

Unity



Unity



Programowanie gier – wstęp do Unity

Unity

Zalety:

- Duże możliwości
- Łatwość obsługi, importowanie modeli i tekstur
- Wieloplatformowość

Wady:

- Droga wersja Pro (1,500\$ lub 75\$/miesiąc)

SUMMIT

Unity

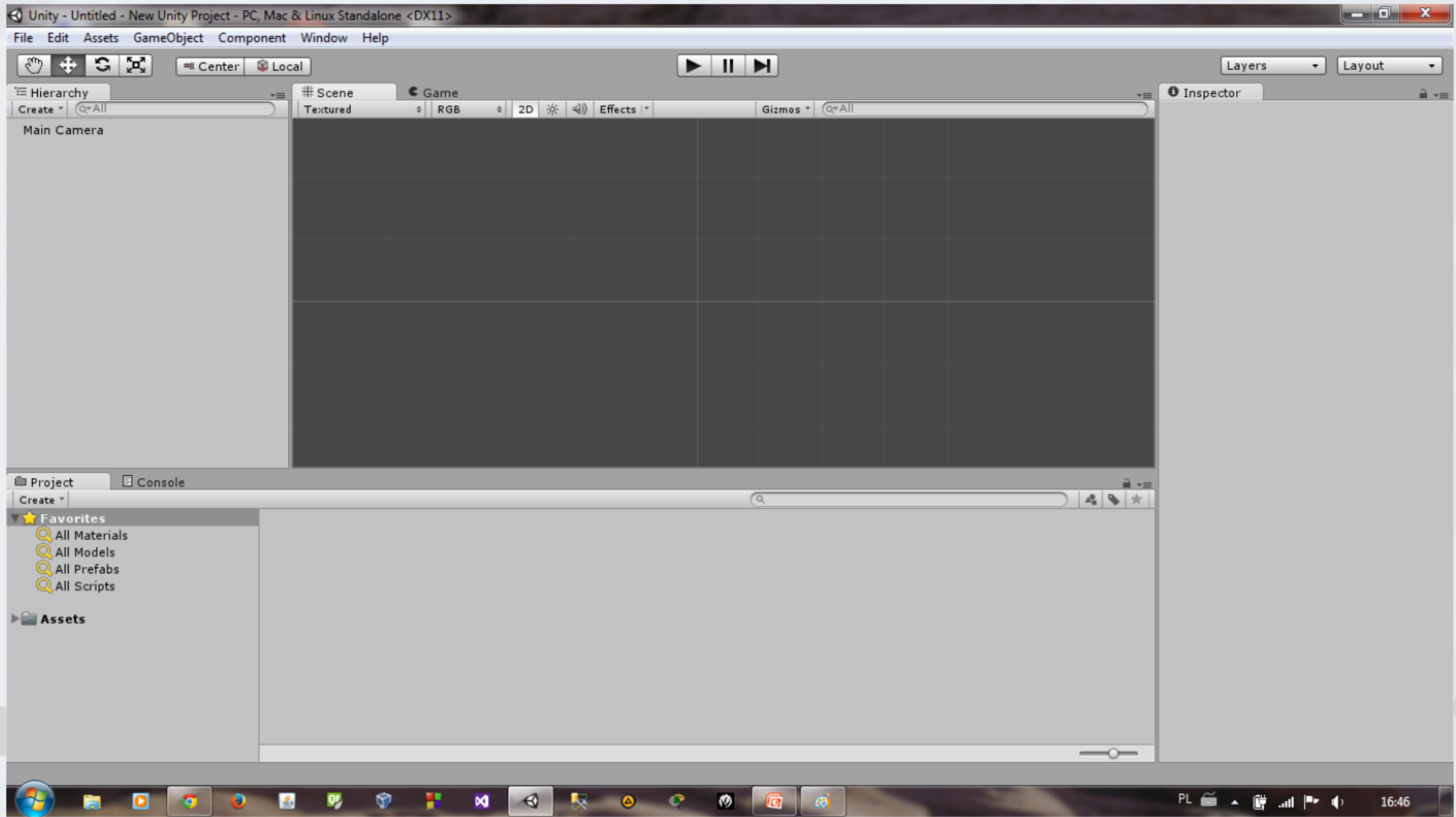
Zalety:

- Duże możliwości
- Łatwość obsługi, importowanie modeli i tekstur
- Wielopatformowość

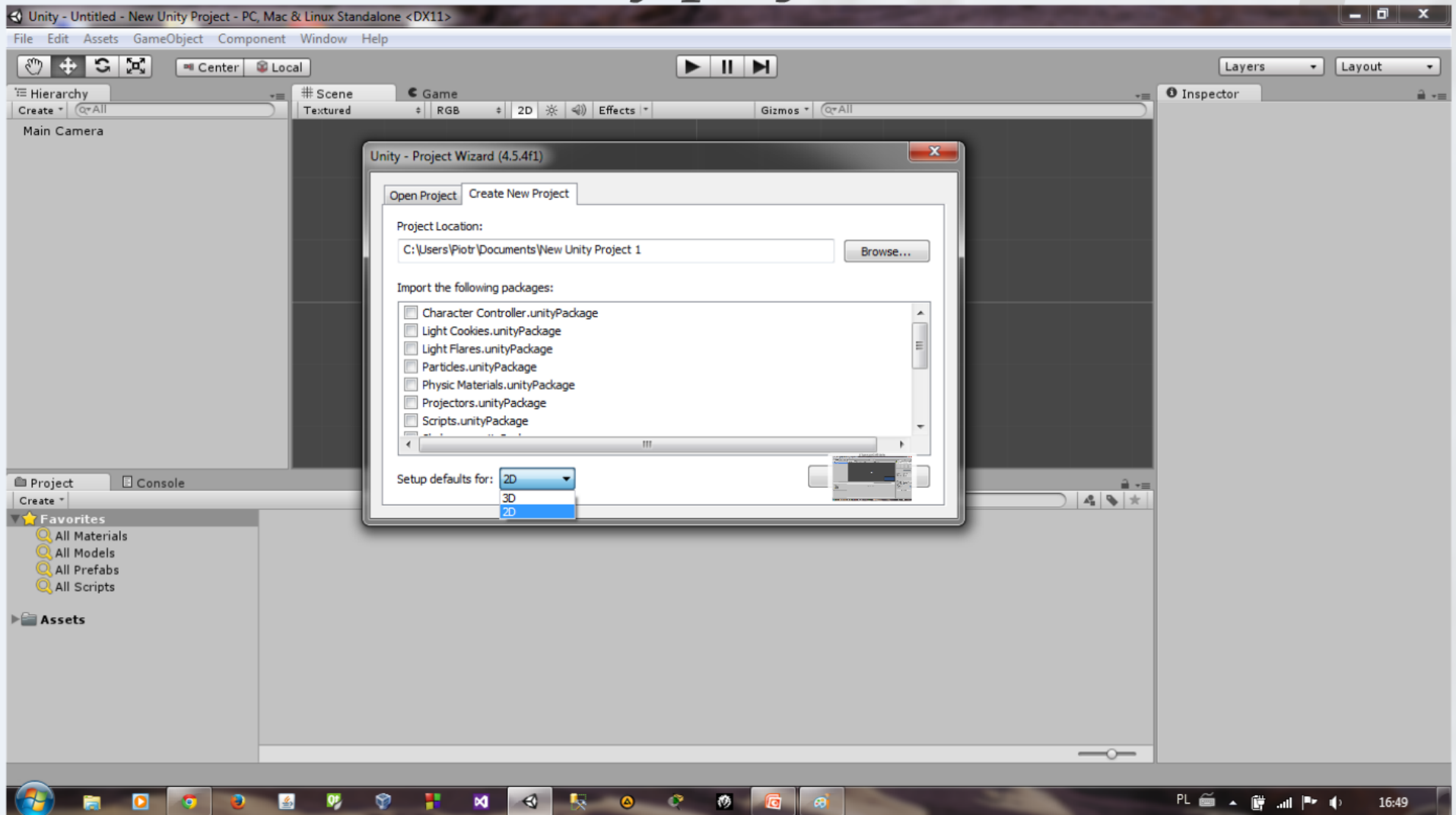
Wady:

- Droga wersja Pro (1,500\$ lub 75\$/miesiąc)

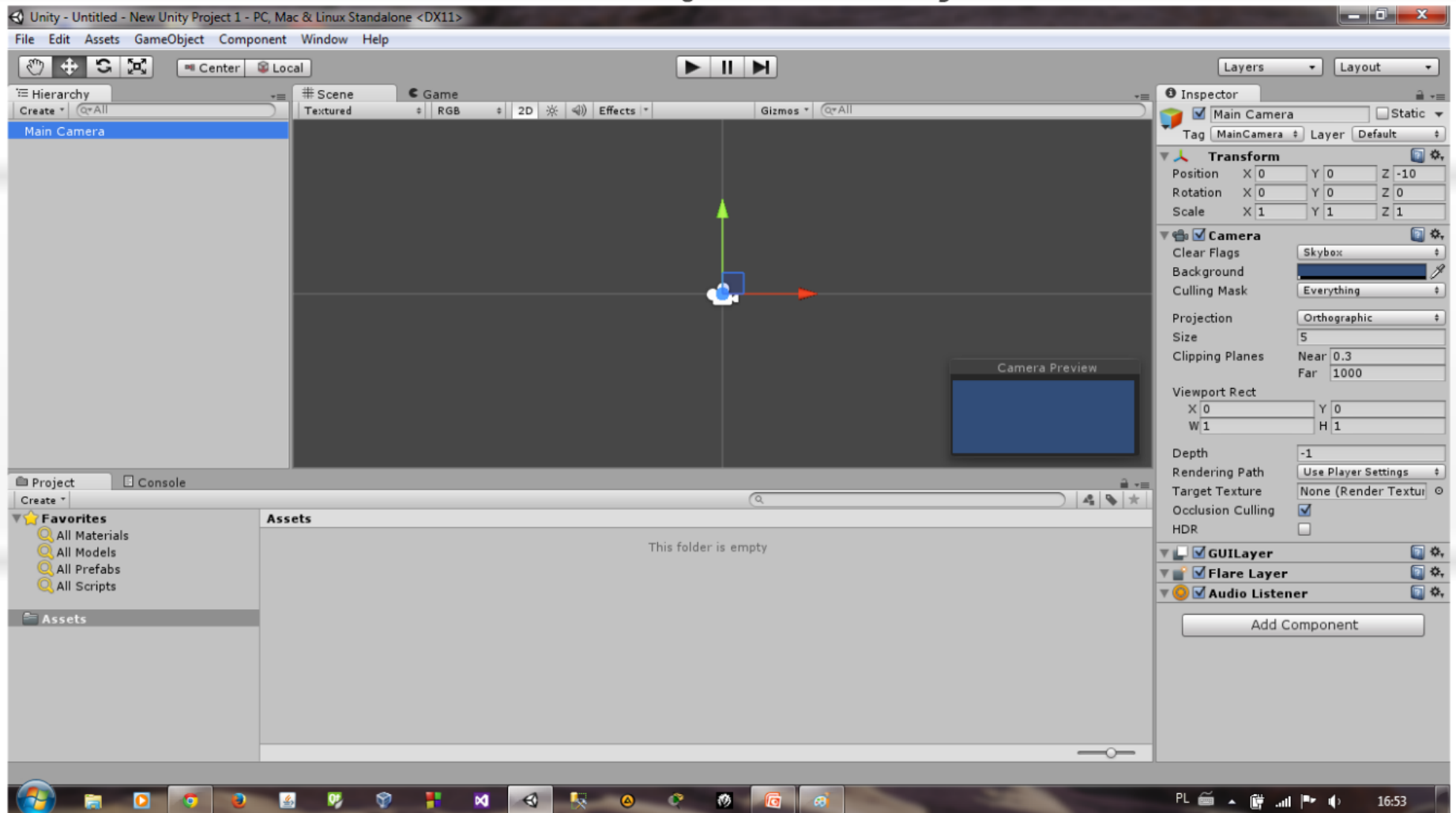
Unity - środowisko do tworzenia gier



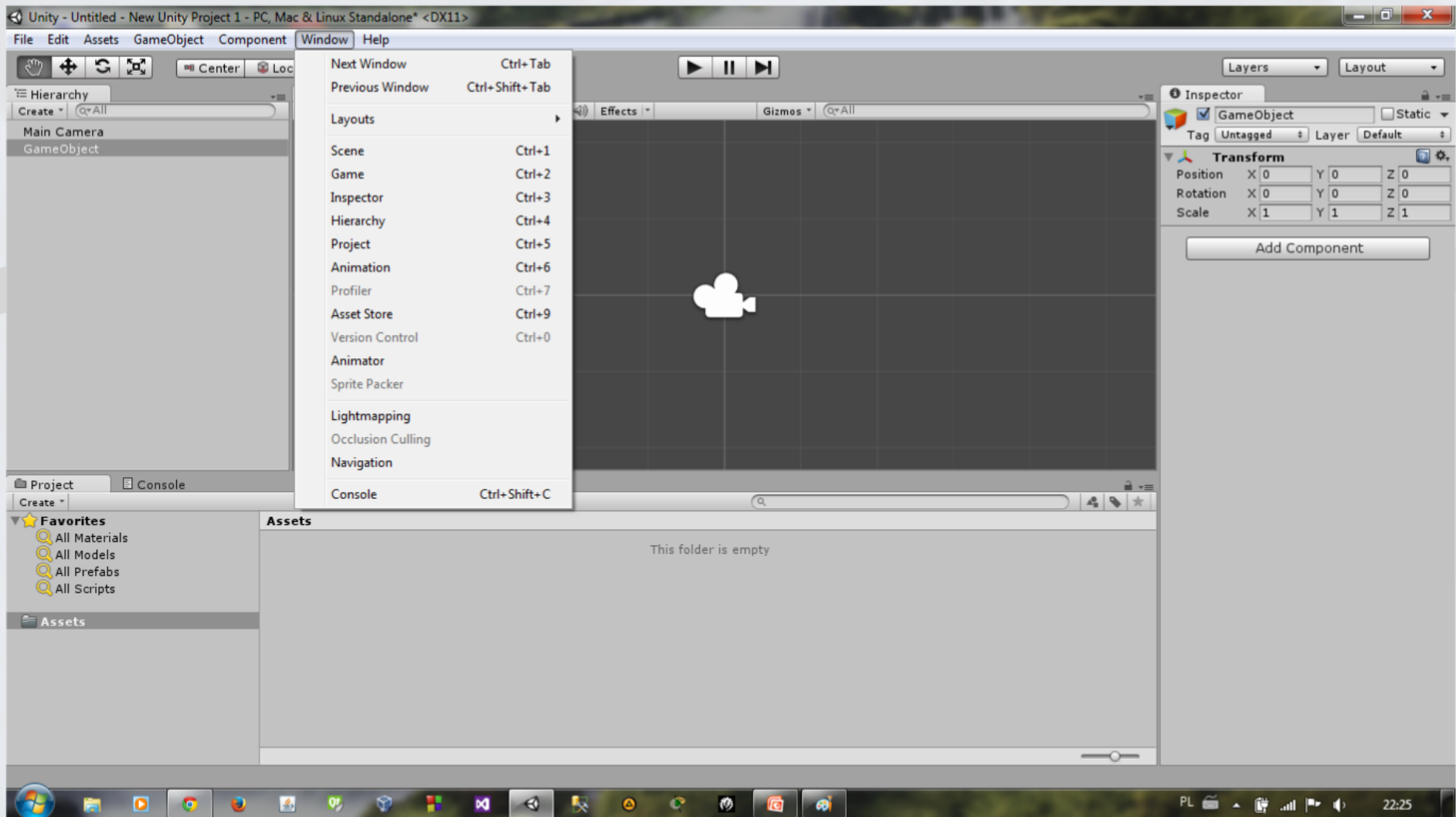
Nowy projekt



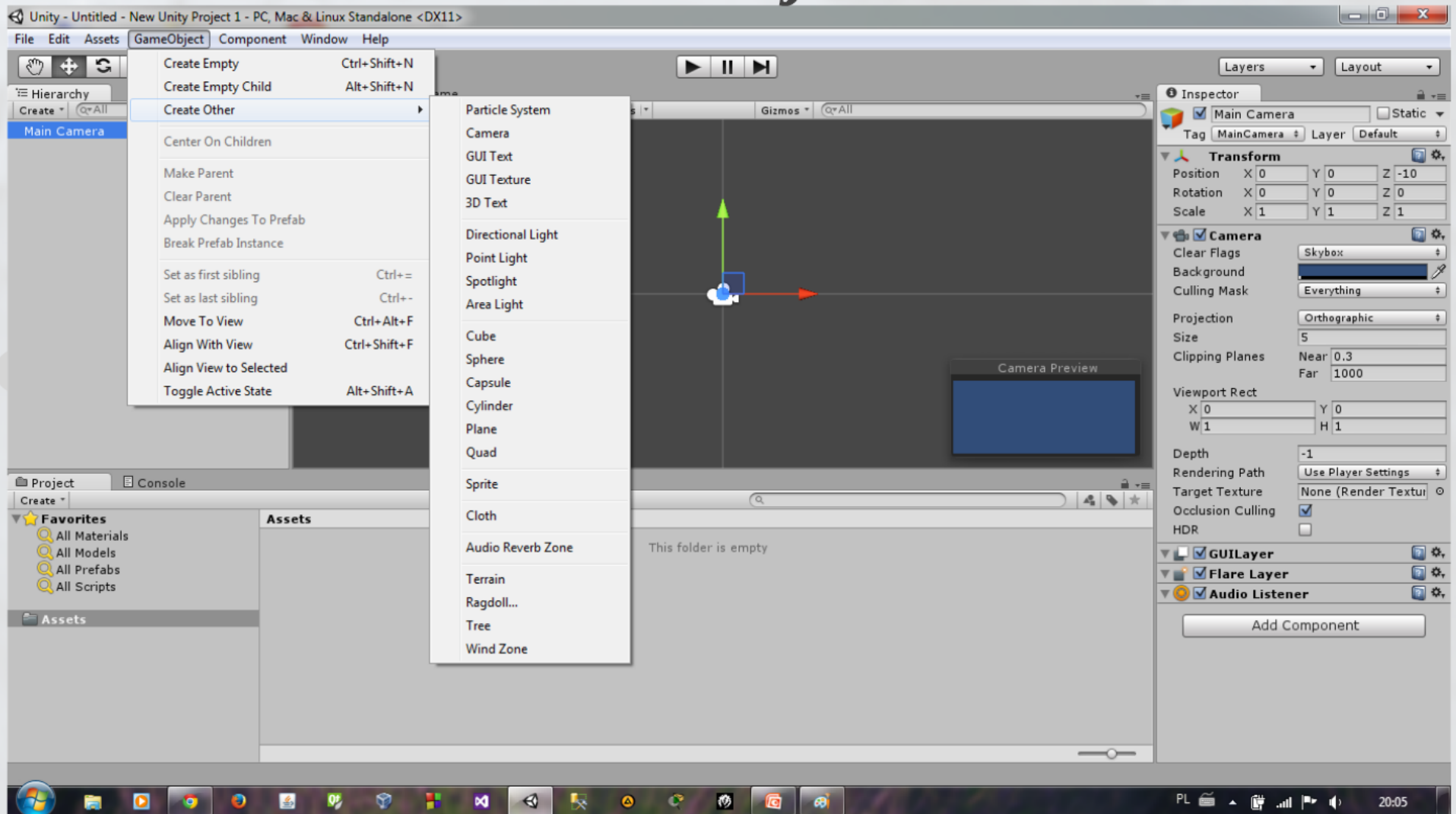
Z kamerą wśród Unity



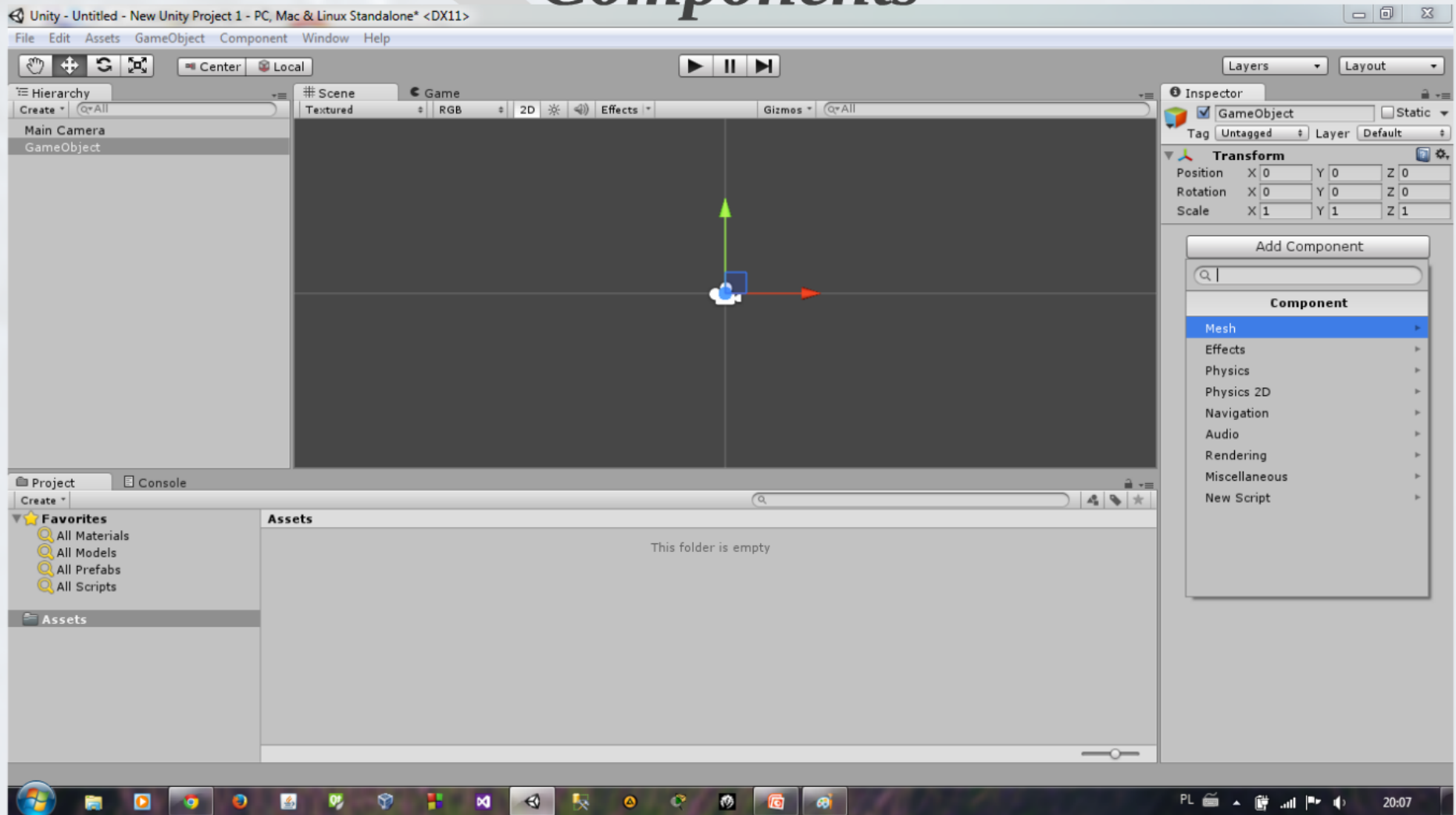
Unity pod lupą



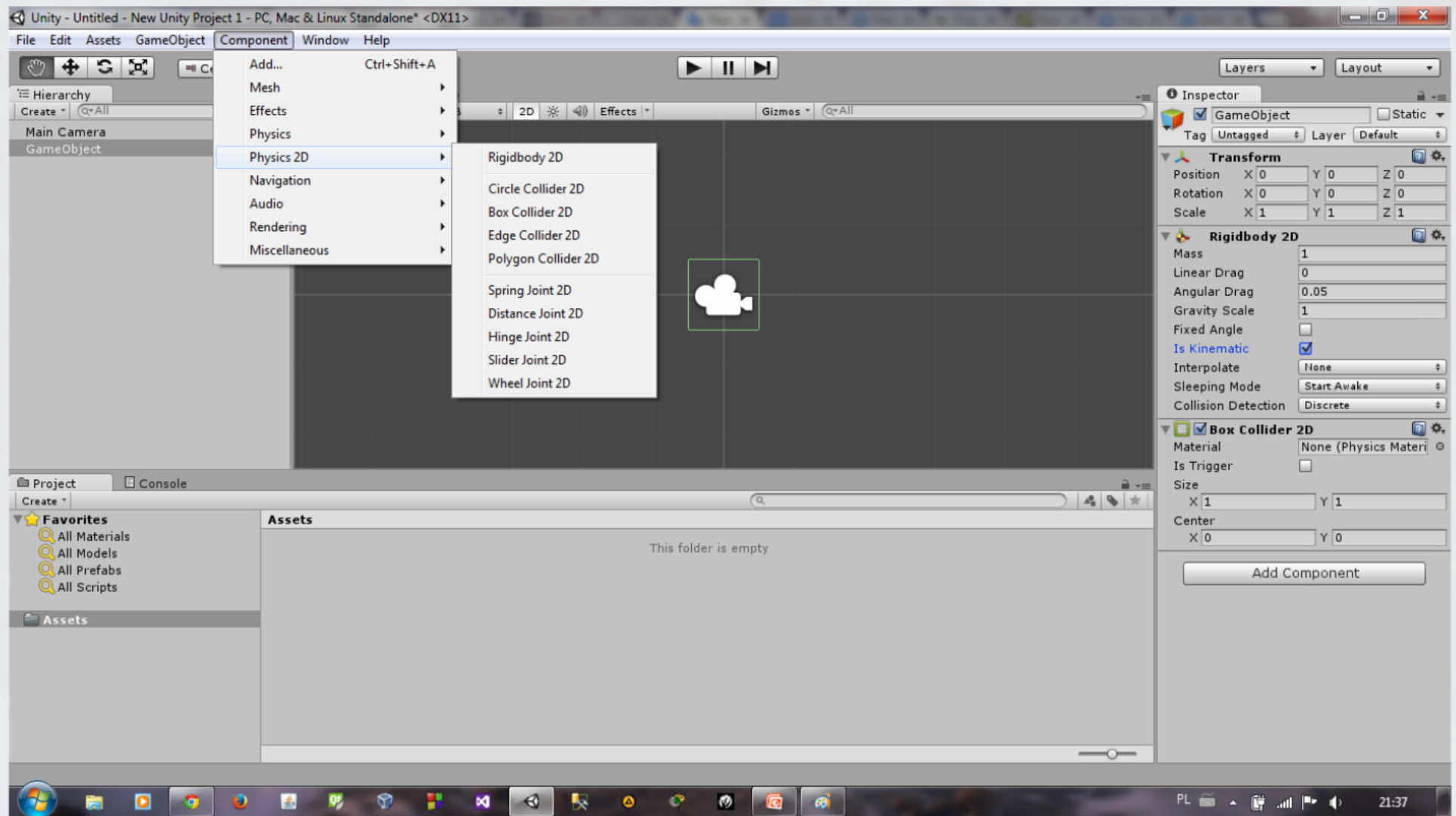
GameObjects



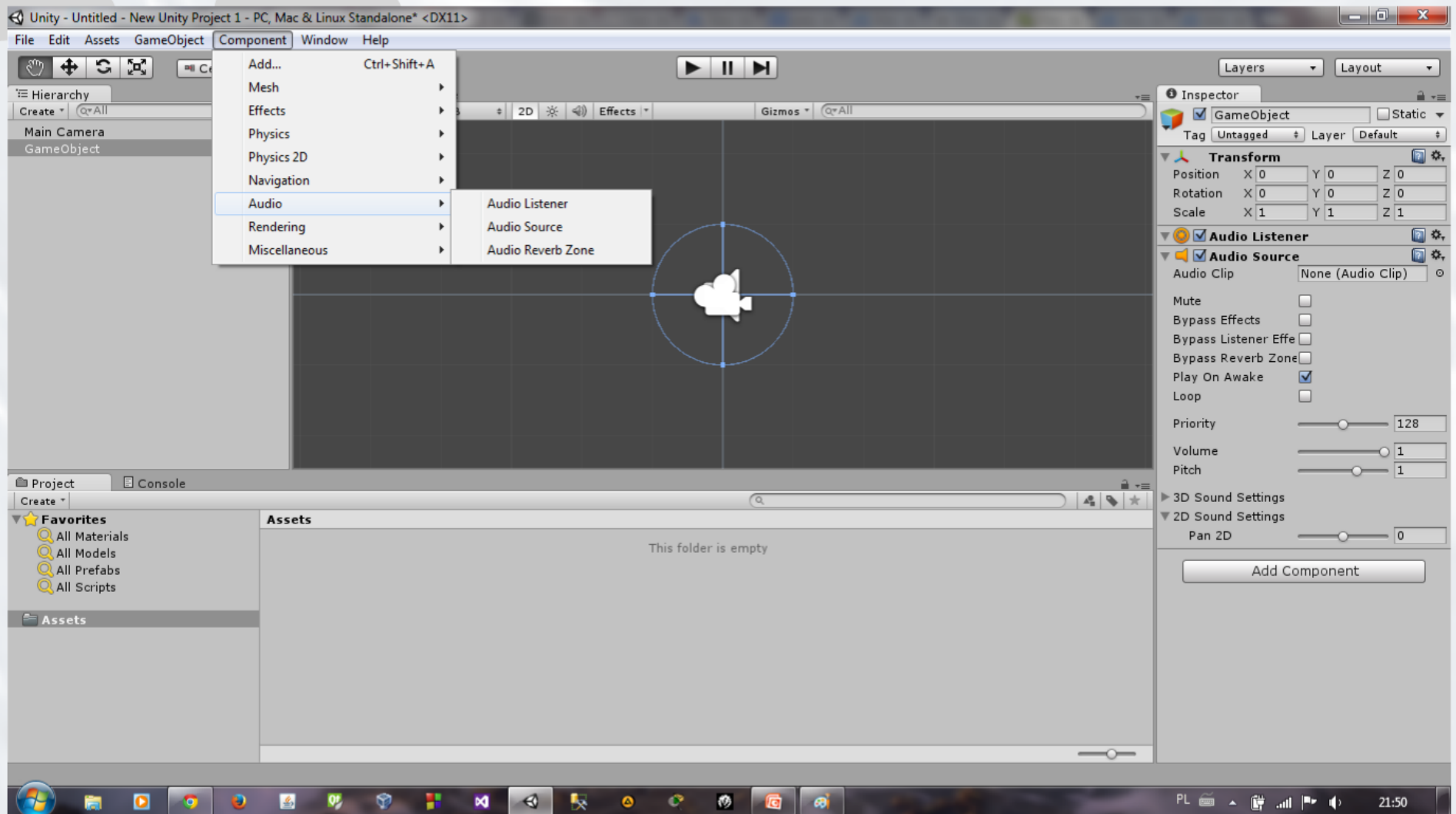
Components



Component - Physics 2D



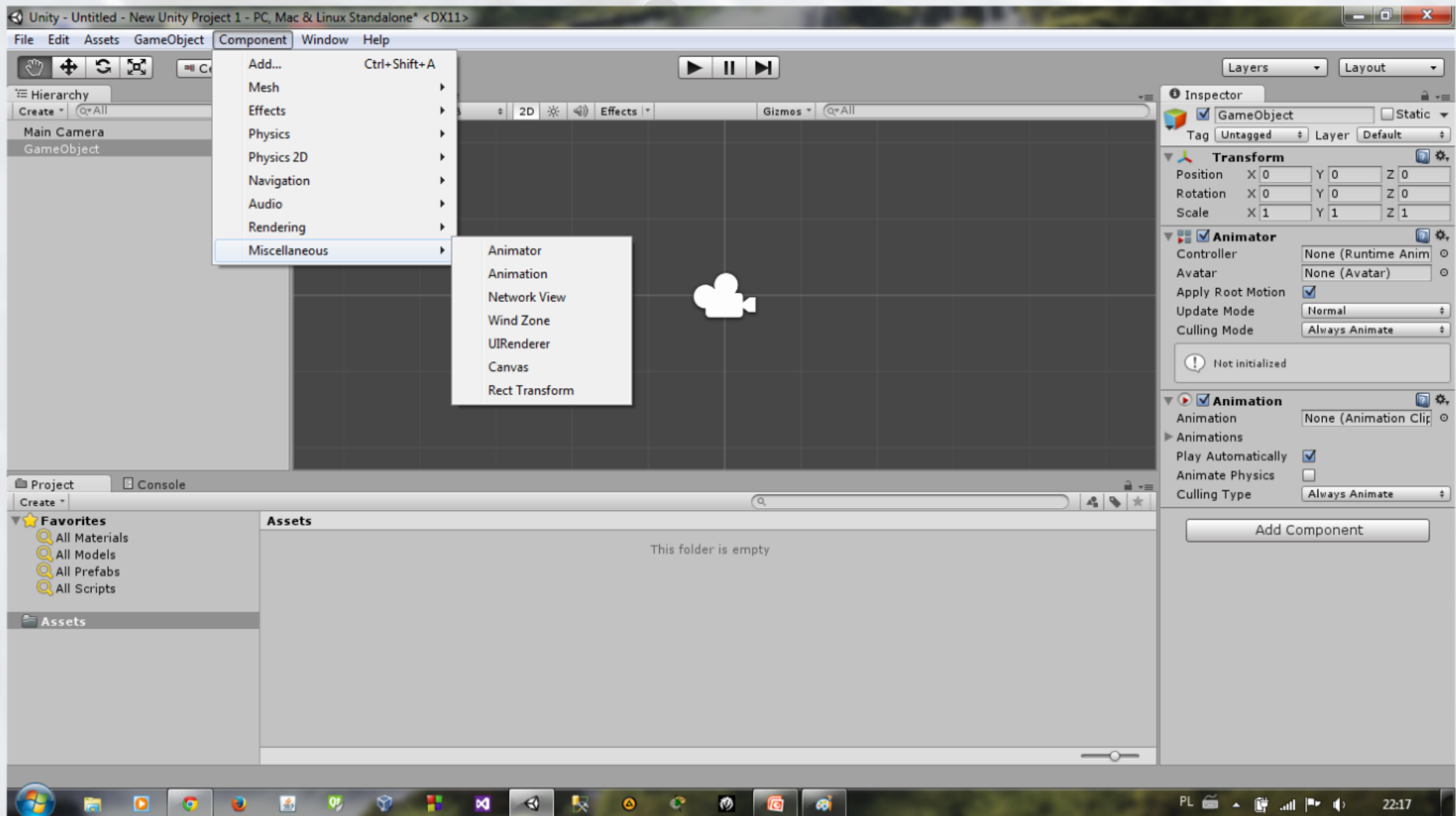
