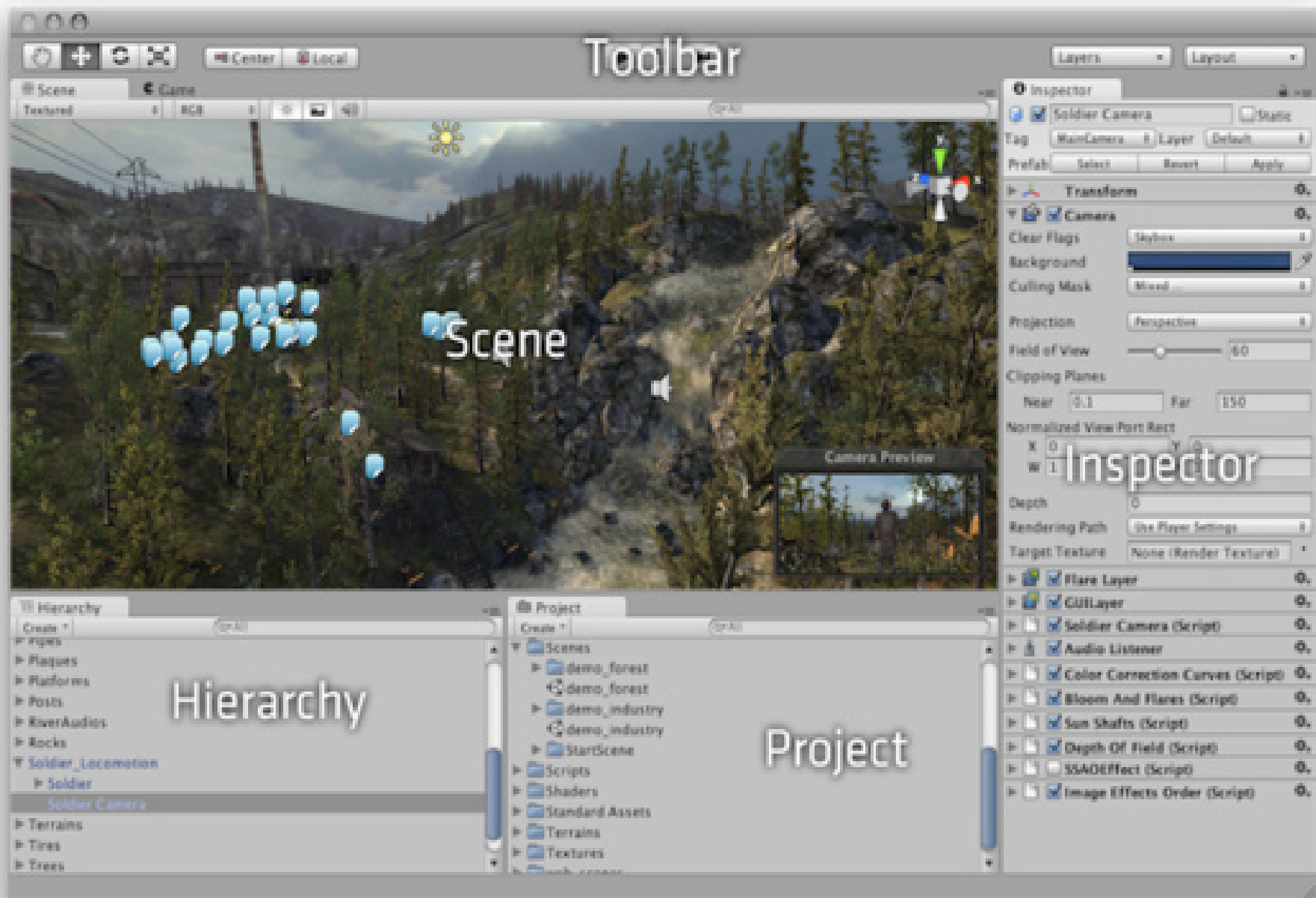


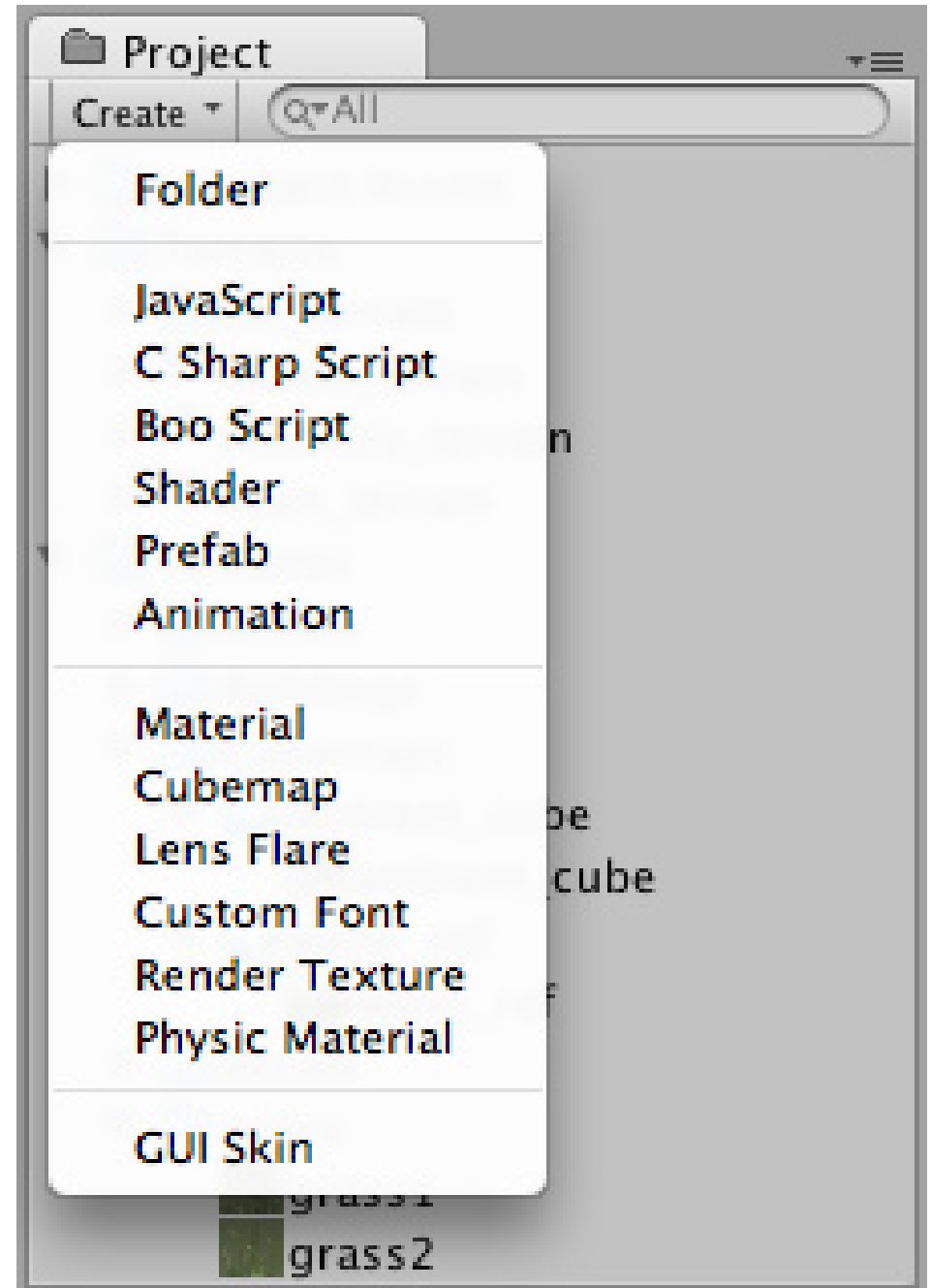
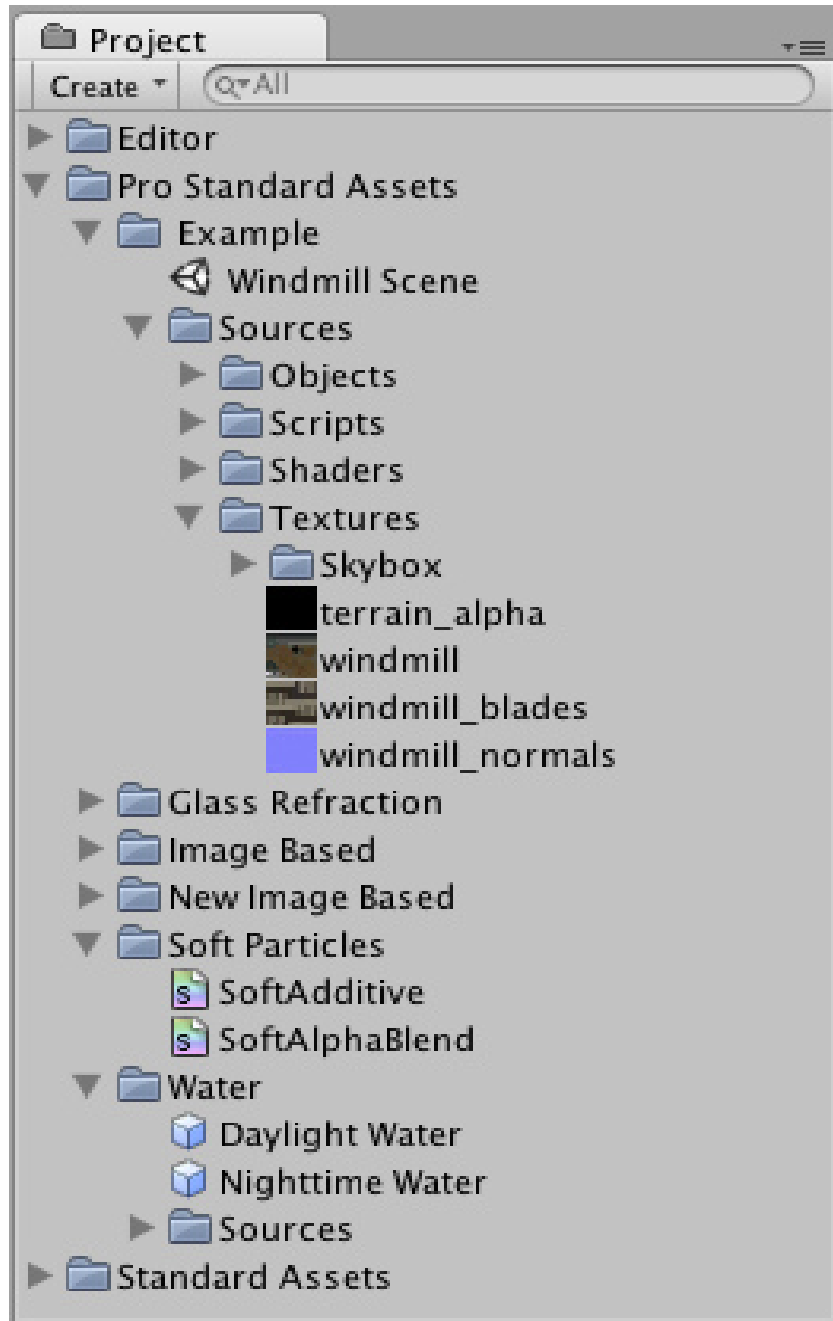
Unity3D

Átila Malta
Ícaro Malta
Leonardo Vieira

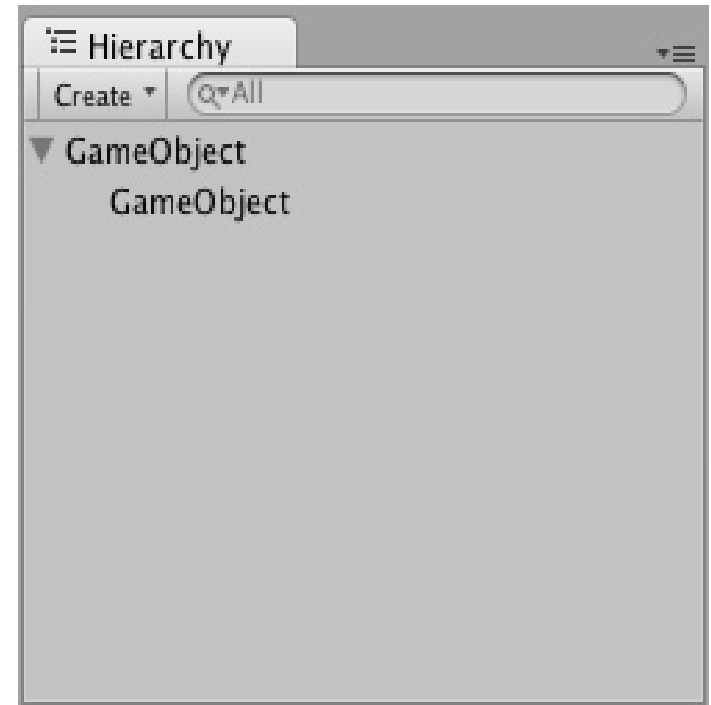
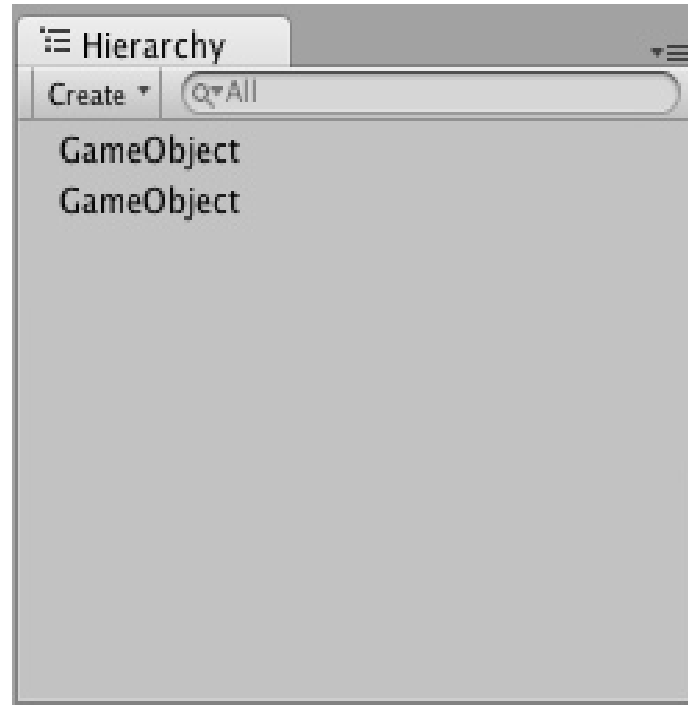
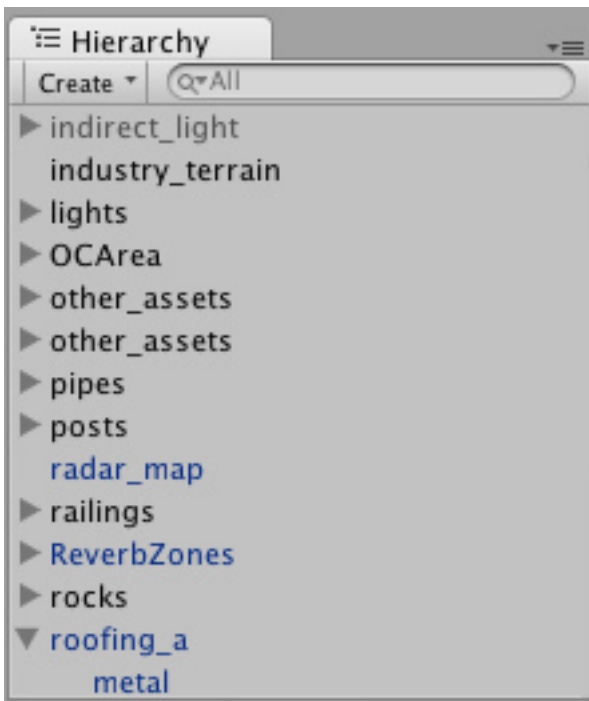
Interface



