

Navigation

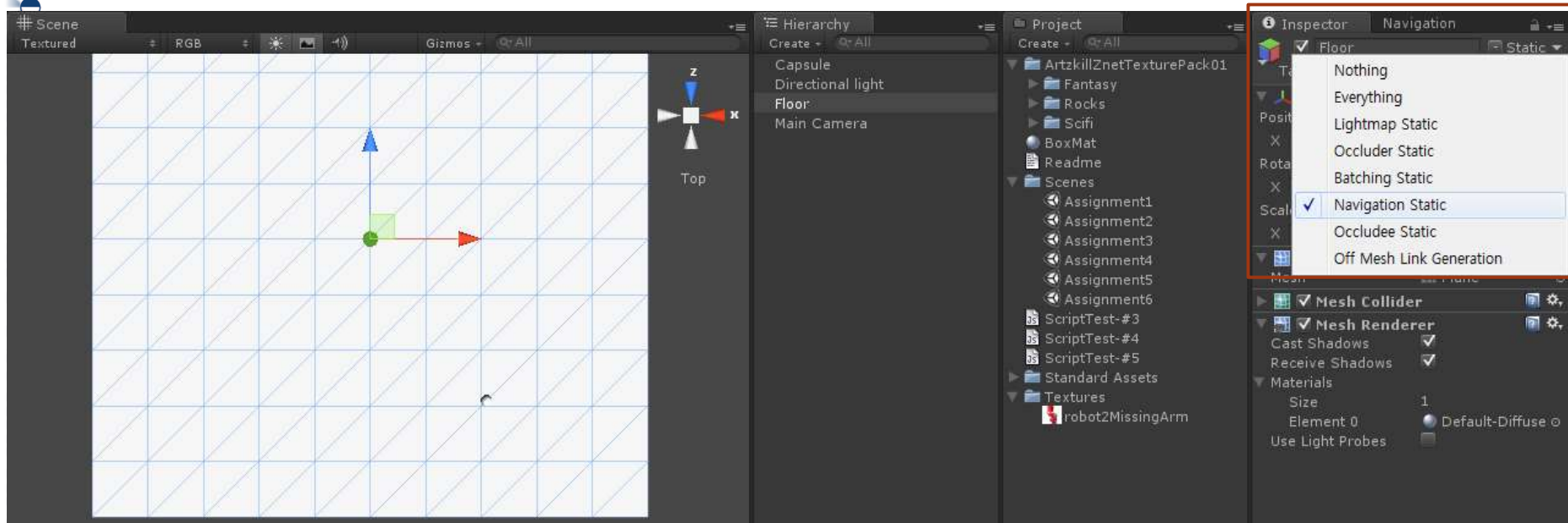
(Chapter 6)

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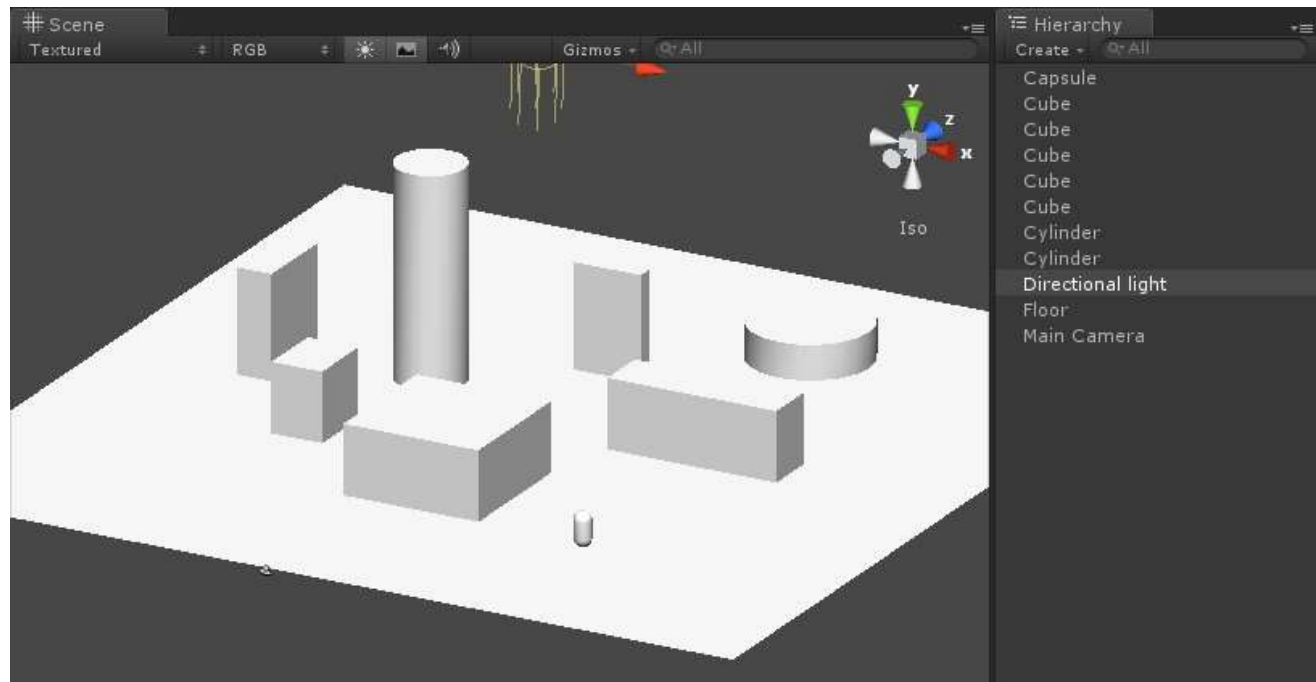
Navigation