Component - Audio



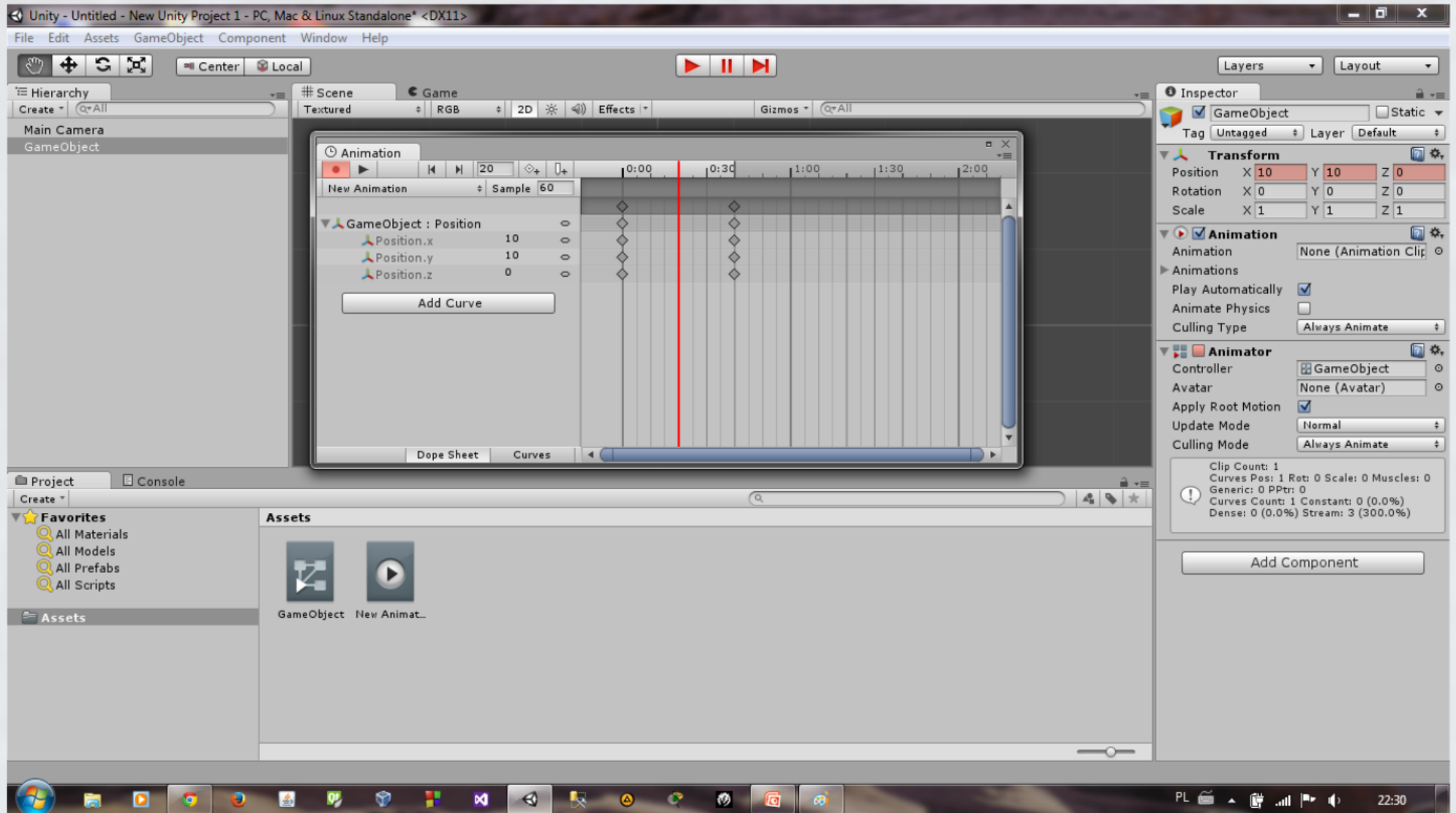
Component - Rendering



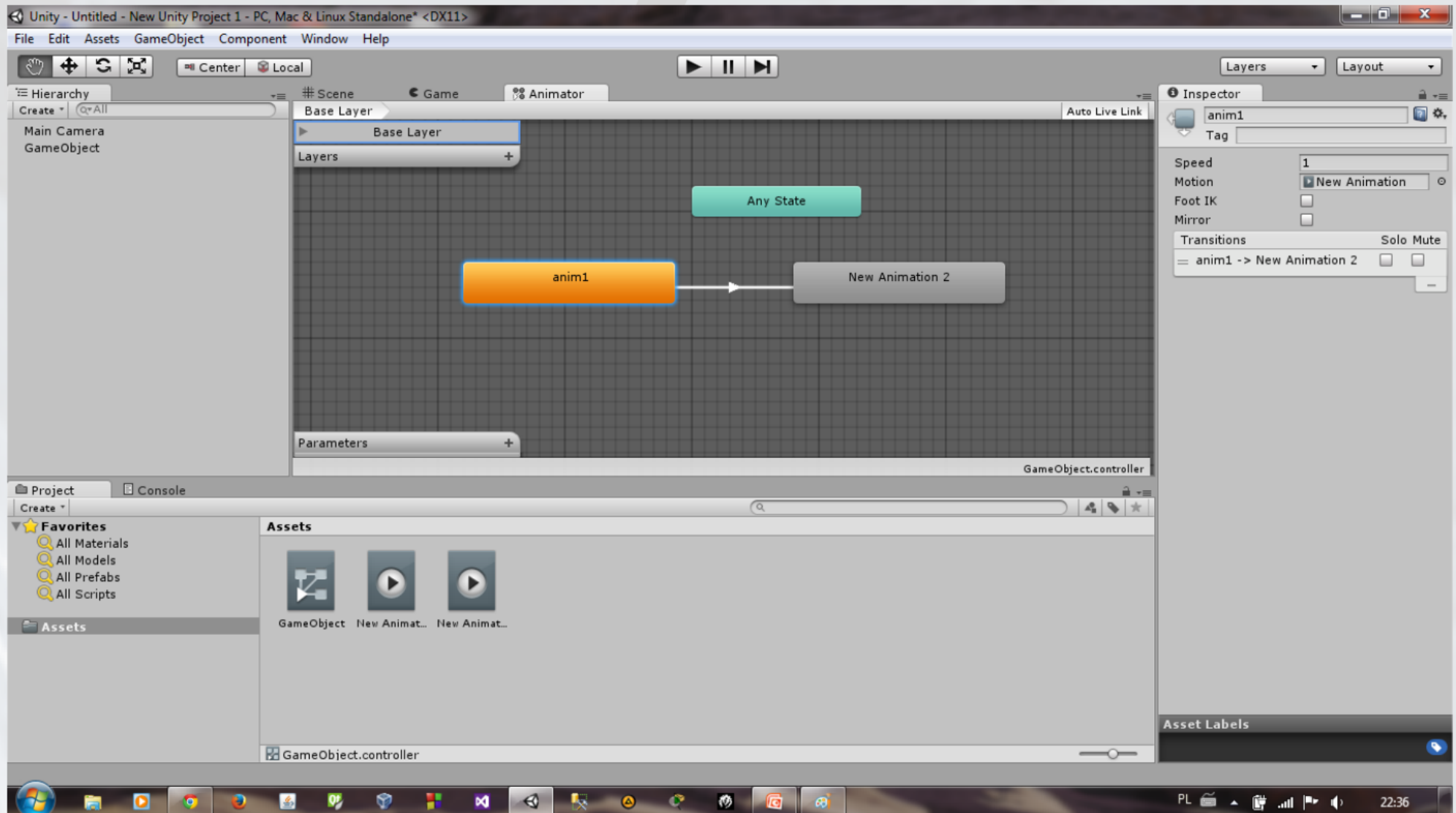
Component - Miscellaneous



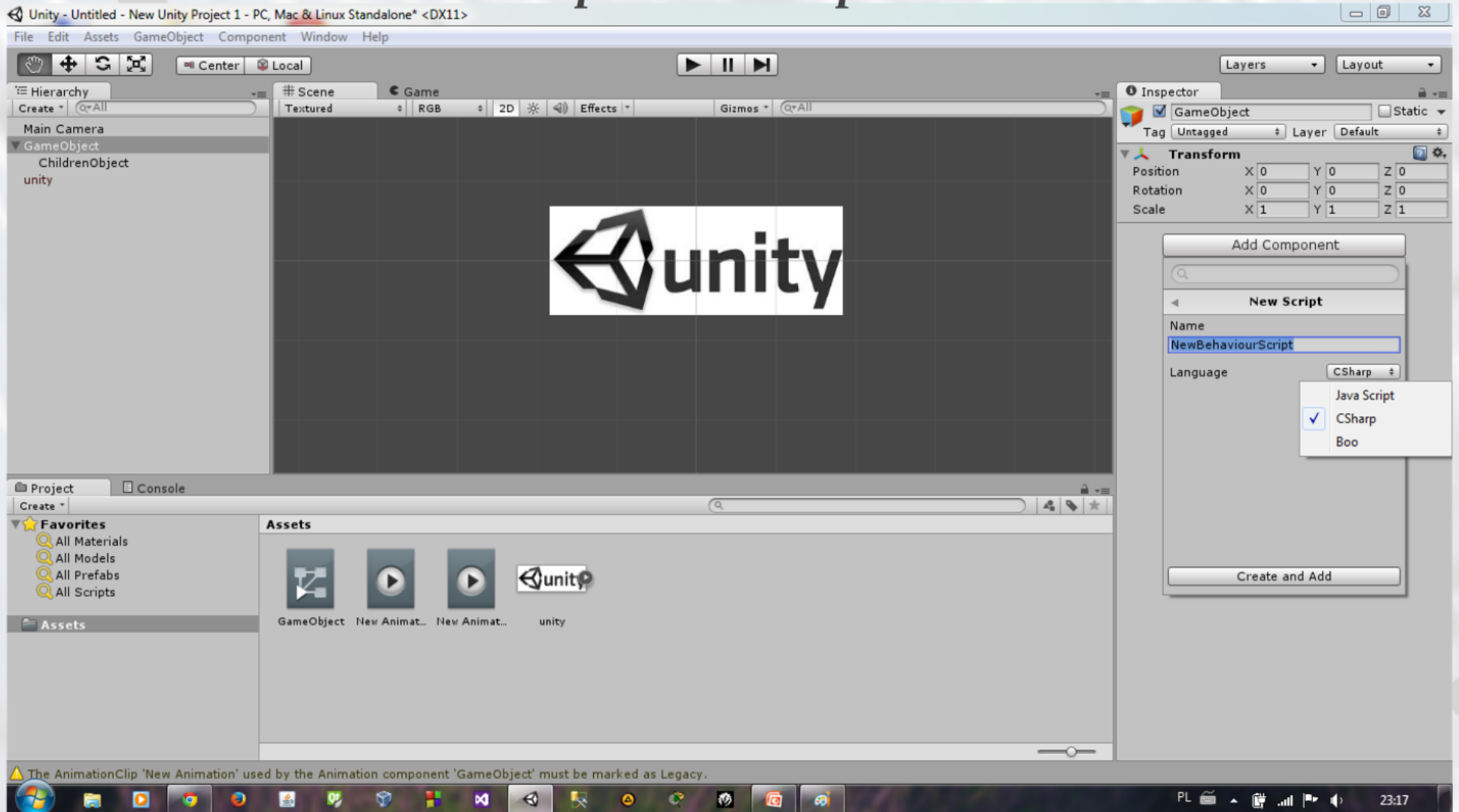
Window - Animation



Window - Animator



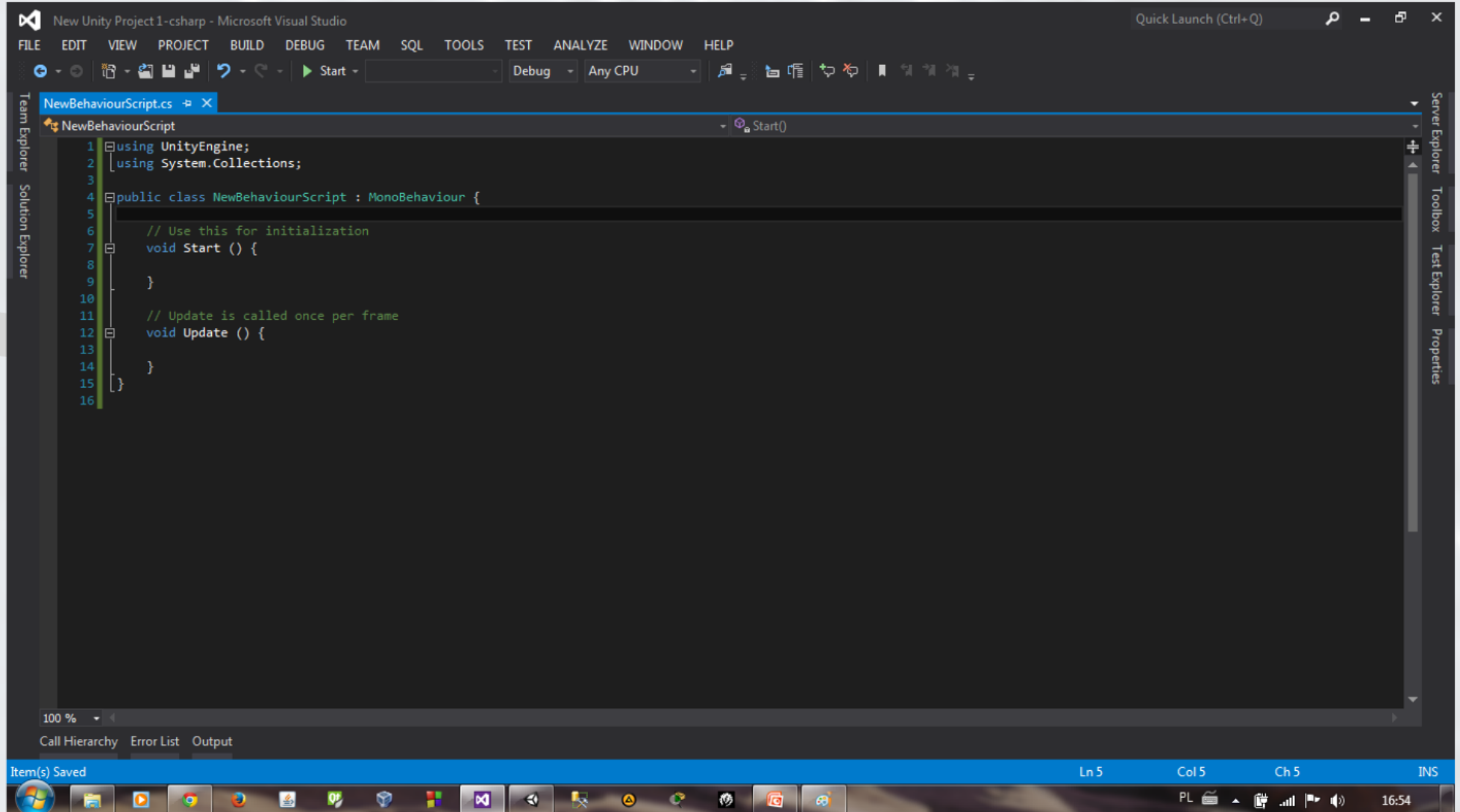
Component - Script



Prefabs



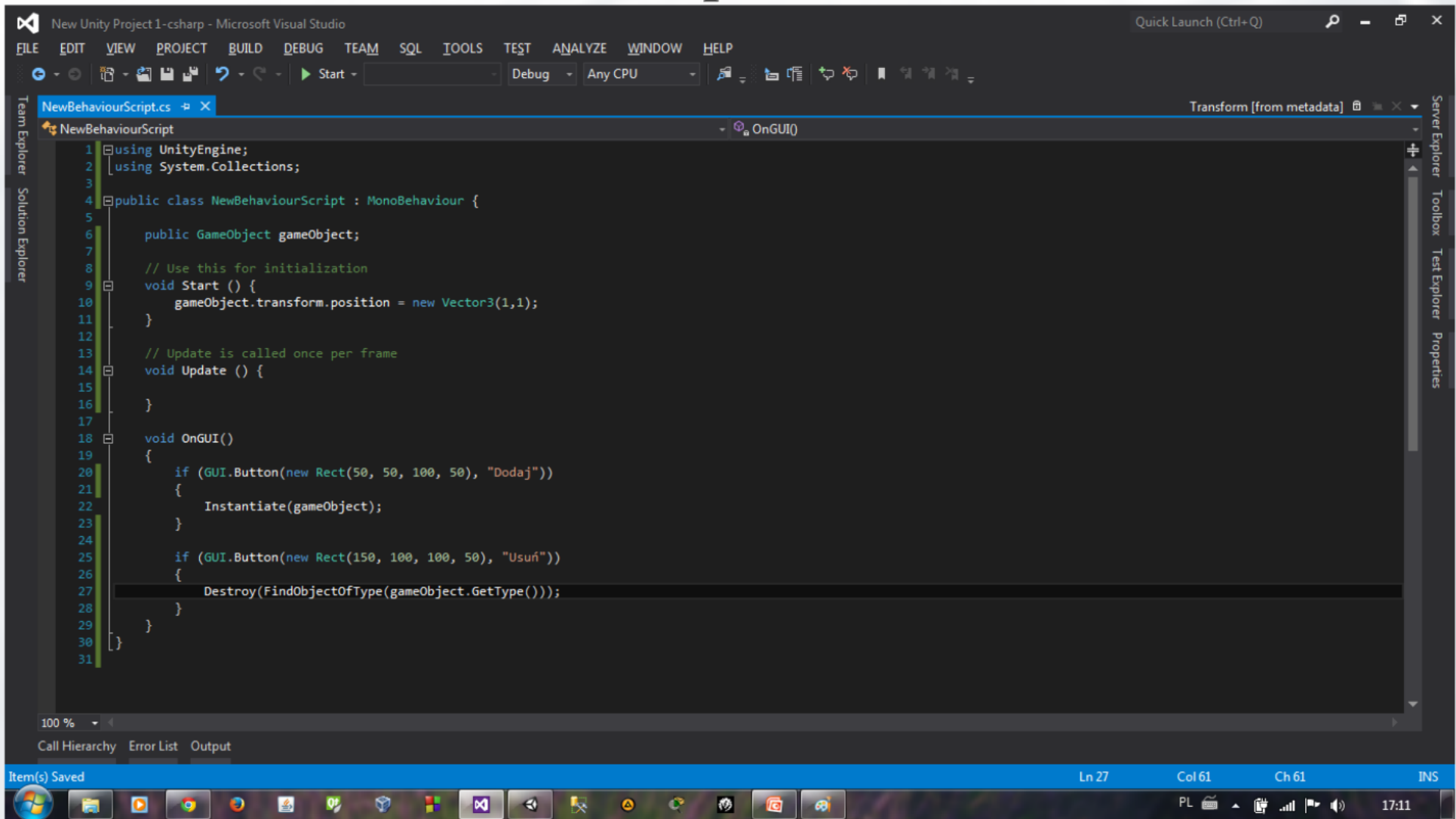
New Script



BehaviourScript

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class NewBehaviourScript : MonoBehaviour {