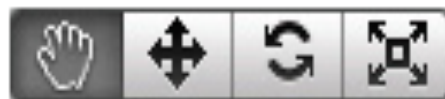
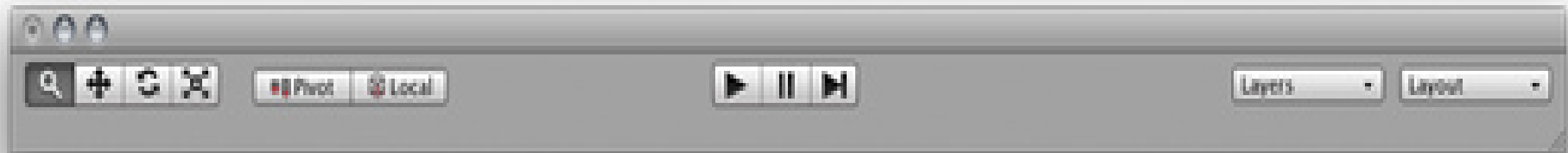
Interface - Project



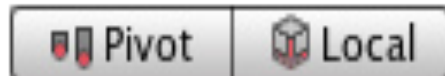
Interface - Hierarchy



Interface - Toolbar



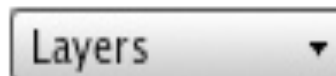
Transform Tools -- used with the Scene View



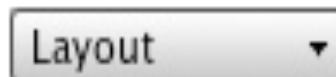
Transform Gizmo Toggles -- affect the Scene View display



Play/Pause/Step Buttons -- used with the Game View

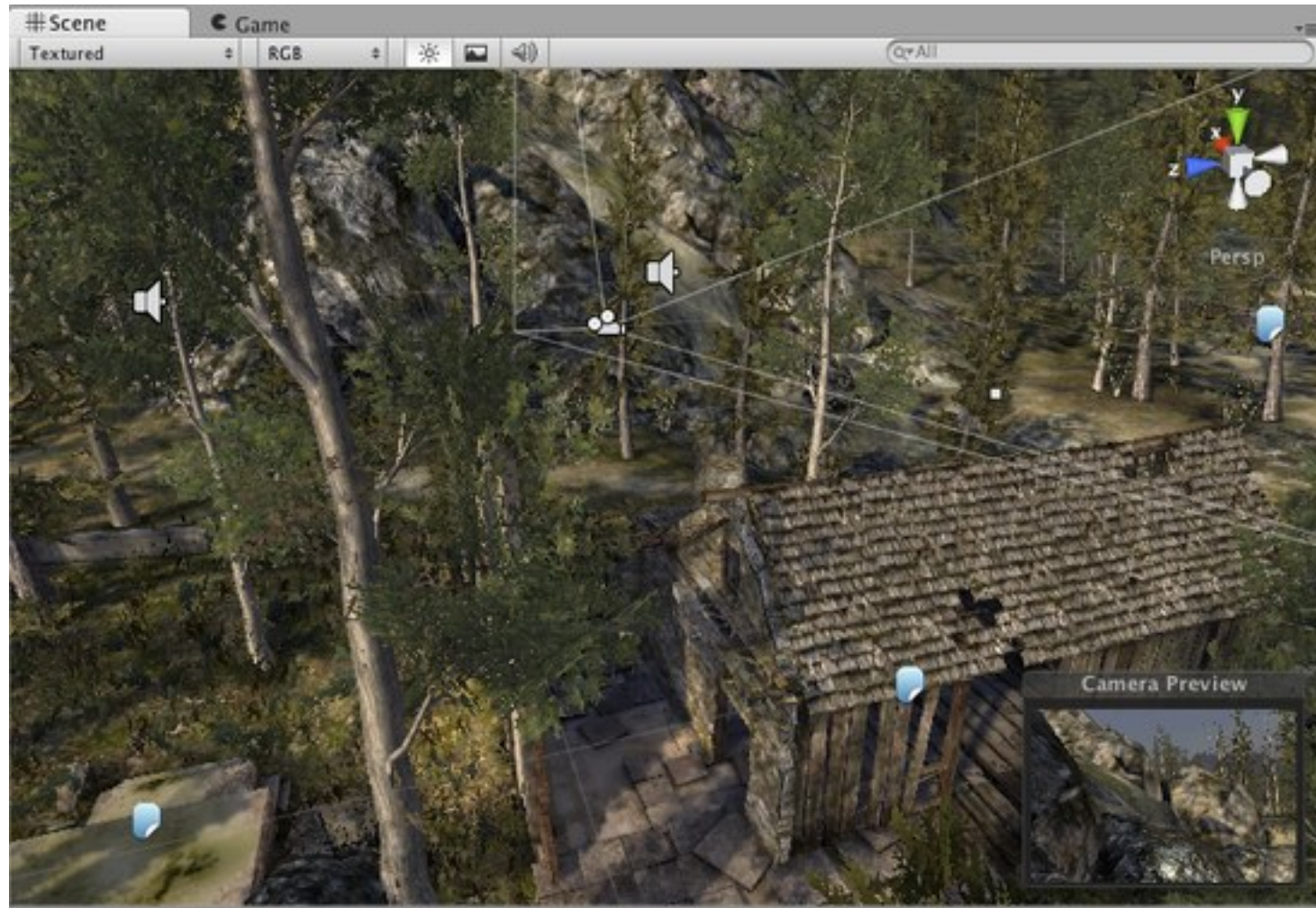


Layers Drop-down -- controls which objects are displayed in Scene View



Layout Drop-down -- controls arrangement of all Views

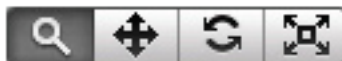
Interface - Scene View



Click-drag to drag the camera around.

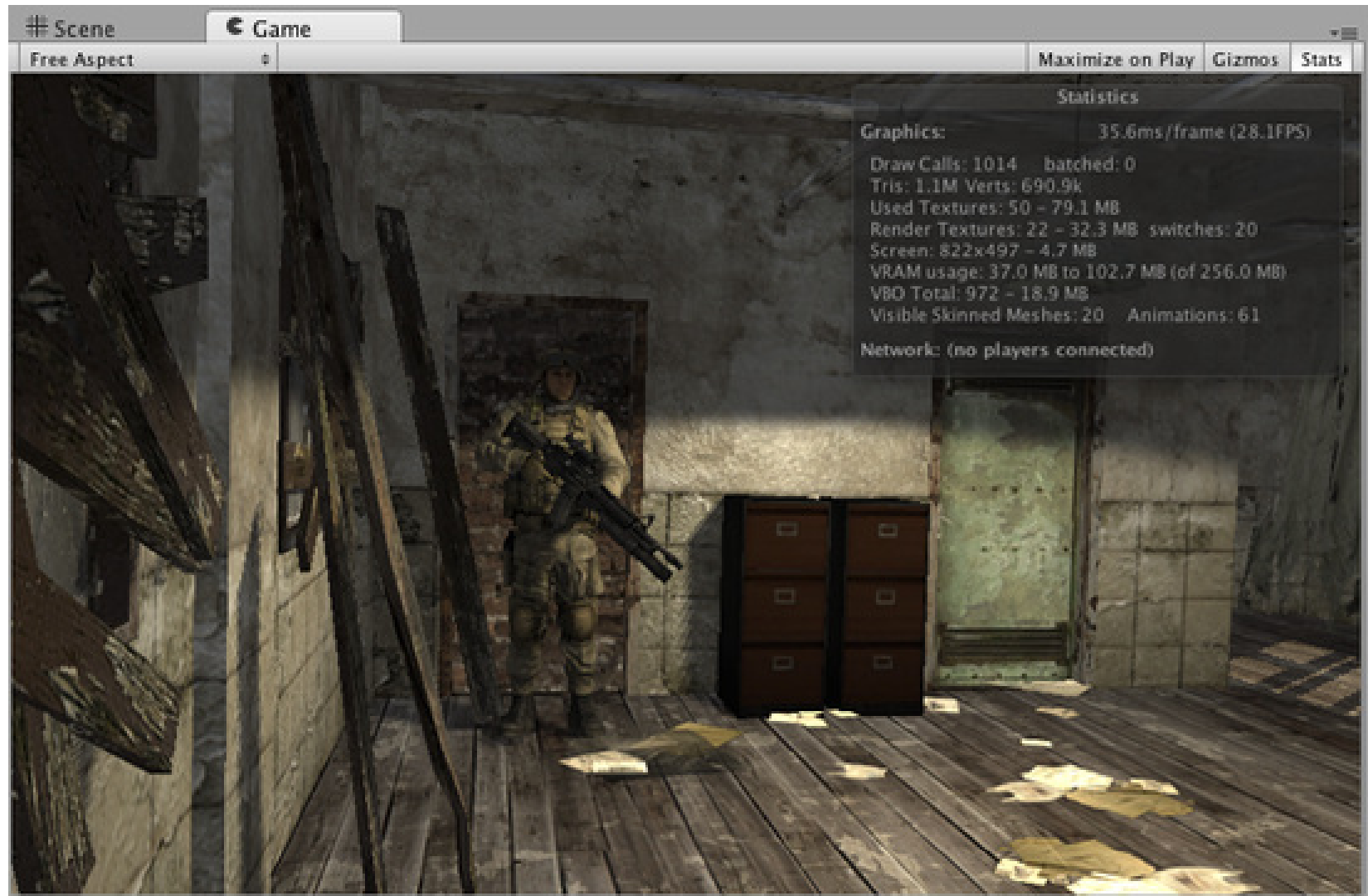


Hold **Alt** and click-drag to orbit the camera around the current pivot point.

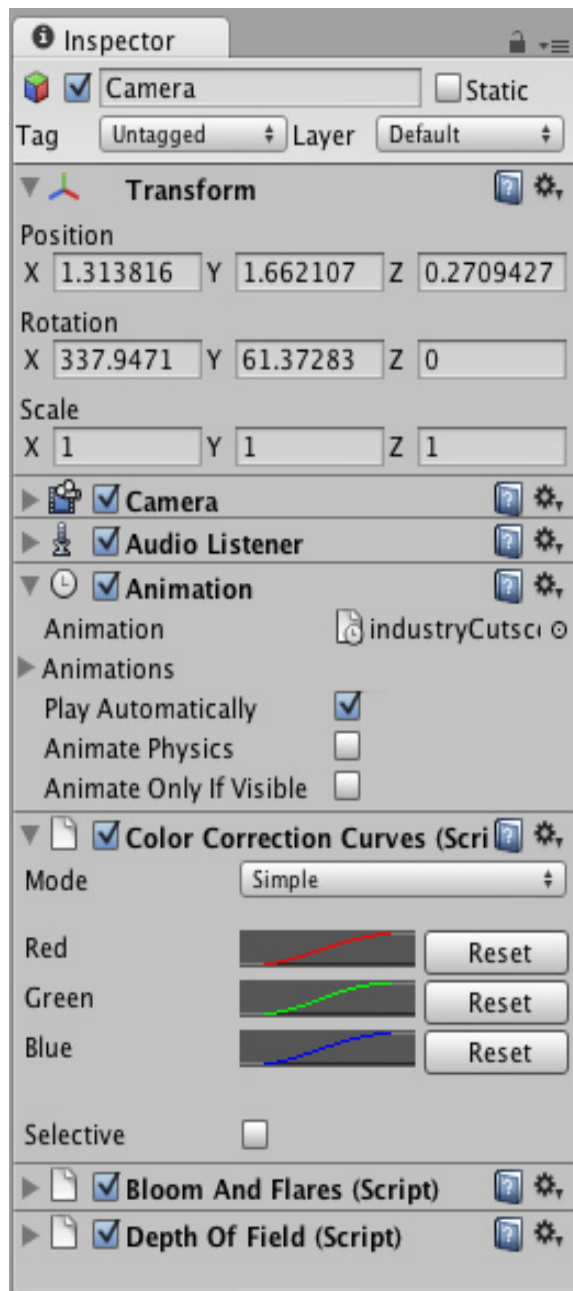


Hold **Control** (**Command** on Mac) and click-drag to zoom the camera.

Interface - Game View



Interface - Inspector



Navegação

Movendo no plano atual:

- Clicar com o scroll do mouse e arrastar
- Setas

Mudando o plano:

- Clicar e arrastar com o botão direito do mouse
- Usar o gizmo de orientação

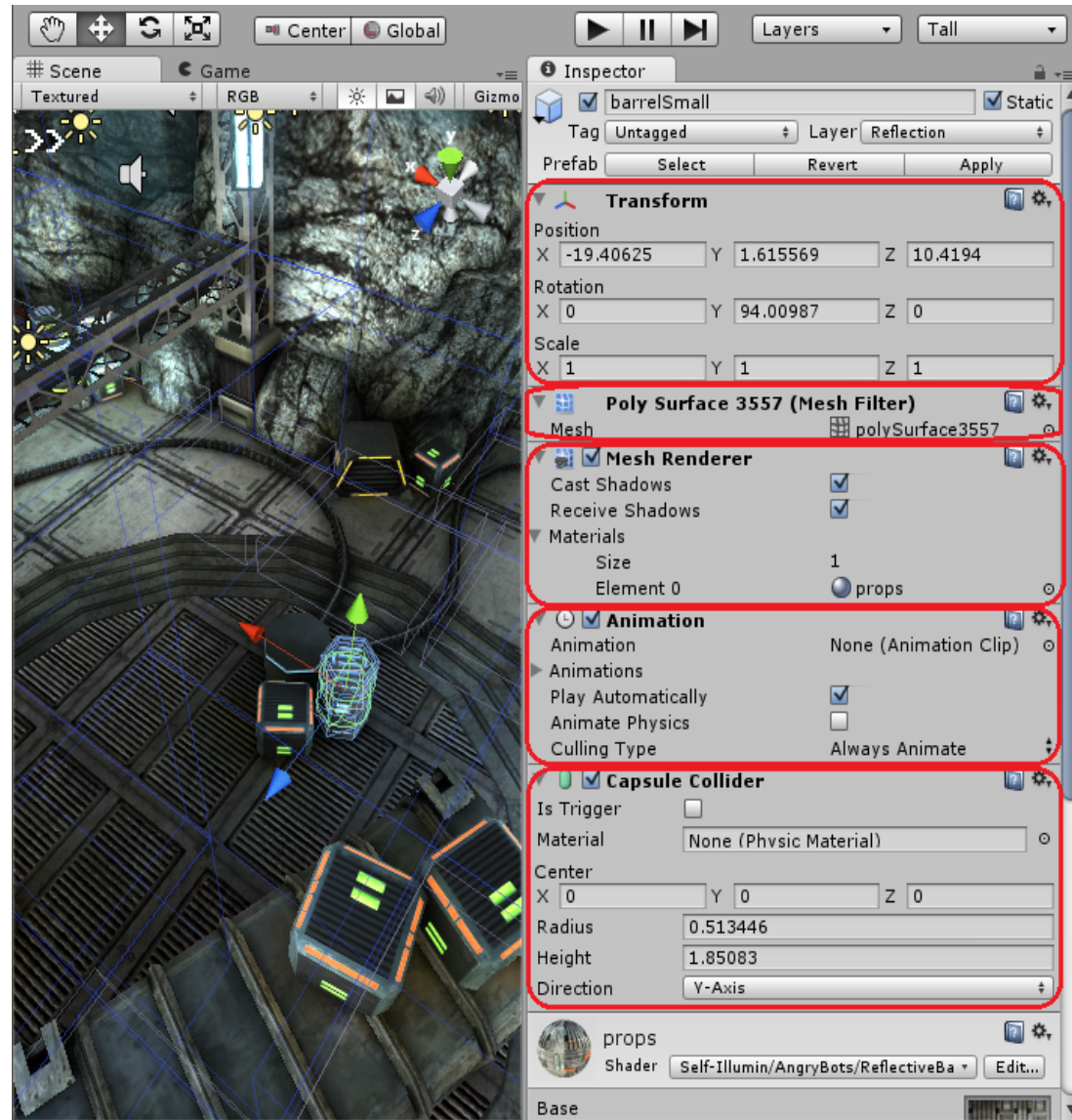
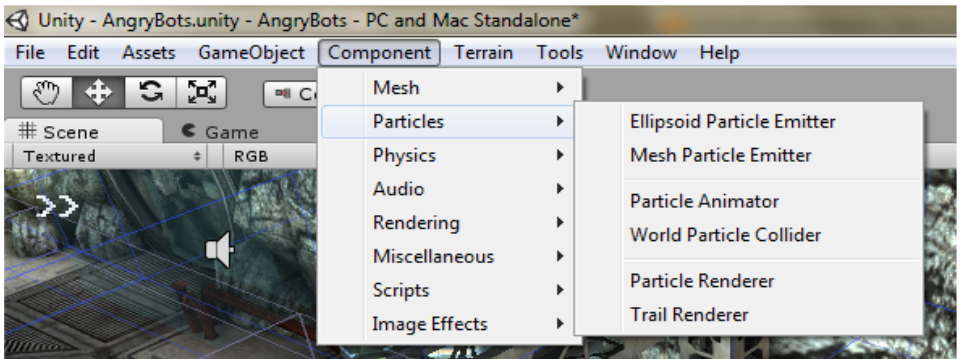
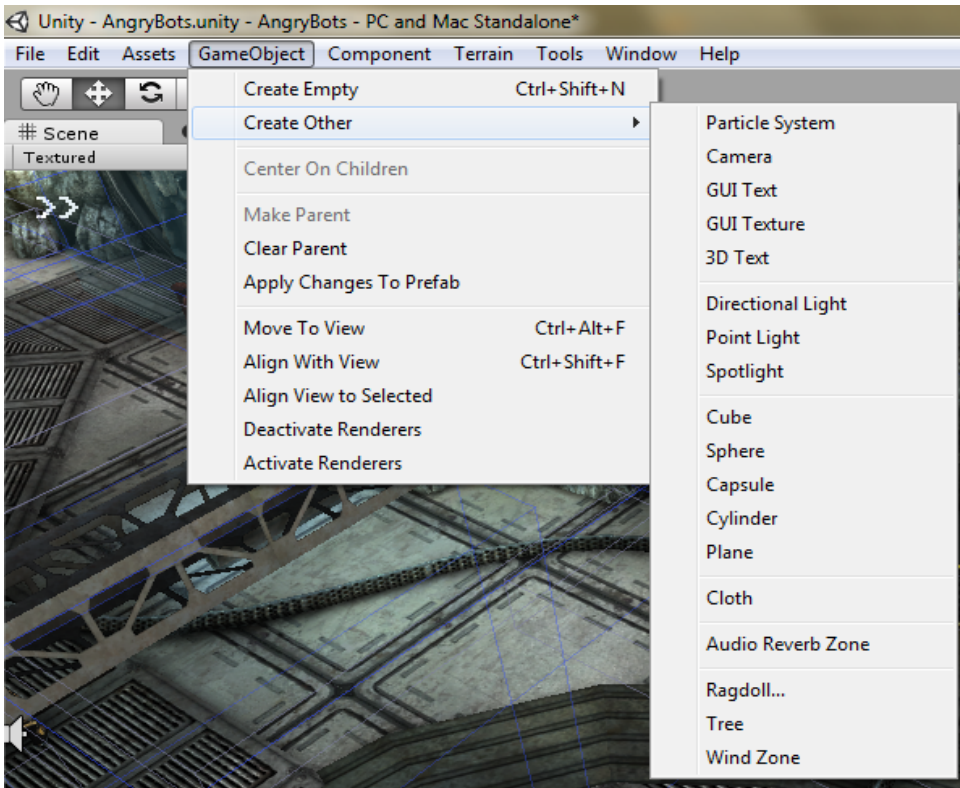
Zoom:

- Scroll do mouse

Auto Look:

- F

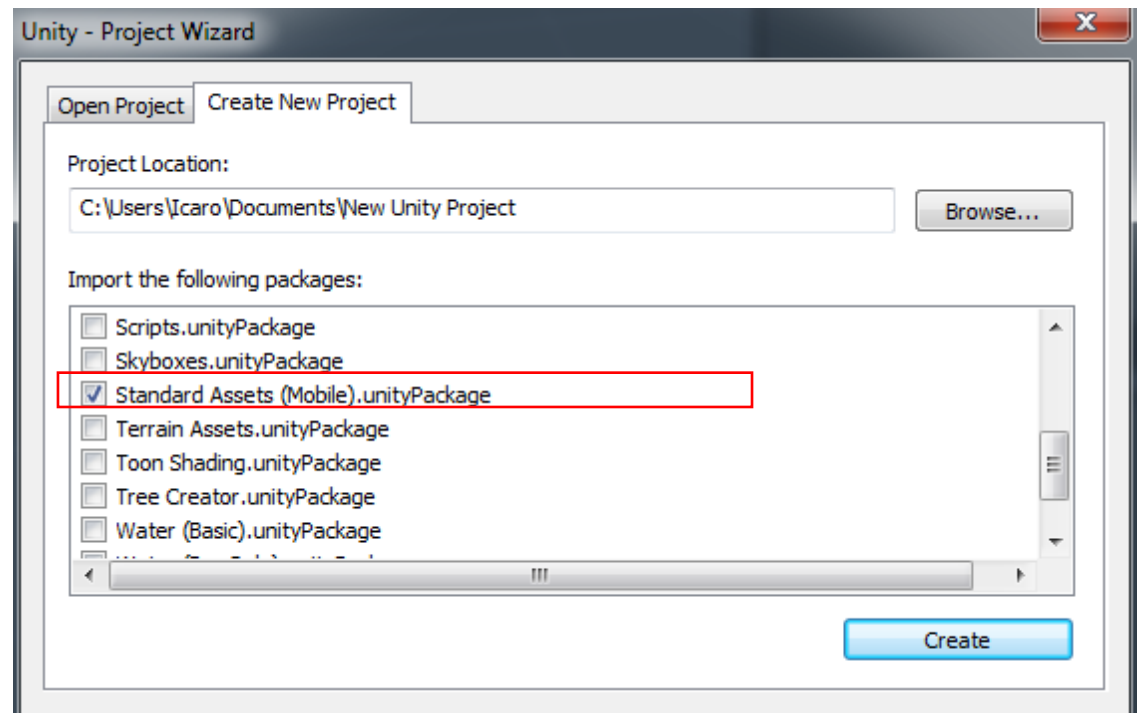
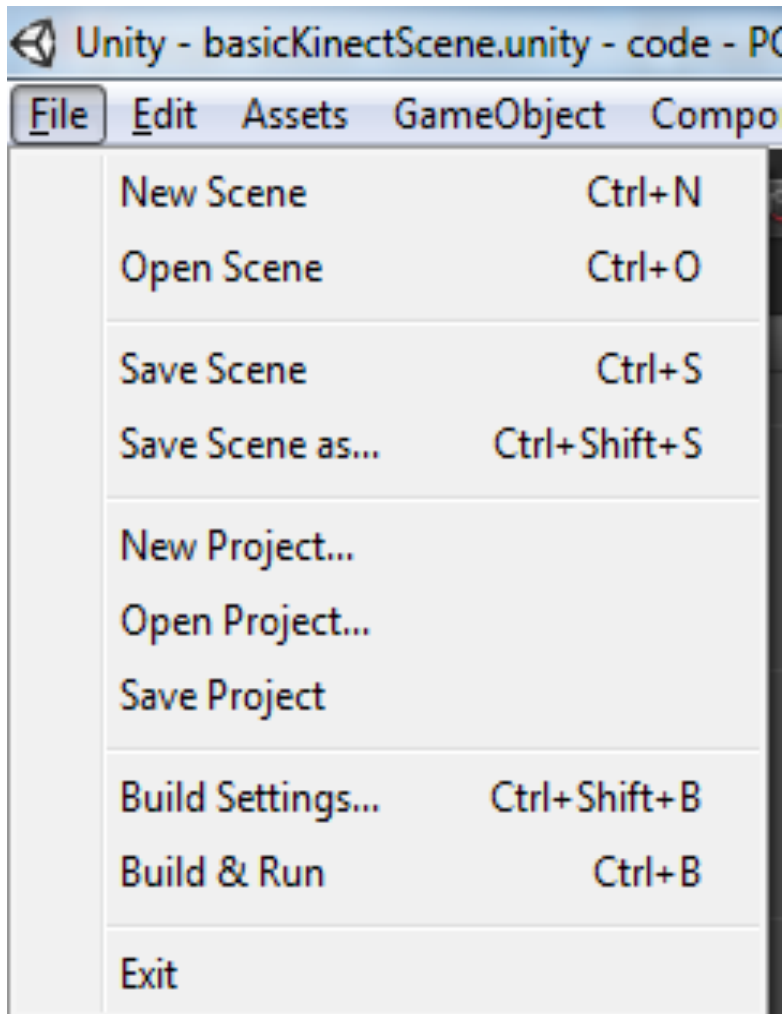
Conceitos



