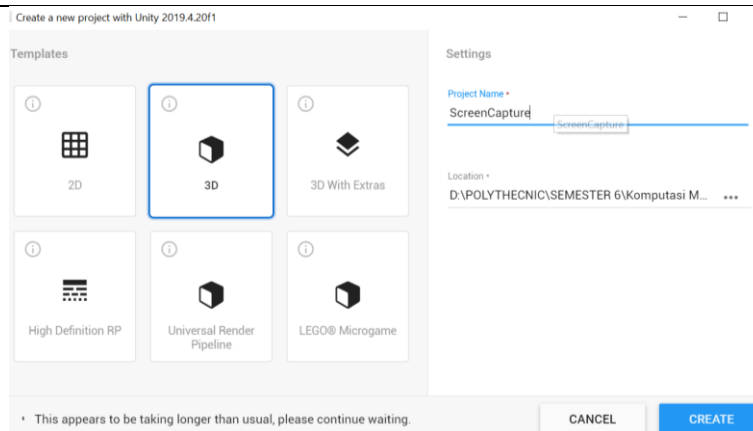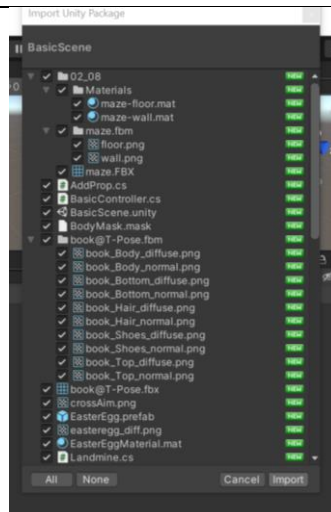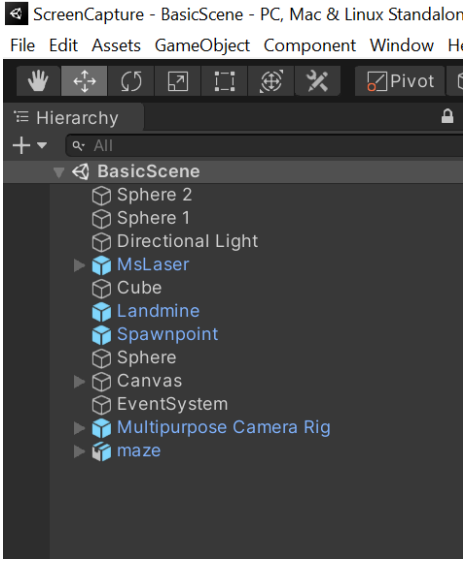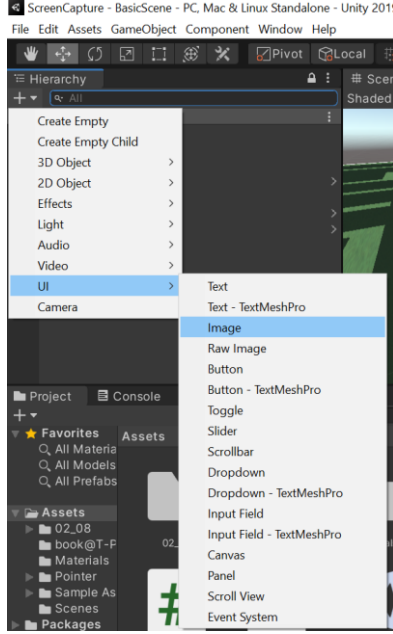|		
	11.	Run your project, then try to press 1, 2, and 3 keys on your keyboard, see the change of main camera angle.
		PRESS 1 PRESS 2
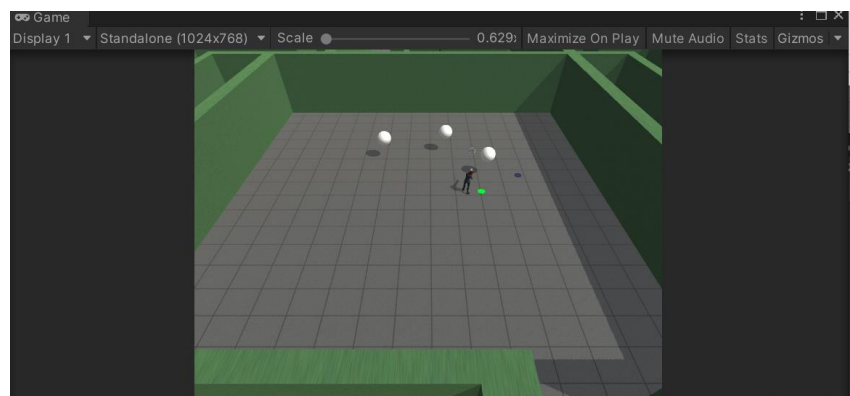
	PRESS 3