5
6     // Use this for initialization
7     void Start () {
8
9     }
10
11     // Update is called once per frame
12     void Update () {
13
14     }
15 }
16
```

Script



```
New Unity Project 1-csharp - Microsoft Visual Studio
Quick Launch (Ctrl+Q)

FILE EDIT VIEW PROJECT BUILD DEBUG TEAM SQL TOOLS TEST ANALYZE WINDOW HELP

NewBehaviourScript.cs
NewBehaviourScript
- OnGUI()

1 using UnityEngine;
2 using System.Collections;
3
4 public class NewBehaviourScript : MonoBehaviour {
5
6     public GameObject gameObject;
7
8     // Use this for initialization
9     void Start () {
10         gameObject.transform.position = new Vector3(1,1);
11     }
12
13     // Update is called once per frame
14     void Update () {
15
16     }
17
18     void OnGUI()
19     {
20         if (GUI.Button(new Rect(50, 50, 100, 50), "Dodaj"))
21         {
22             Instantiate(gameObject);
23         }
24
25         if (GUI.Button(new Rect(150, 100, 100, 50), "Usuń"))
26         {
27             Destroy(FindObjectOfType(gameObject.GetType()));
28         }
29     }
30 }
31

100 %
Call Hierarchy Error List Output
Item(s) Saved Ln 27 Col 61 Ch 61 INS
17:11
```

BehaviourScript

```
using UnityEngine;
using System.Collections;

public class NewBehaviourScript : MonoBehaviour {

    public GameObject gameObject;

    // Use this for initialization
    void Start () {