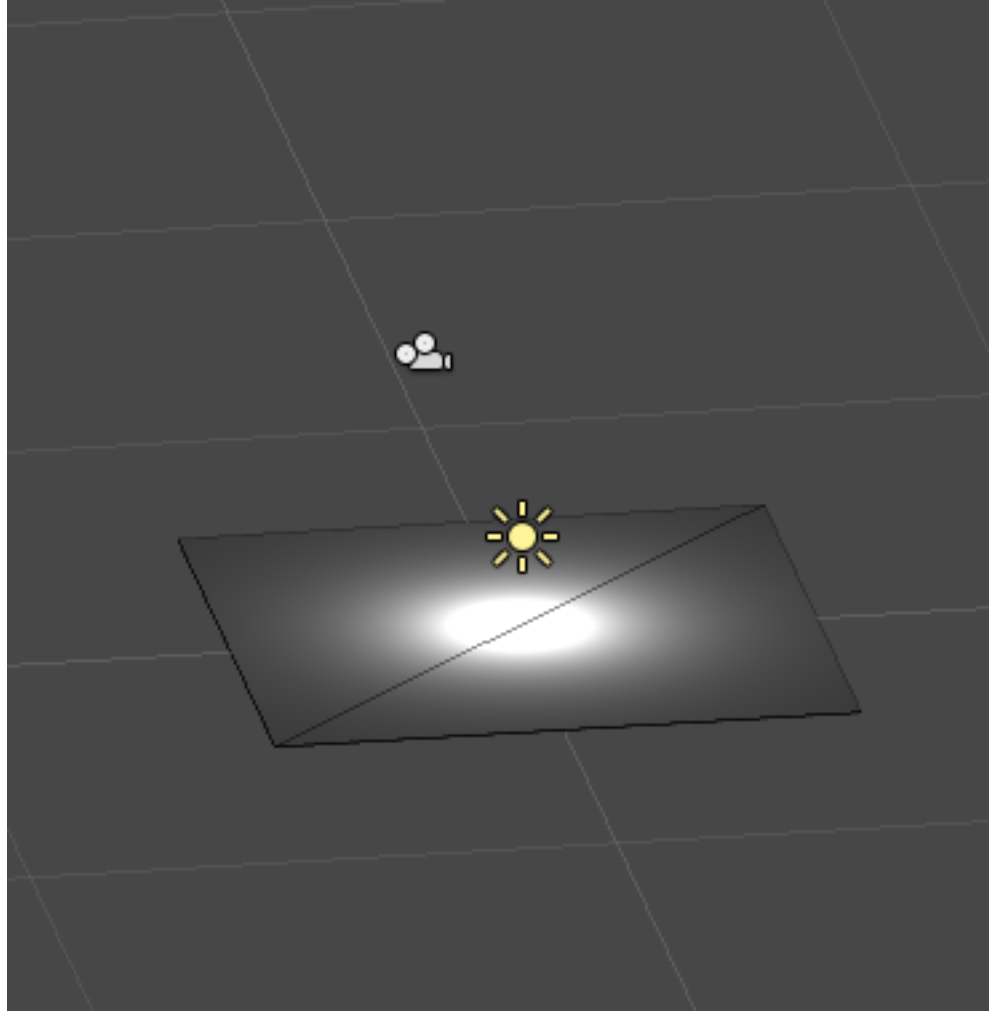
Primeiro jogo

<http://dl.dropbox.com/u/5703960/Caixattack.rar>

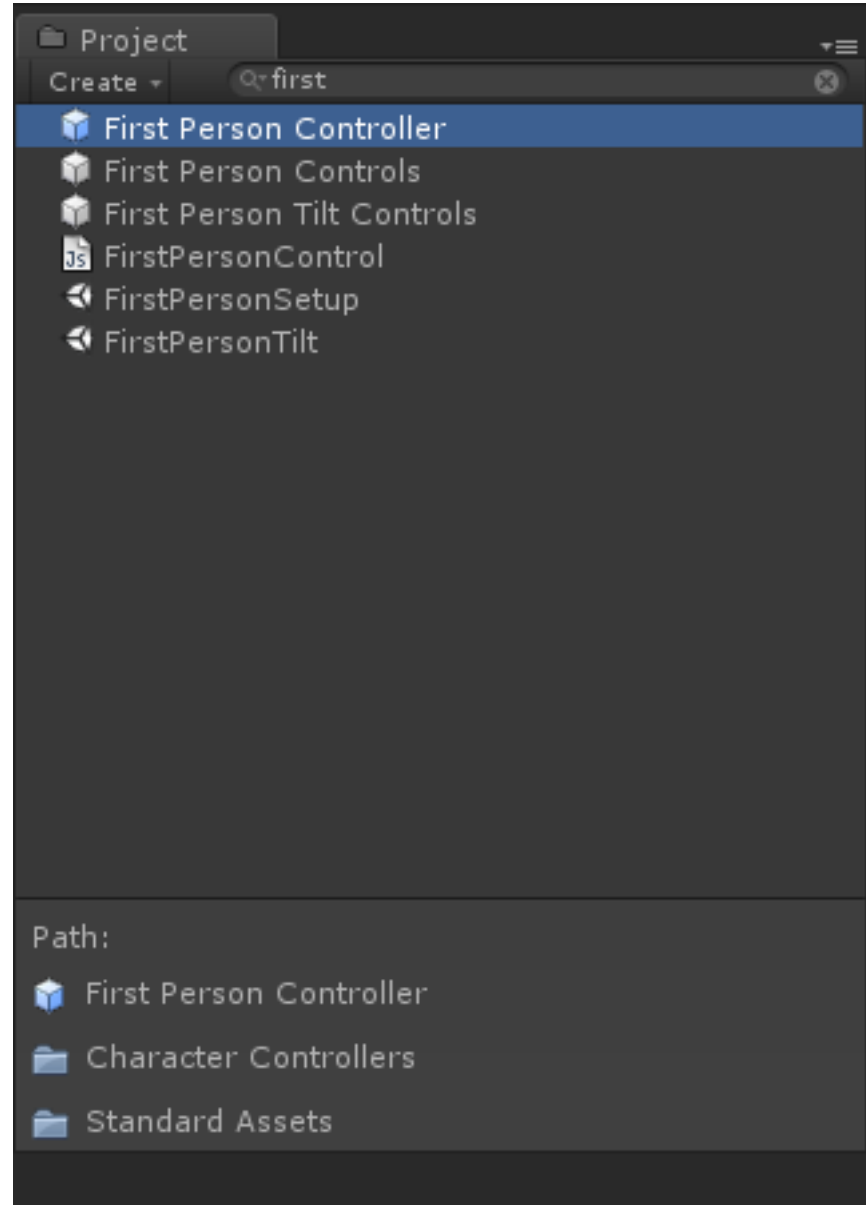
Primeiro jogo - Criar Projeto



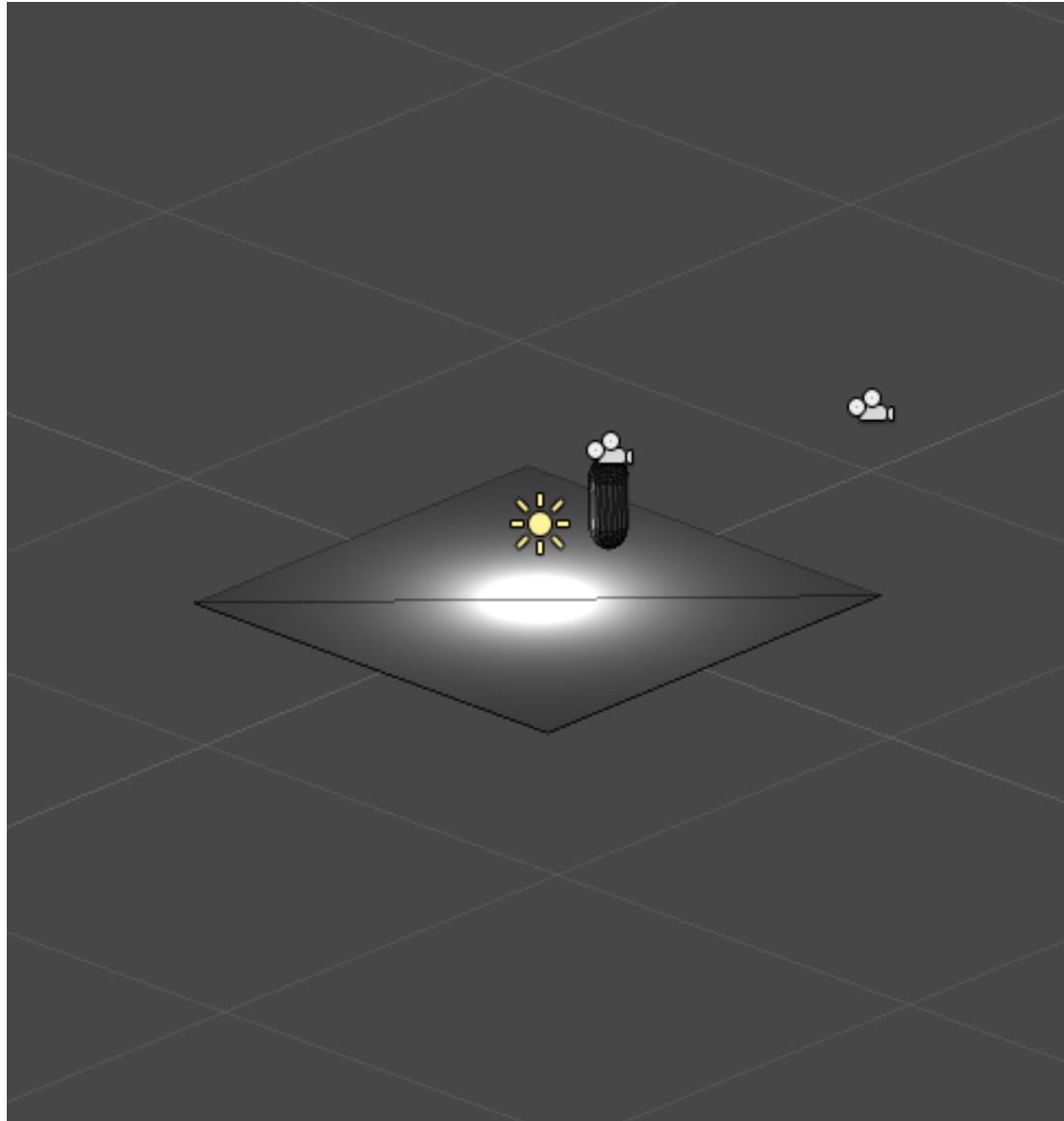
Primeiro jogo - Andando no Mapa



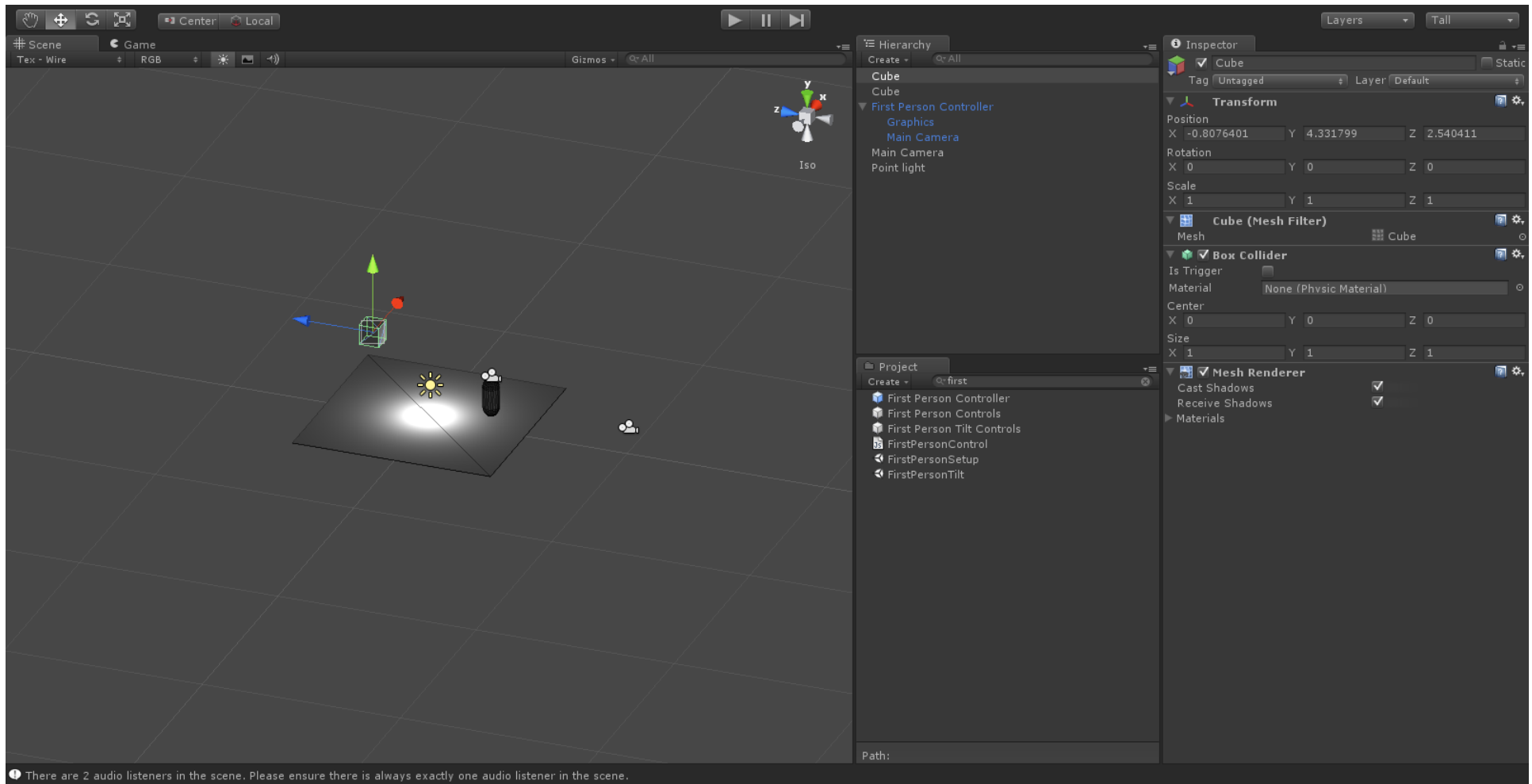
Primeiro jogo - Andando no Mapa



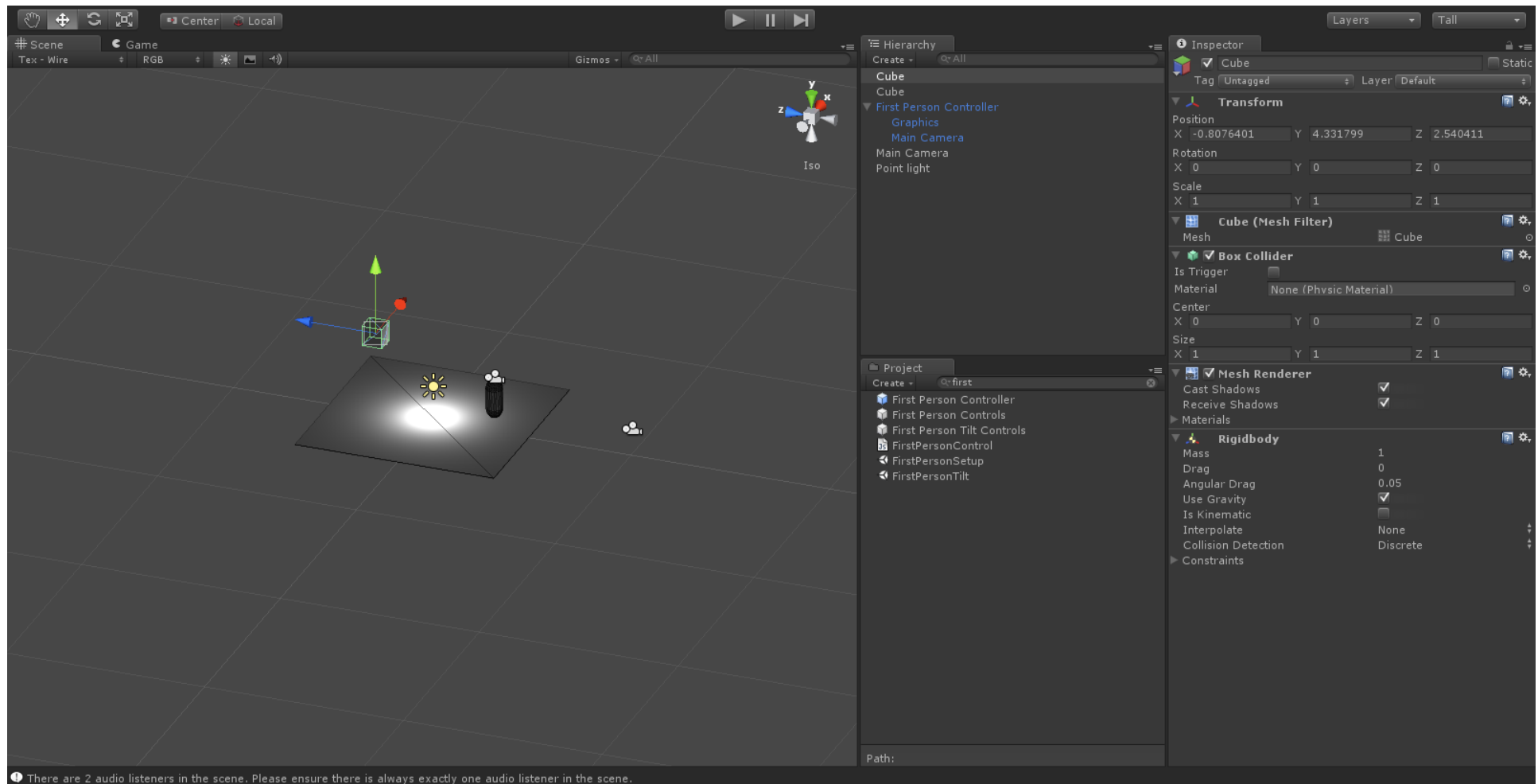
Primeiro jogo - Andando no Mapa



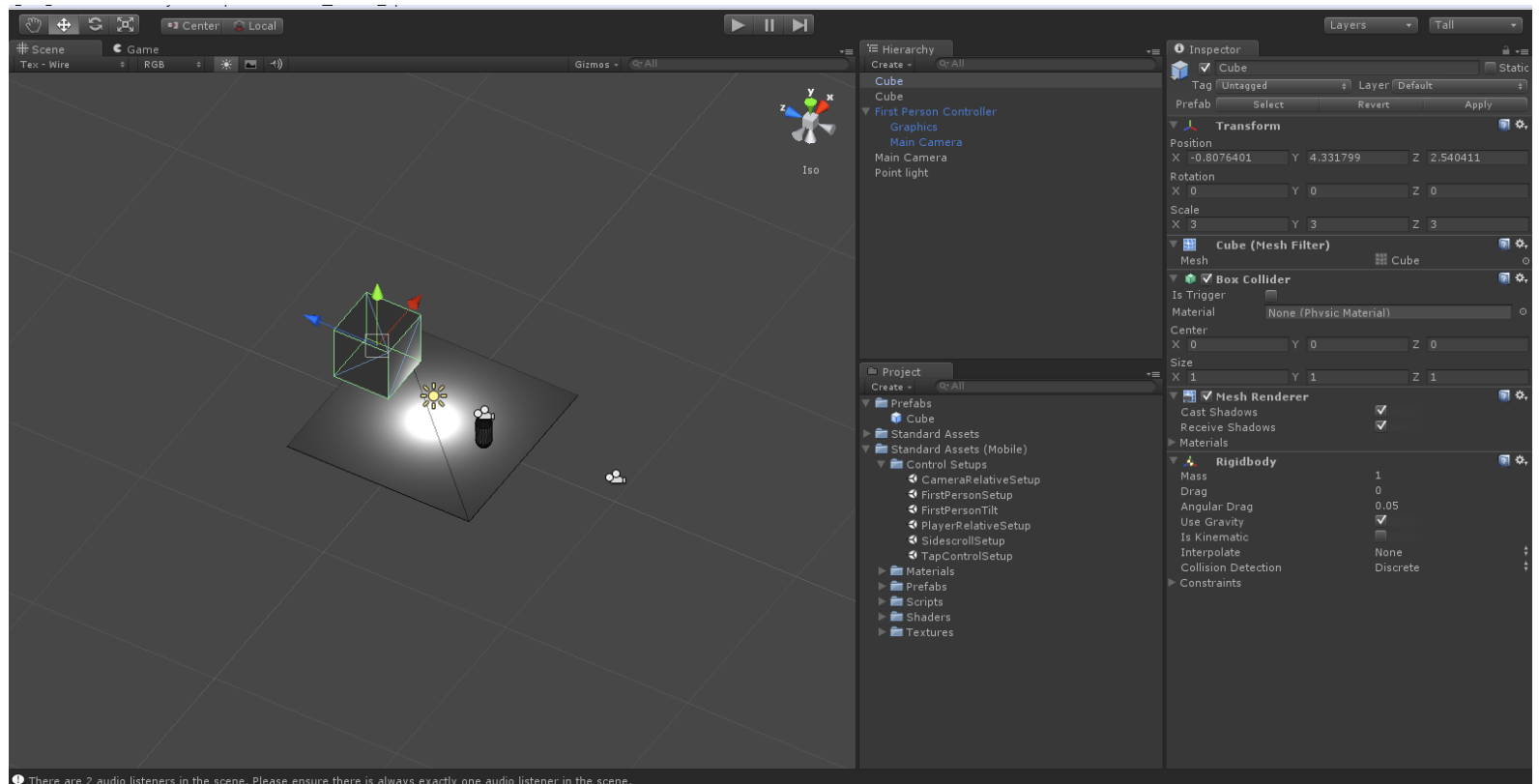
Primeiro jogo - Criando Caixas com Física