- Navigation
 - 바닥 생성
 - Terrain / Plane 모두 무방
 - Level 변경
 - Inspector → Static : Navigation Static



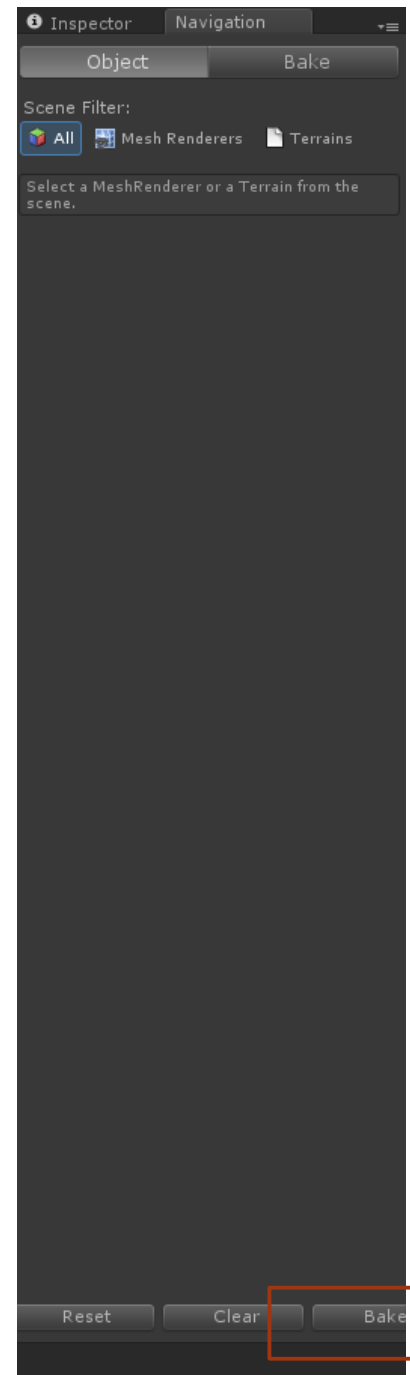
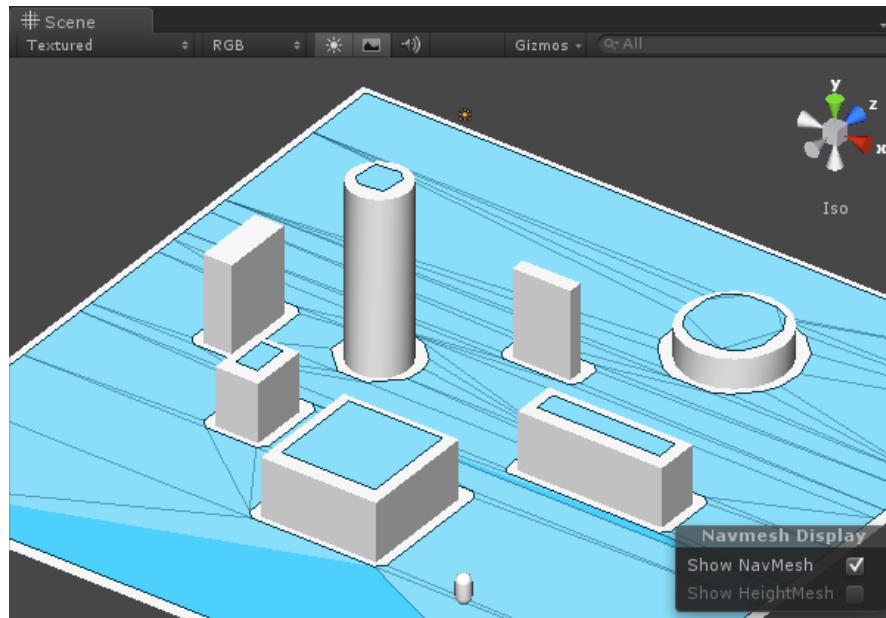
Navigation