        gameObject.transform.position = new Vector3(1,1);
    }

    // Update is called once per frame
    void Update () {

    }

    void OnGUI()
```

```
// Update is called once per frame
```

```
void Update () {
```

```
}
```

```
void OnGUI()
```

```
{
```

```
    if (GUI.Button(new Rect(50, 50, 100, 50), "Dodaj"))
```

```
    {
```

```
        Instantiate(gameObject);
```

```
    }
```

```
    if (GUI.Button(new Rect(150, 100, 100, 50), "Usuń"))
```

```
    {
```

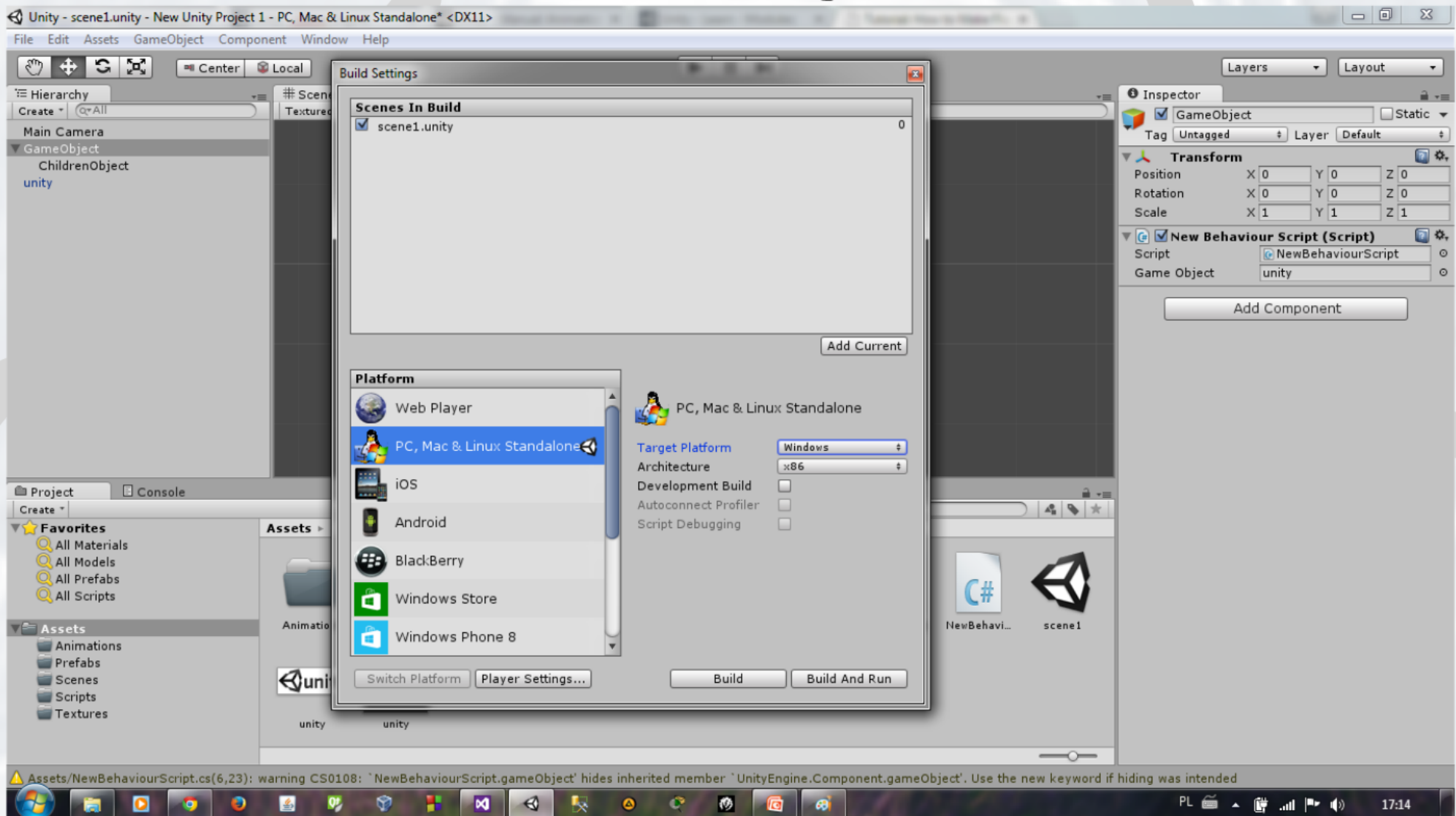
```
        Destroy(FindObjectOfType(gameObject.GetType()));
```

```
    }
```

```
}
```

```
}
```

Build Settings



Unity



HURRA!

Bibliografia, przydatne linki:

- <http://unity3d.com/>
- <http://unity3d.com/learn/tutorials/modules/>
- <http://docs.unity3d.com/Manual/index.html>
- <https://www.youtube.com/user/Unity3D>
- <http://anwell.me/articles/unity3d-flappy-bird/>



Koniec!

Dziękuję za uwagę :)

Unity