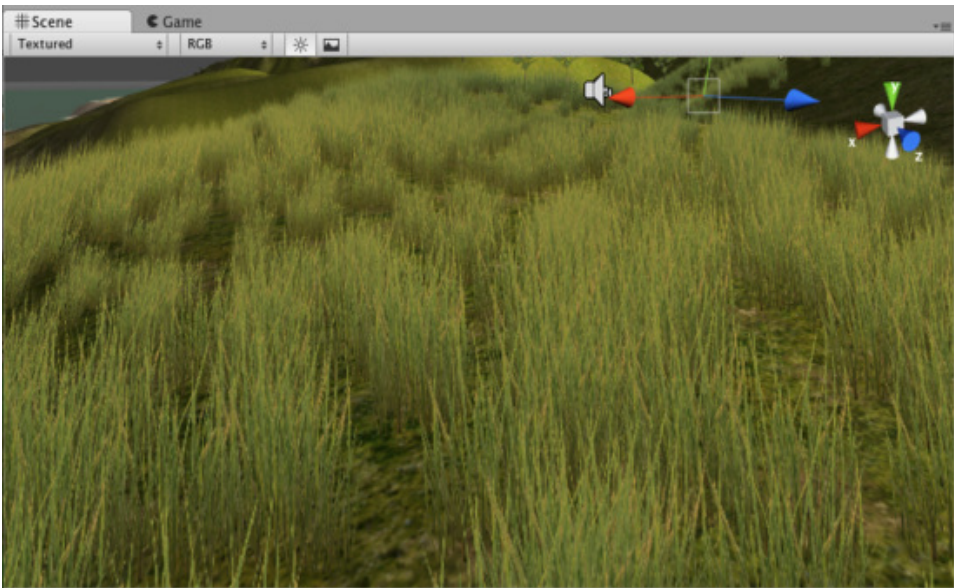
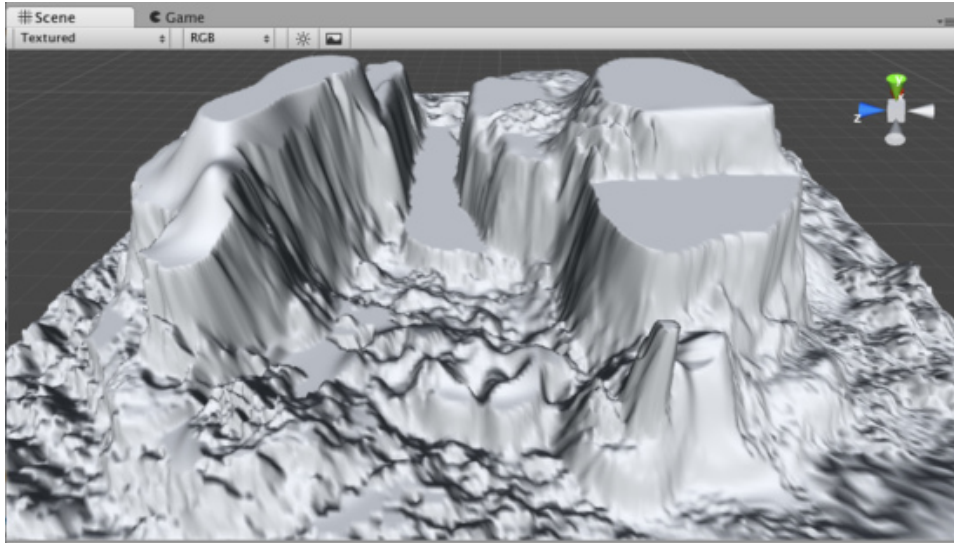
Primeiro jogo - Criando Caixas com Física



Primeiro jogo - Prefabs



Primeiro Jogo - Terrain



Inspector

Terrain Static

Tag: Untagged Layer: Default

Transform

Position
X: 0 Y: 0 Z: 0

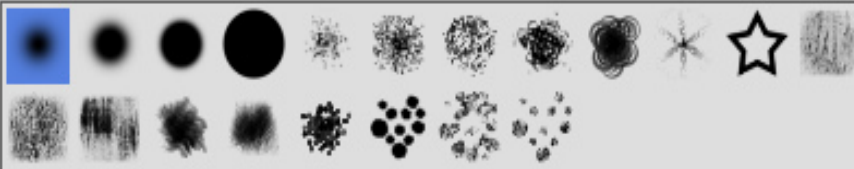
Rotation
X: 0 Y: 0 Z: 0

Scale
X: 1 Y: 1 Z: 1

Terrain (Script)

Raise / Lower Terrain
Click to raise. Hold down shift to lower.

Brushes



Settings

Brush Size: 25

Opacity: 50

Terrain Collider

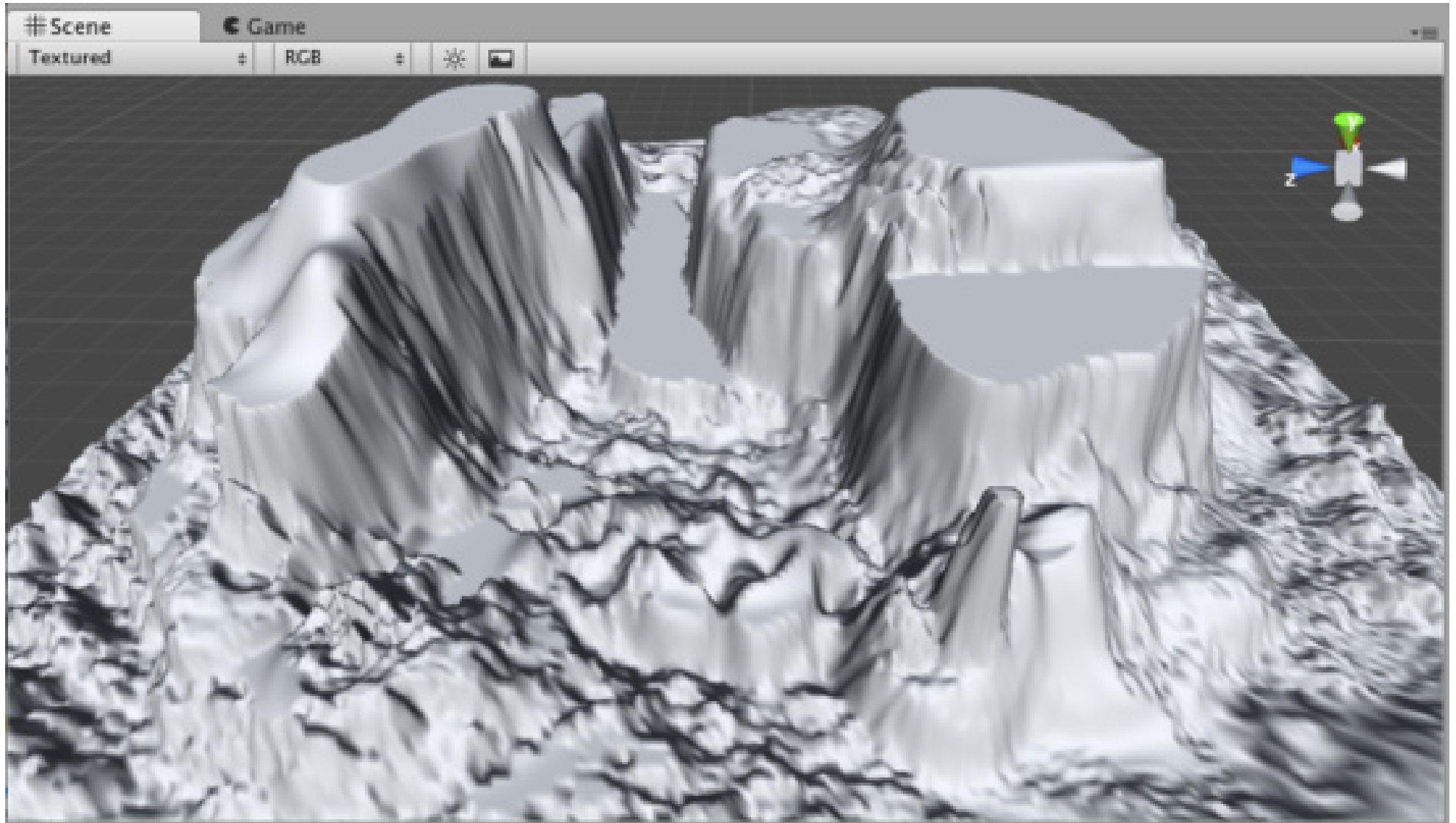
Material: None (Physics Material)

Is Trigger:

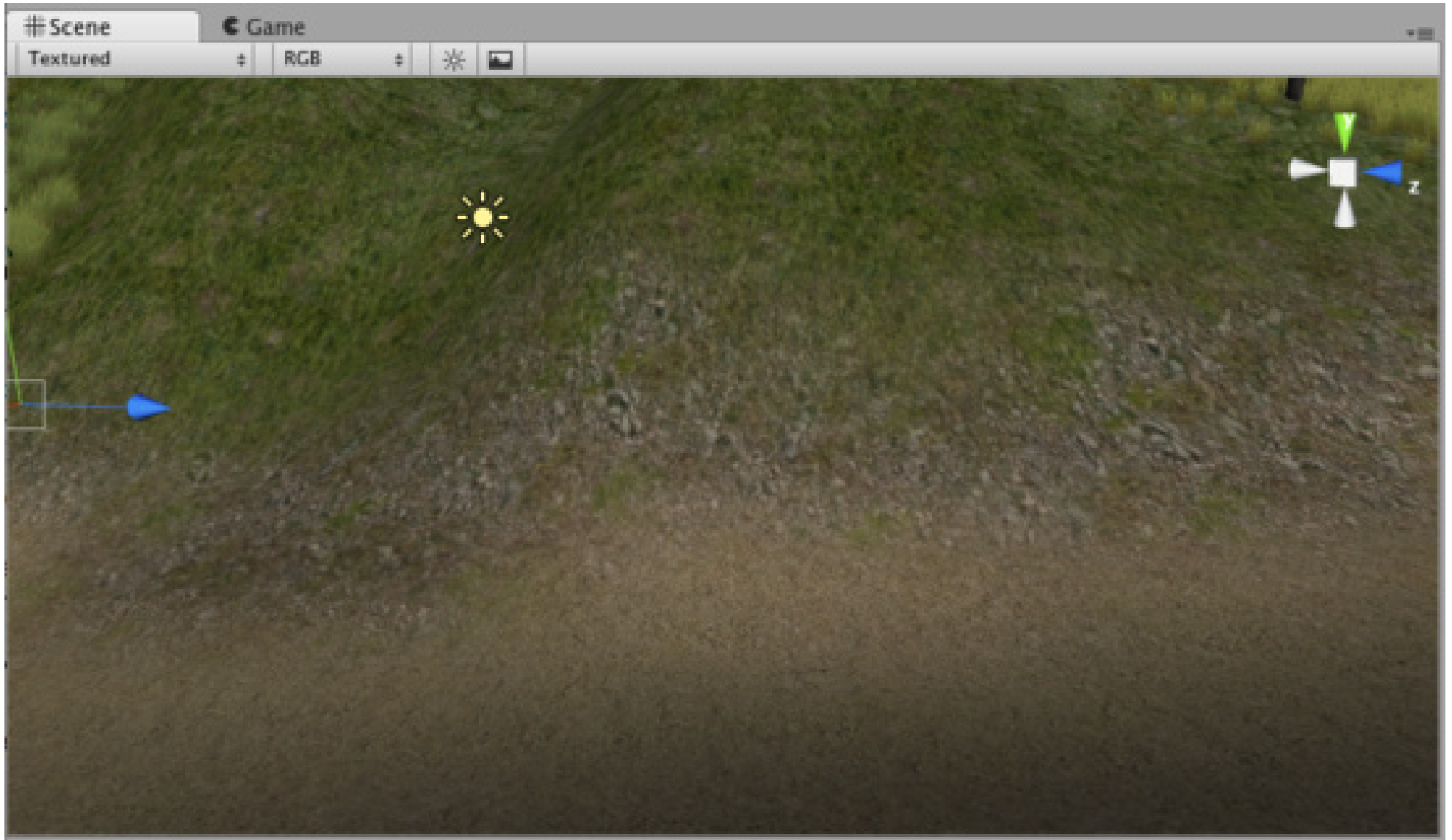
Terrain Data: New Terrain

Create Tree Colliders:

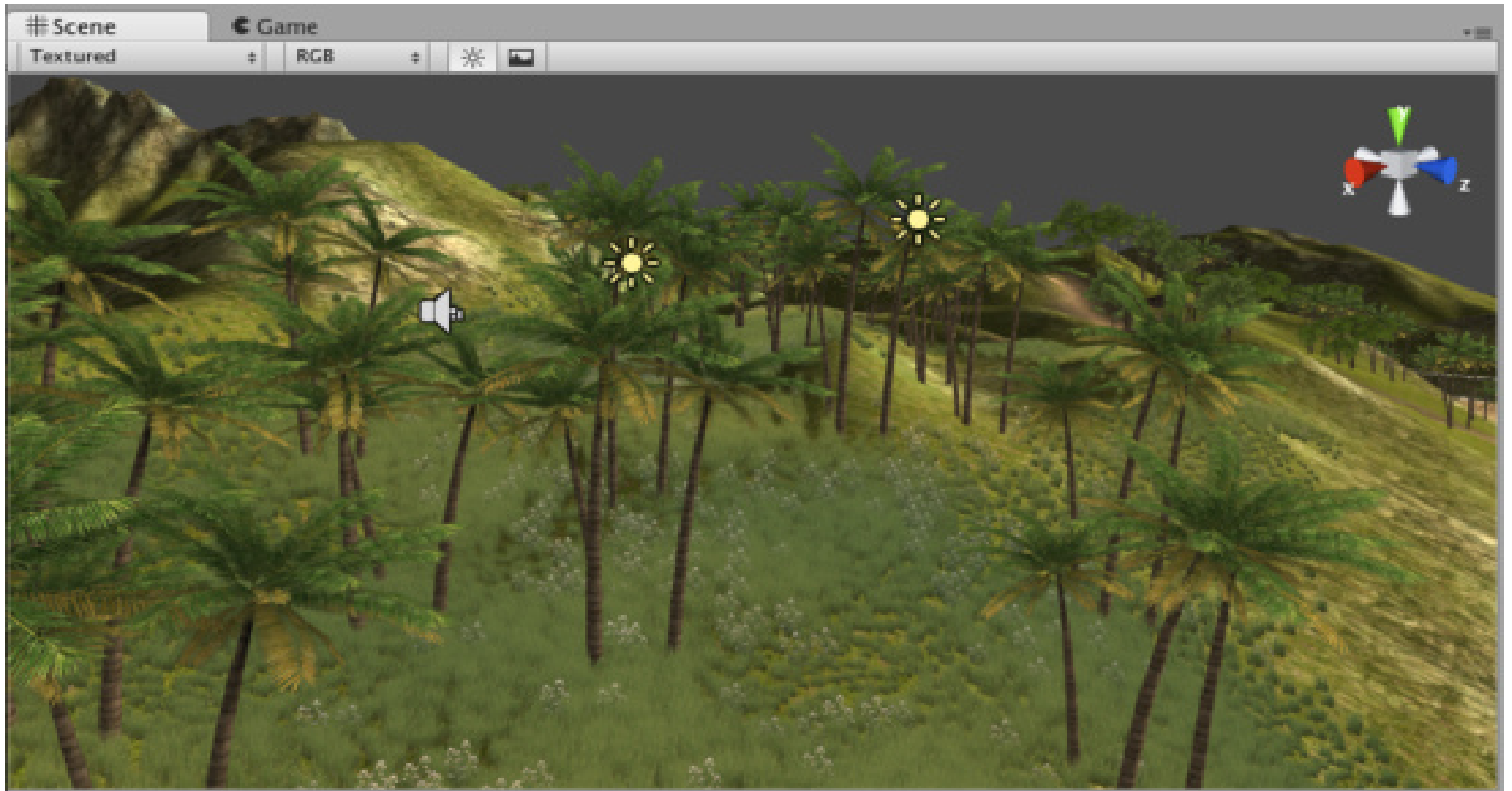
Primeiro Jogo - Terrain - Modelando o terrain