- Navigation
 - 장애물 생성
 - 다양한 크기의 오브젝트 생성 후 배치
 - 에이전트 생성



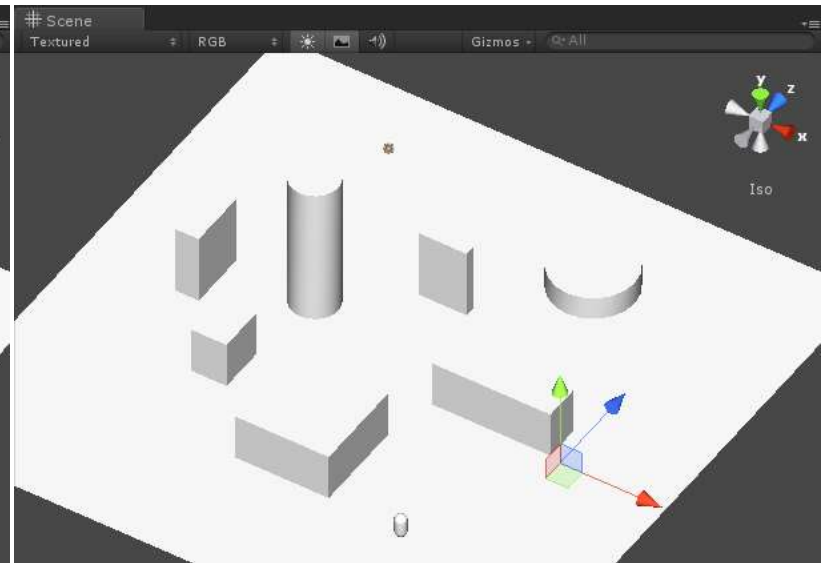
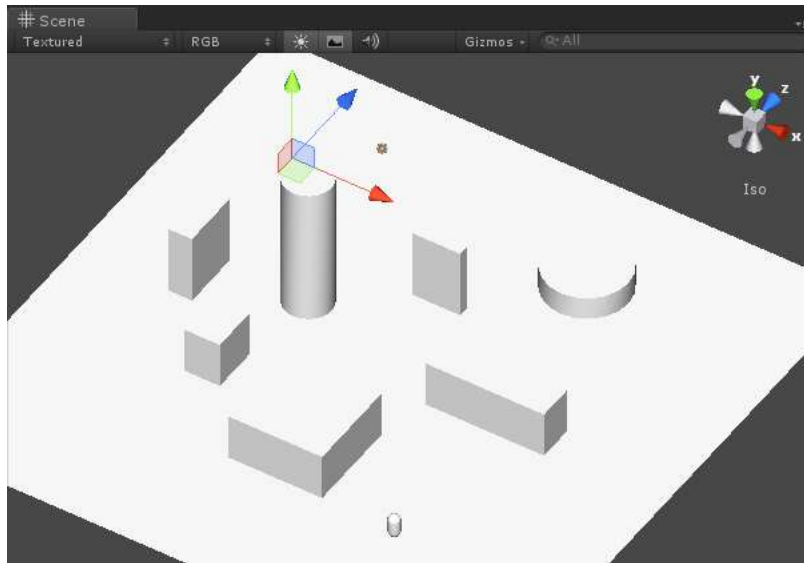
Navigation

- Navigation
 - 장애물 설정 변경
 - 장애물이 되는 물체도 Navigation Static을 설정
 - Navigation 등록
 - Window → Navigation
 - Bake 선택