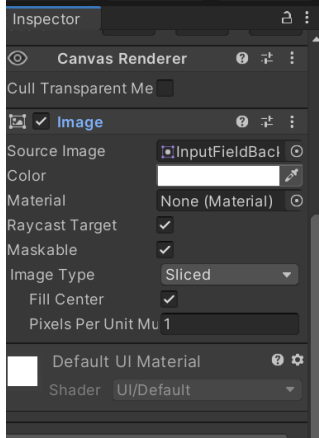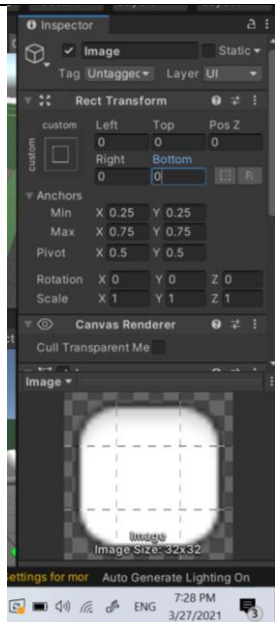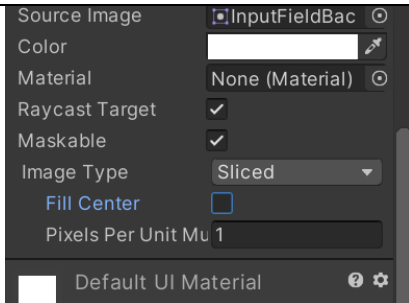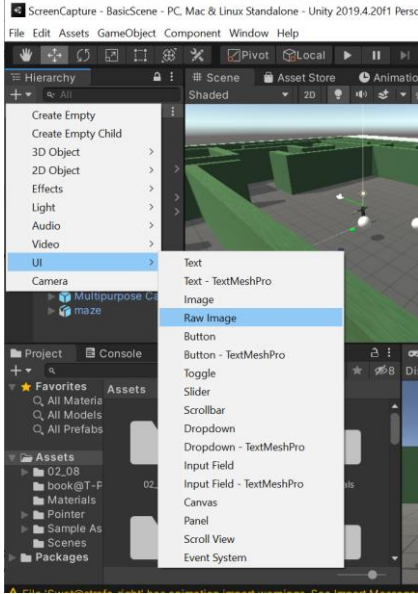|	
C. Screen Capture in Frame	
1.	Create a new 3D Project in Unity.
2.	Import BasicScene package into Assets
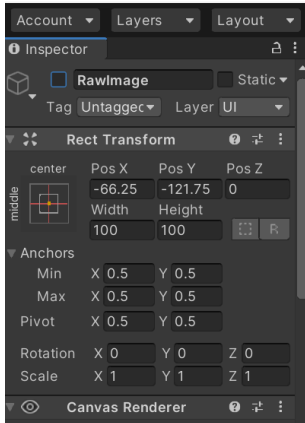
3.	In Project View, open BasicScene then animation character and other objects will appear. It also includes Canvas element for UI elements.
4.	Create an UI Image from Create menu at Hierarchy, Go to Create → UI → Image. Image component will appear at Canvas then change the name to frame.
5.	Select frame at Hierarchy, in Image (Script) at Inspector, set Source Image column to InputFieldBackground.