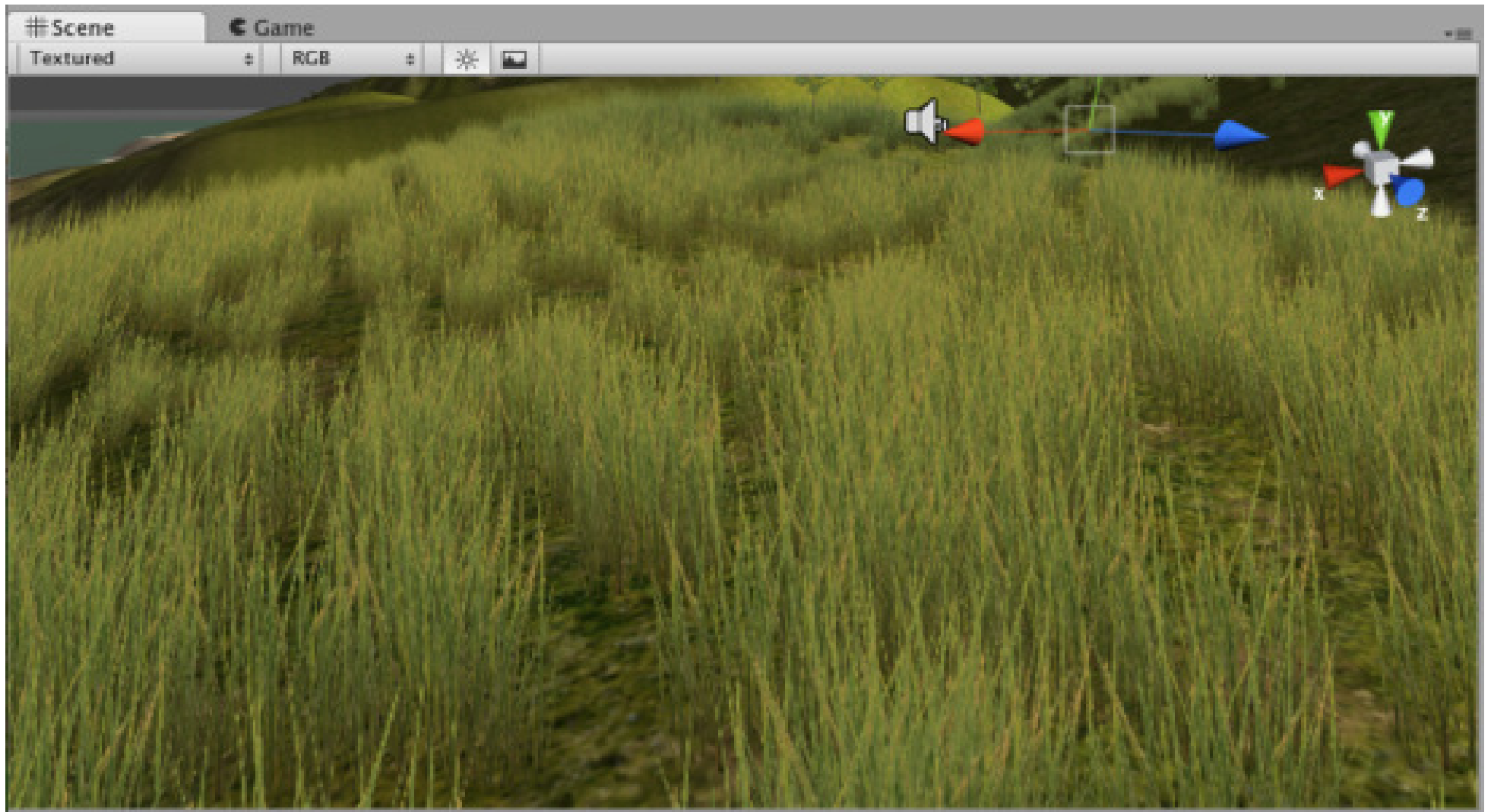
Primeiro Jogo - Terrain - Textura



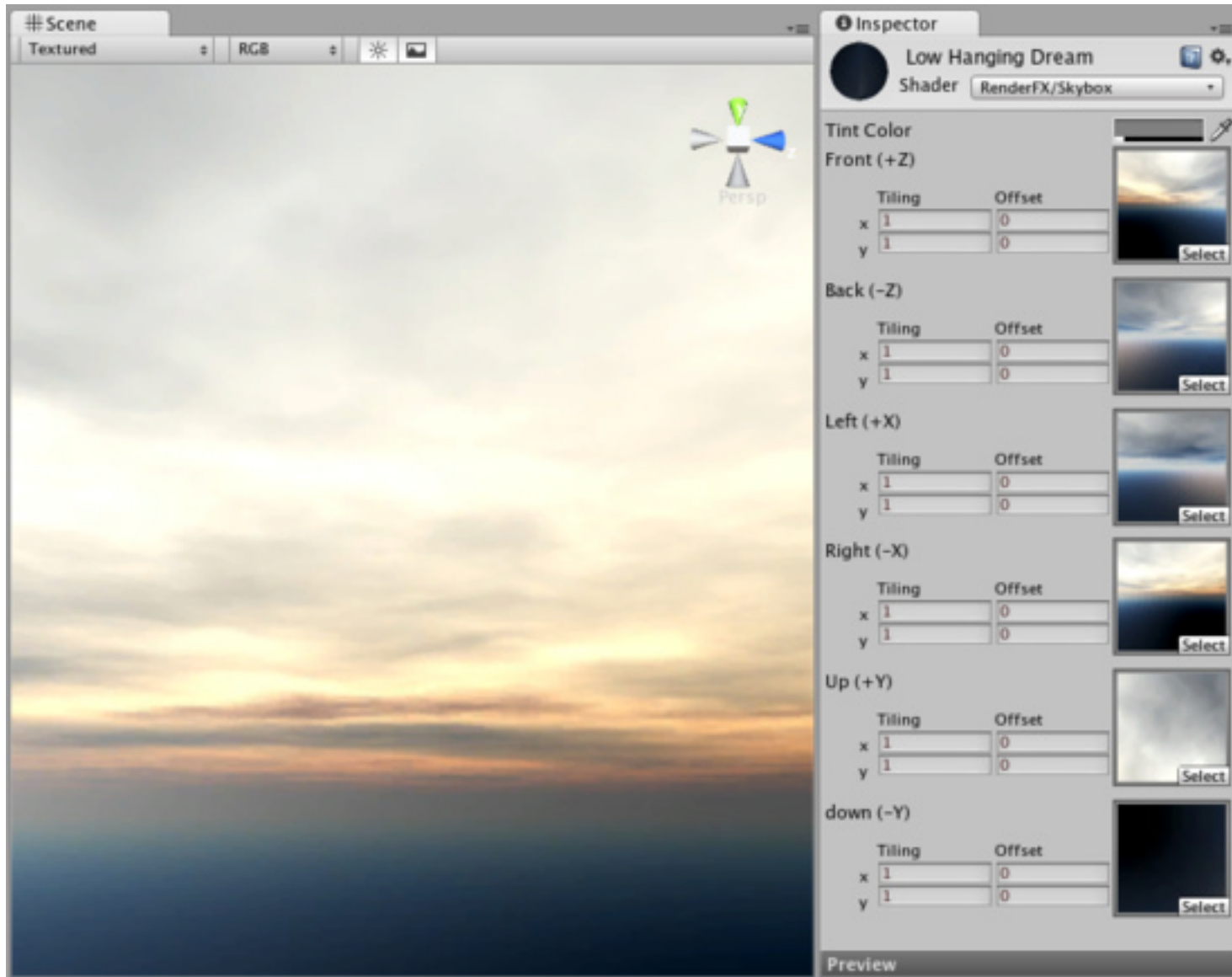
Primeiro Jogo - Terrain - Trees



Primeiro Jogo - Terrain - Grass



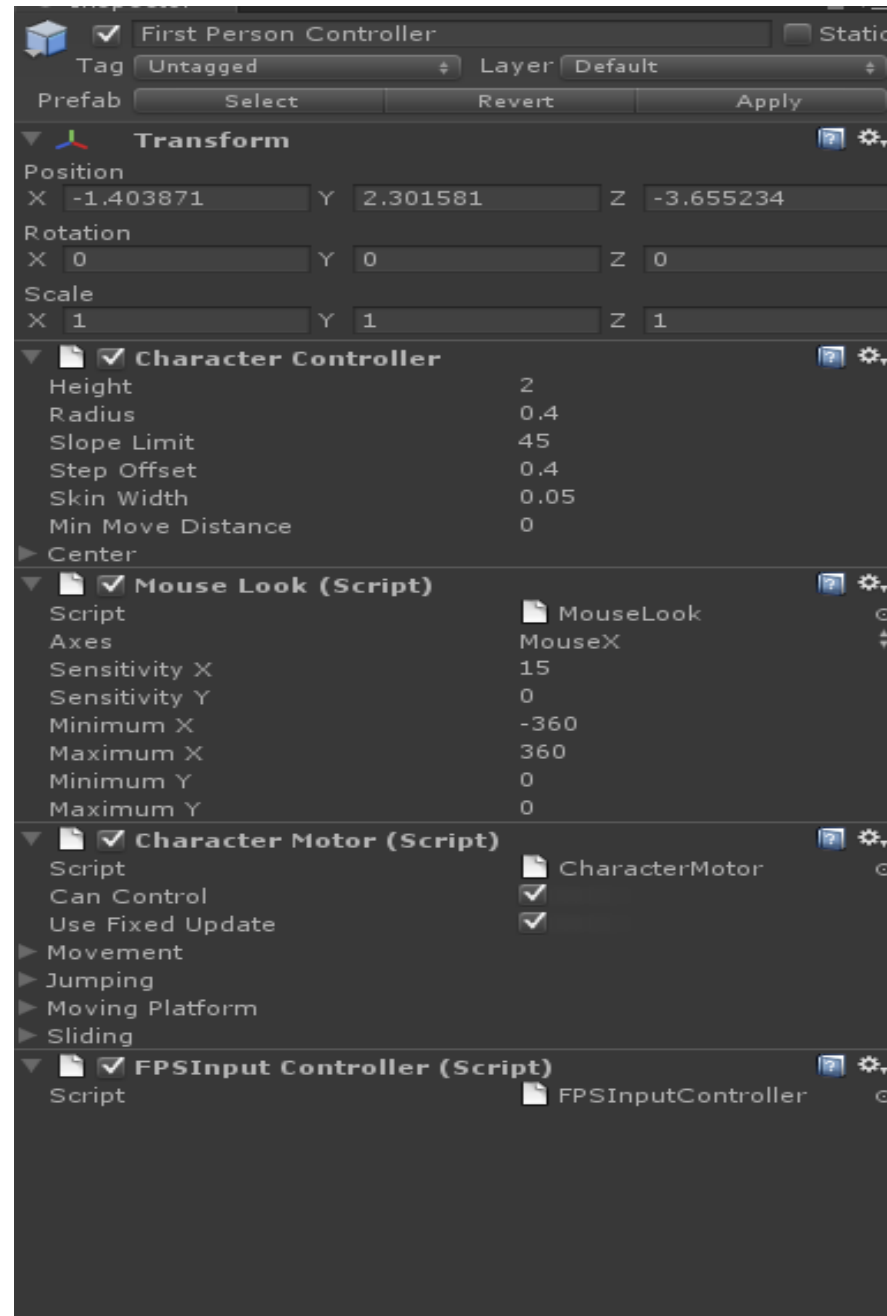
Primeiro Jogo - Terrain - Skybox



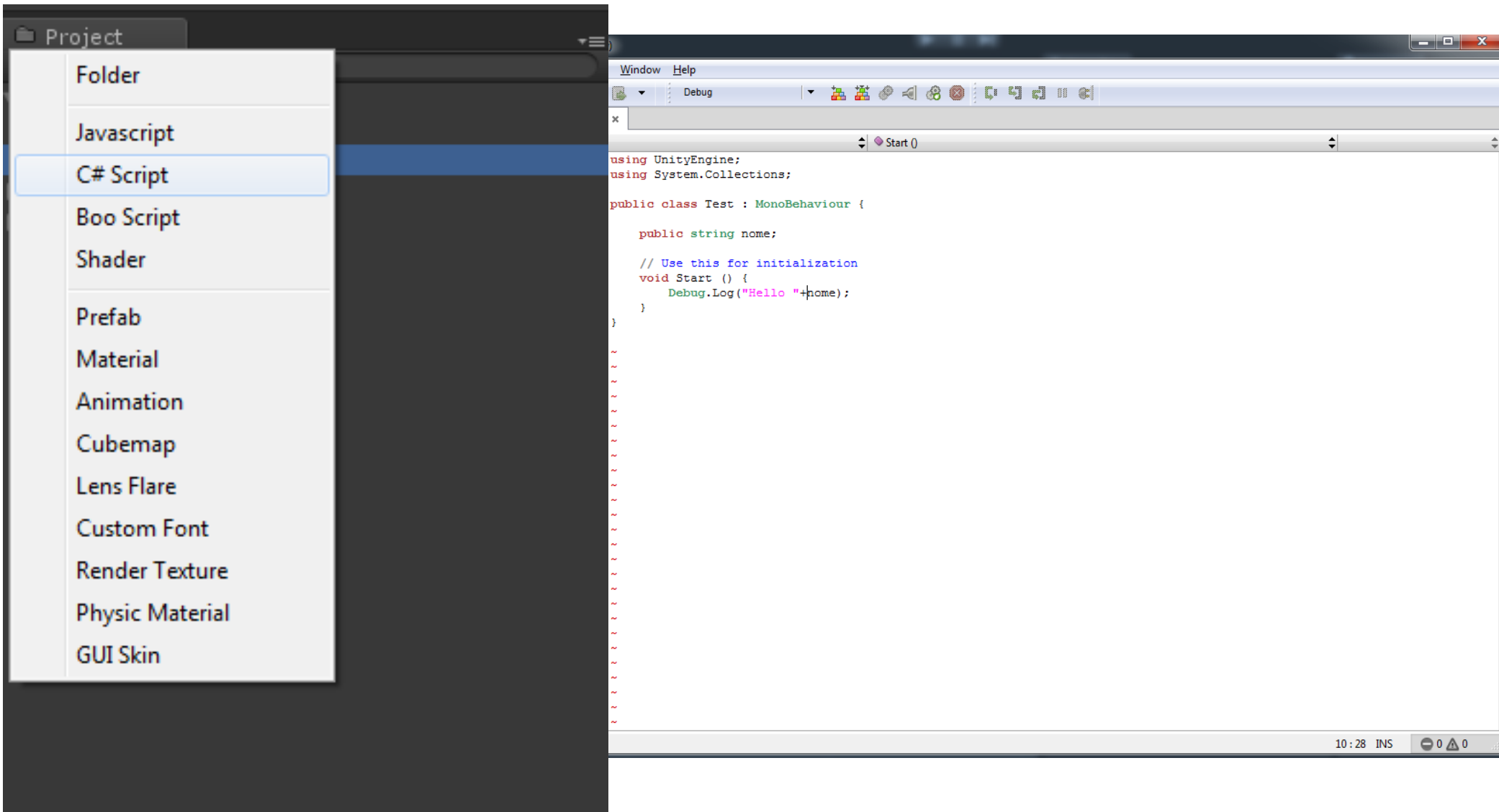
Script

- JavaScript
- BooScript
- **C# Script**

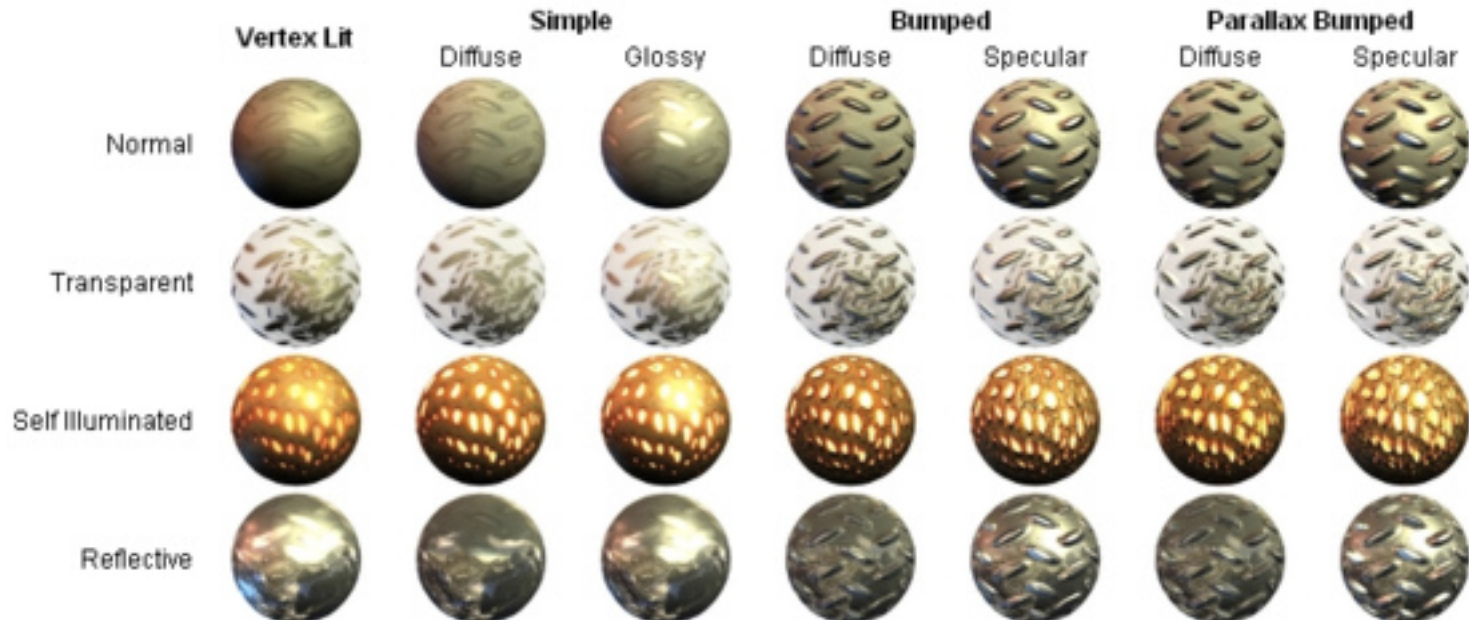
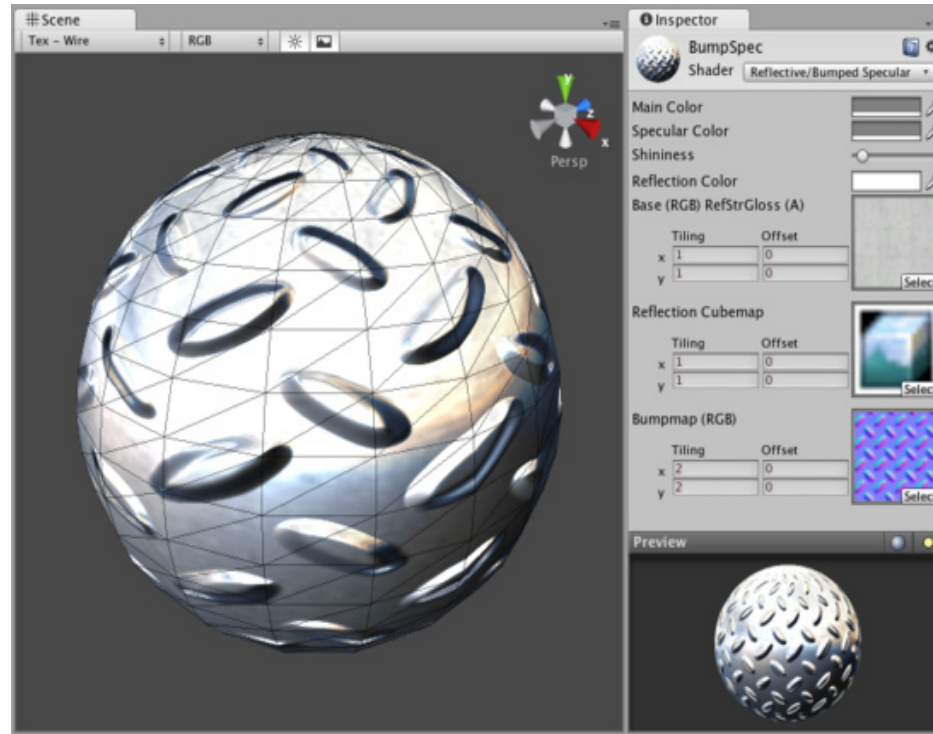
Script - Visão Geral



Script - Primeiro Script



Importando modelo - Material e Shaders

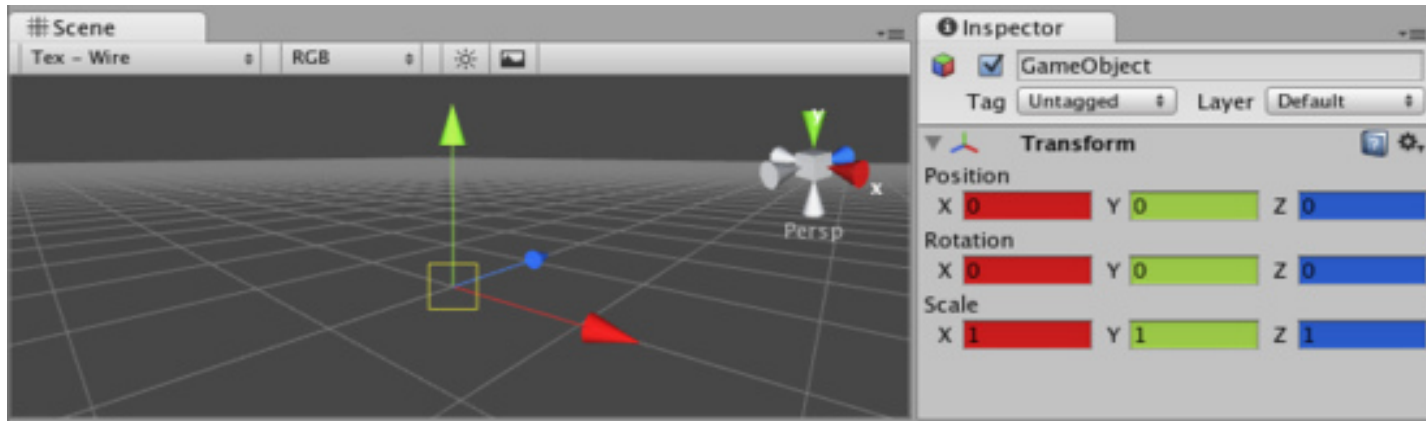


Importando modelo - importando

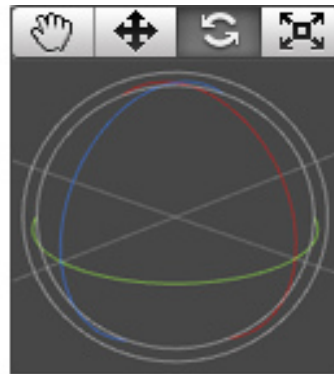
Drag-and-drop

<http://unity3d.com/unity/features/asset-importing>

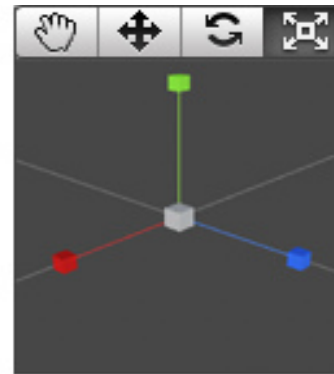
Transform



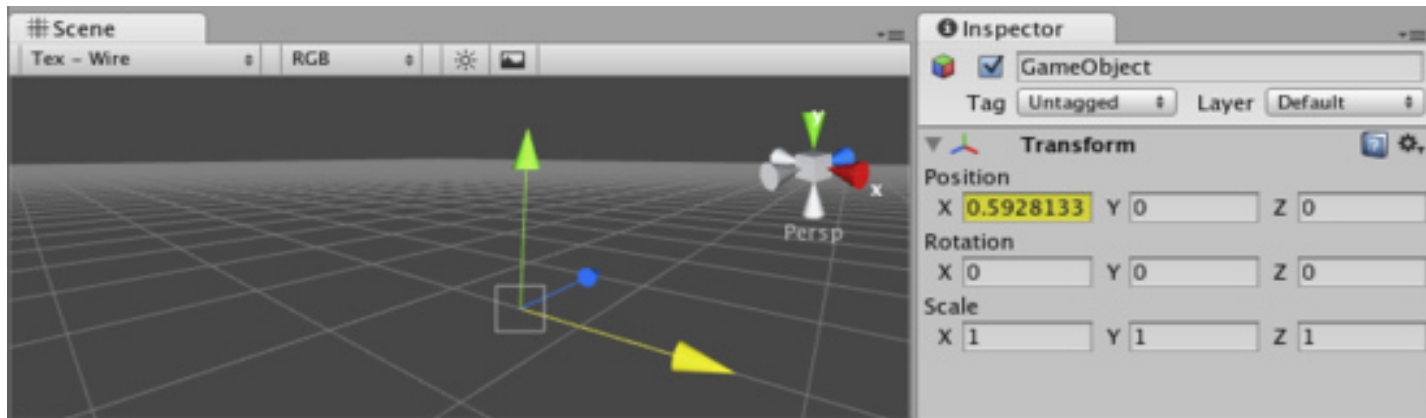
Translate Tool - Hotkey "W"



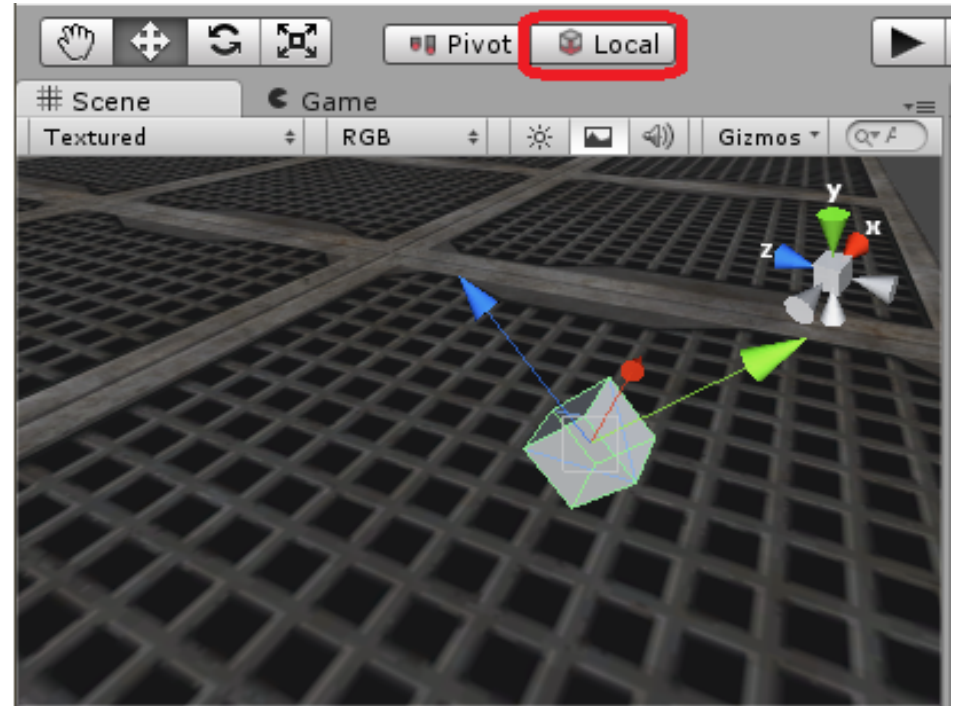
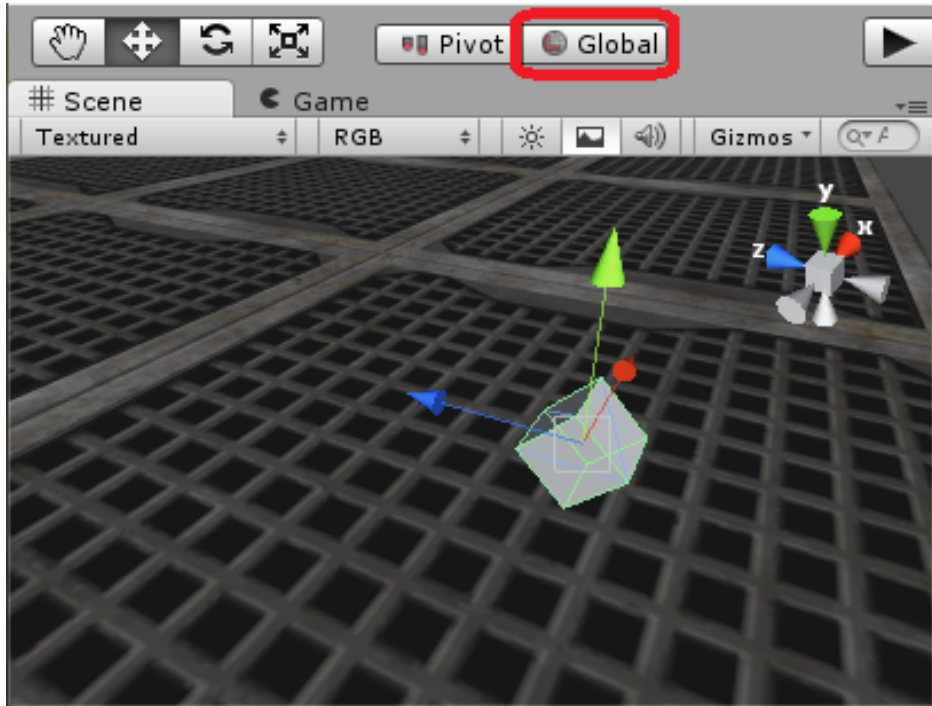
Rotate Tool - Hotkey "E"