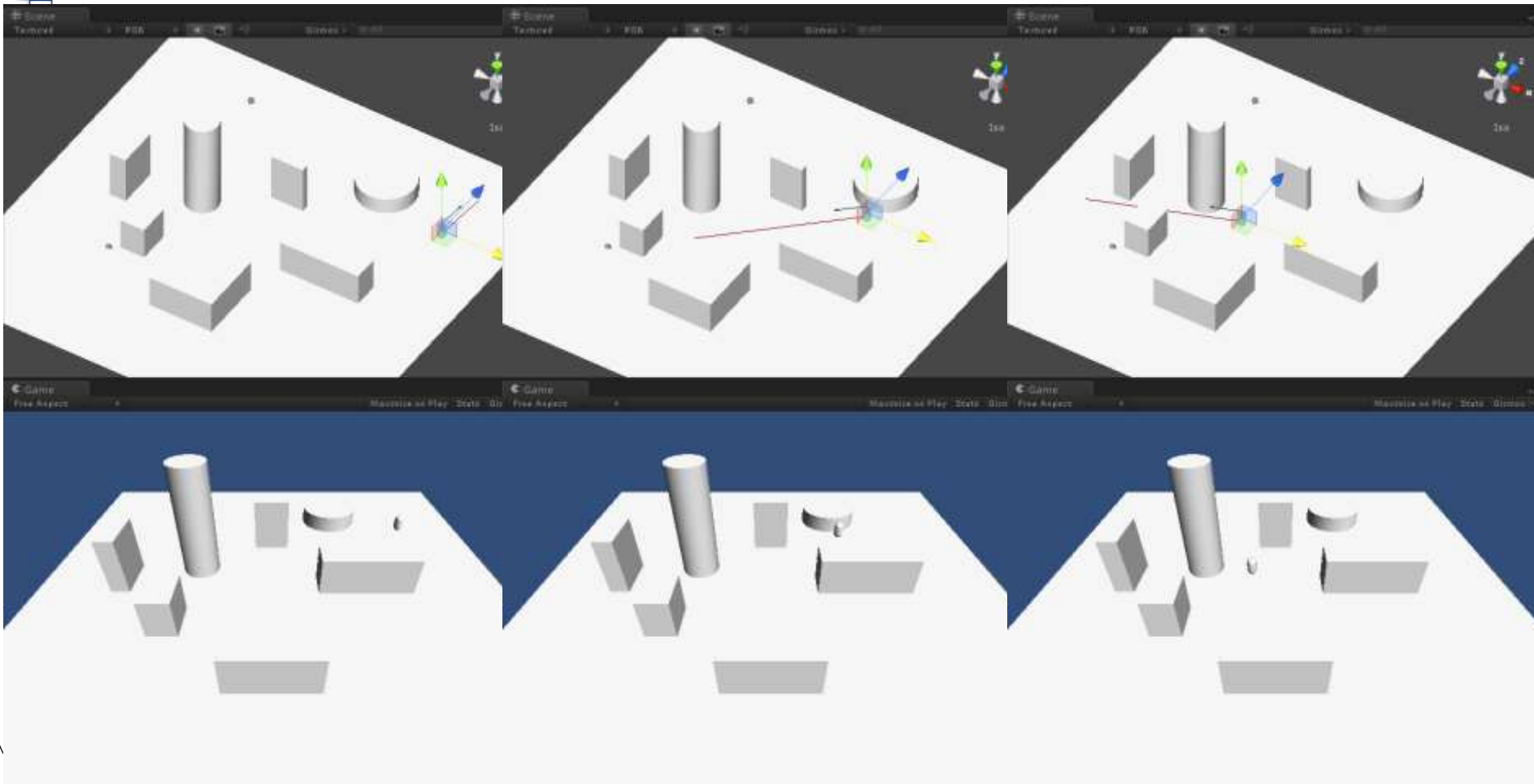
Navigation

- Navigation
 - Agent 설정
 - Component → Navigation → Nav Mesh Agent
 - Script 생성
 - 이동 지점 설정



Navigation

- Navigation
 - 선택지점 따라가기



Navigation

```
using UnityEngine;  
using UnityEngine.AI;  
using System.Collections;
```

```
public class Navmeshmove : MonoBehaviour {  
    public Camera mainCam;  
    // Use this for initialization  
    void Start()  
    {  
  
    }  
  
    // Update is called once per frame  
    void Update()  
    {  
        if (Input.GetMouseButtonDown(0))  
        {  
            RaycastHit hit;  
            if (Physics.Raycast(mainCam.ScreenPointToRay(Input.mousePosition),  
                                out hit, Mathf.Infinity))  
            {  
                GetComponent<NavMeshAgent>().destination = hit.point;  
            }  
        }  
    }  
}
```

Navigation

- Navigation
 - 캐릭터 따라가는 몬스터

```
using UnityEngine;
using UnityEngine.AI;
using System.Collections;

public class MonsterCtrl : MonoBehaviour {
    // 추적할 대상 Object
    private Transform playerTr;
    // 추적할 Object
    private Transform tr;
    // 추적 Object에 적용된 NavMeshAgent 컴포넌트
    private NavMeshAgent nvAgent;
    // Use this for initialization
    void Start () {
        nvAgent = GetComponent< NavMeshAgent >();
        tr = GetComponent< Transform>();
        playerTr = GameObject.FindGameObjectWithTag("Player").GetComponent< Transform>();

        //추적 Object에 적용된 NavMeshAgent 컴포넌트에 추적대상 설정
        nvAgent.destination = playerTr.position;
    }
    // Update is called once per frame
    void Update () {
        nvAgent.destination = playerTr.position;
    }
}
```