6.	At Inspector on Frame, Change Rect Transform as illustration below:	
7.	In Image (Script) component, uncheck Fill Center.	
8.	Create UI Raw Image from Create menu in Hierarchy, Go to Create → UI → RawImage. Change the name to Photo.	

9.	At Hierarchy select Photo, in Inspector find Raw Image (Script) component then set Texture column to None (Texture). Then uncheck Photo column

10.	Set Rect Transform in Photo GameObject as illustration below:
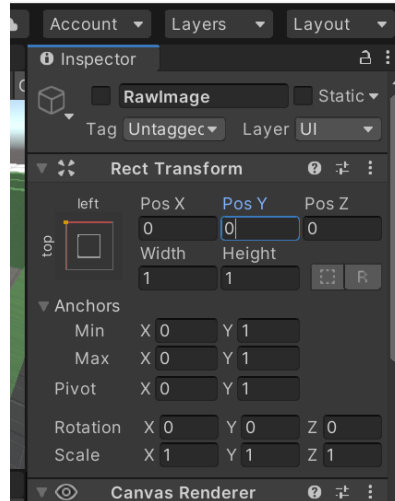
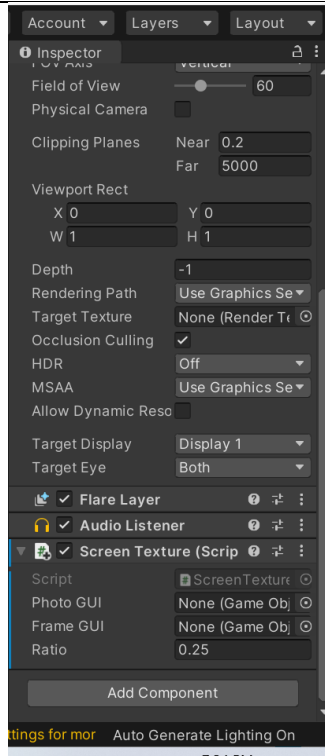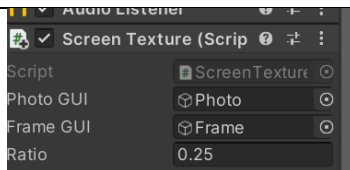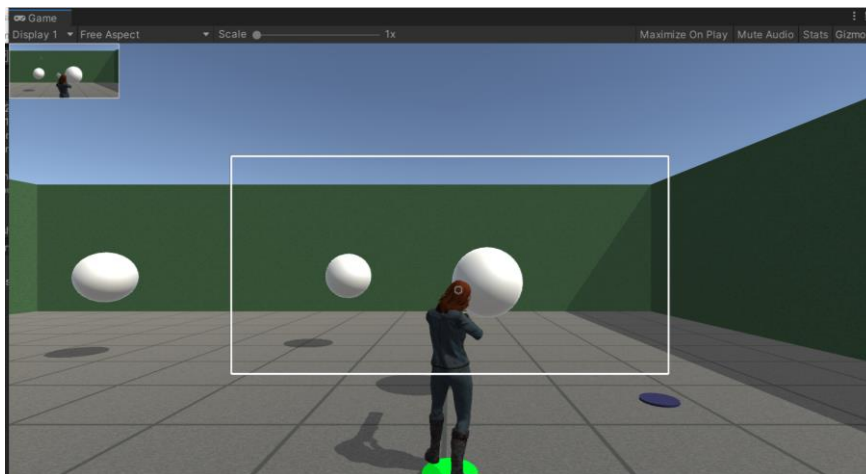| 11.	Create new C# script C# named ScreenTexture with this following code

12.	Drag this Script to Main Camera located in Multipurpose Camera Rig → Pivot

13.	Go to Inspector in Main Camera, find Screen Texture (Script) script then set Photo GUI column to Photo, then set Frame GUI to Frame.	
14.	Run your project, you may do a screen capture by left clicking on mouse. The result will be shown at the left top corner of scene. 	

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SUMMARY

In this practicum we able to implement any angle of camera in the scene, make some of angle camera transitions, and also make a scene capture in frame.

SELFIE (WITH PROJECT)