Scale Tool - Hotkey "R"



Transform - Local vs Global



Instanciando e Arremessando Elementos

```
using UnityEngine;
using System.Collections;

public class ArremessarCaixas : MonoBehaviour {

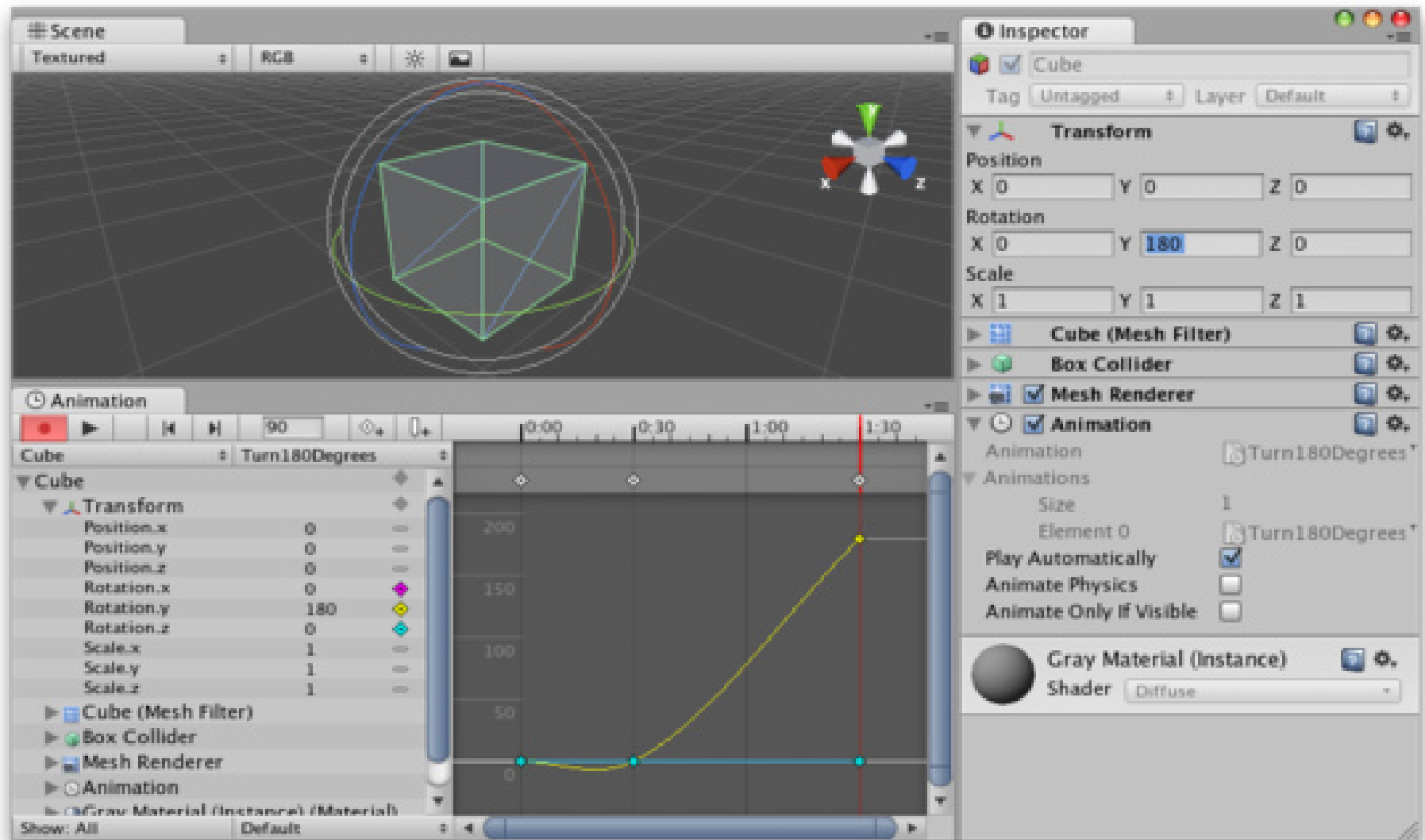
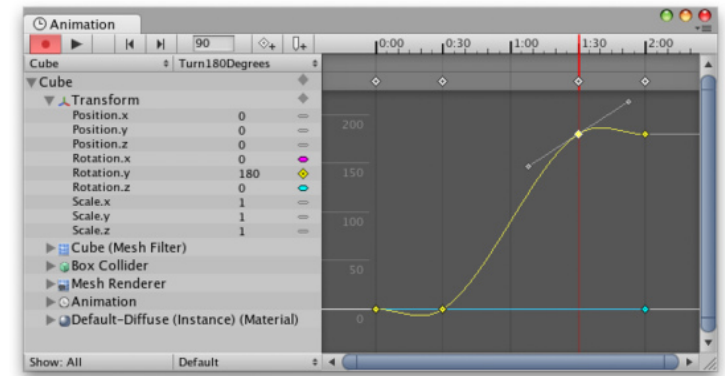
    public Object caixa;

    // Use this for initialization
    void Start () {

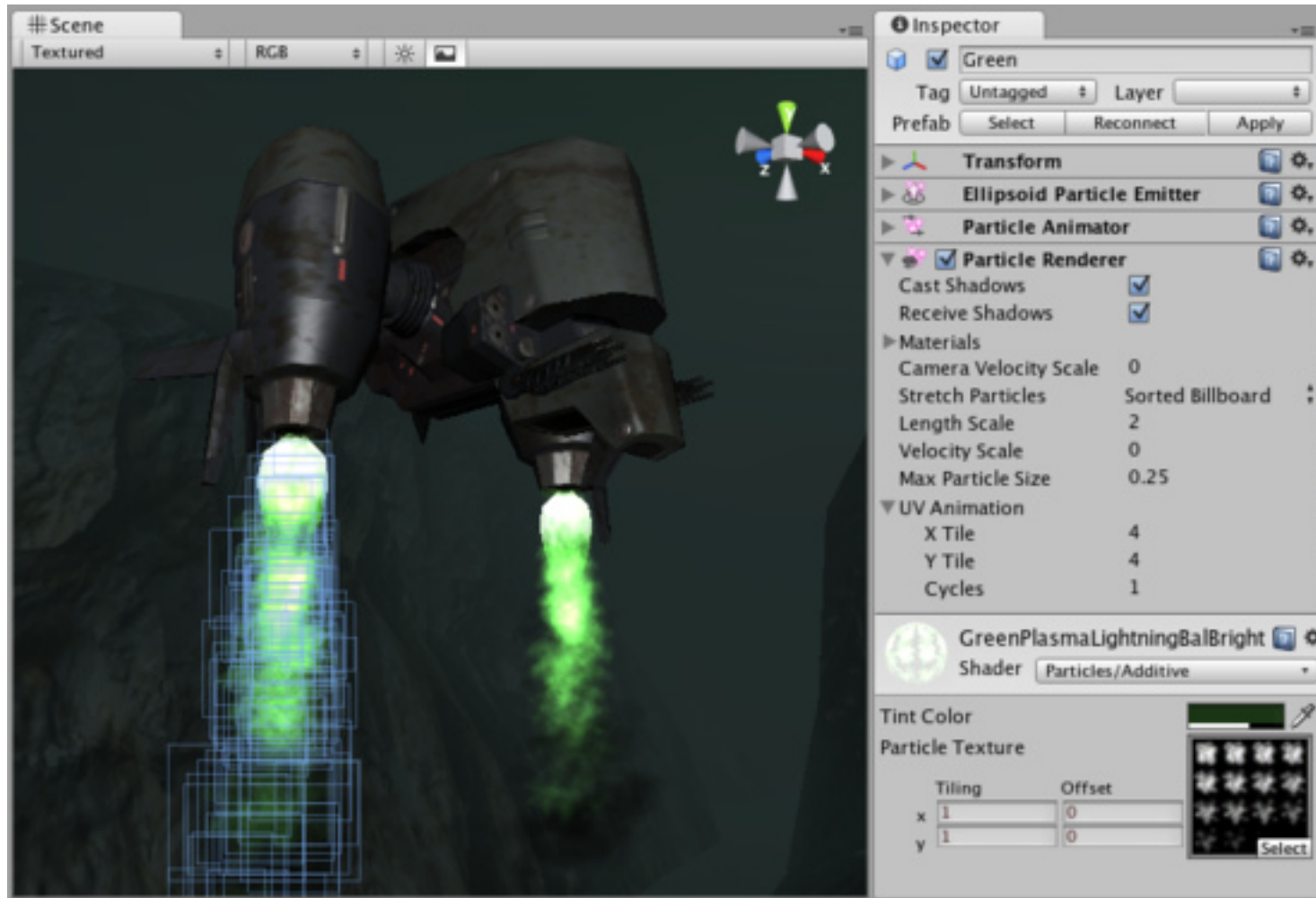
    }

    // Update is called once per frame
    void Update ()
    {
        if(Input.GetButtonDown("Fire1"))
        {
            GameObject nCaixa = (GameObject)Instantiate(caixa);
            nCaixa.transform.position = transform.position+transform.forward;
            nCaixa.rigidbody.AddForce(transform.forward*10,ForceMode.Impulse);
        }
    }
}
```

Animação no Unity3D



Particle effect



GUI - Criando uma Janela Simples

```
//Agrupando os componentes
GUI.BeginGroup(new Rect(0, 0, 110, 100));

//Criando a caixa de background
GUI.Box(new Rect(10, 10, 100, 90), "Loader Menu");

//Criando o primeiro botão
if (GUI.Button(new Rect(20, 40, 80, 20), "Level 1"))
{
    Debug.Log("Obrigado por clicar no botão 1! ;-) ");
    //Se você quiser carregar o primeiro nível do jogo, faça a seguinte chamada:
    //Application.LoadLevel (1);
}
//Criando o segundo botão
if (GUI.Button(new Rect(20, 70, 80, 20), "Level 2"))
{
    Debug.Log("O botão 2 sempre fica por último... :-( ");
}

//Finalizando o grupo
GUI.EndGroup();
```

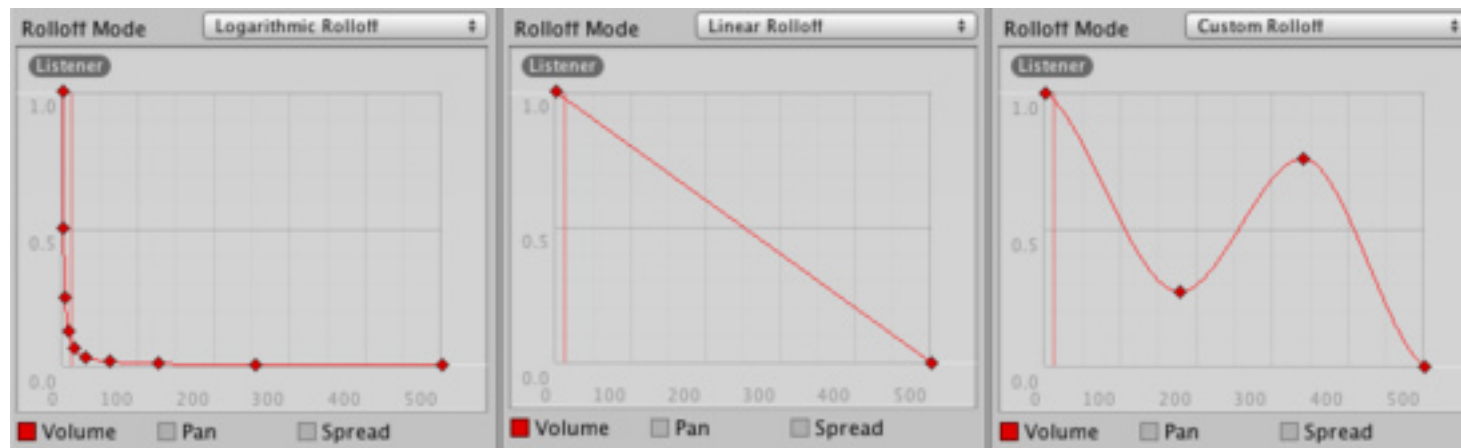
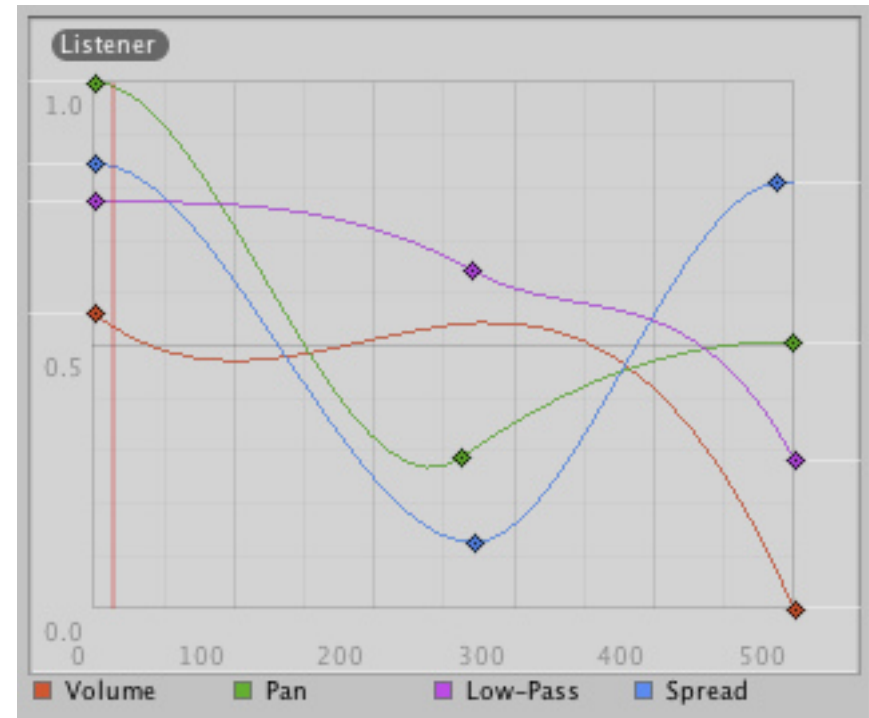
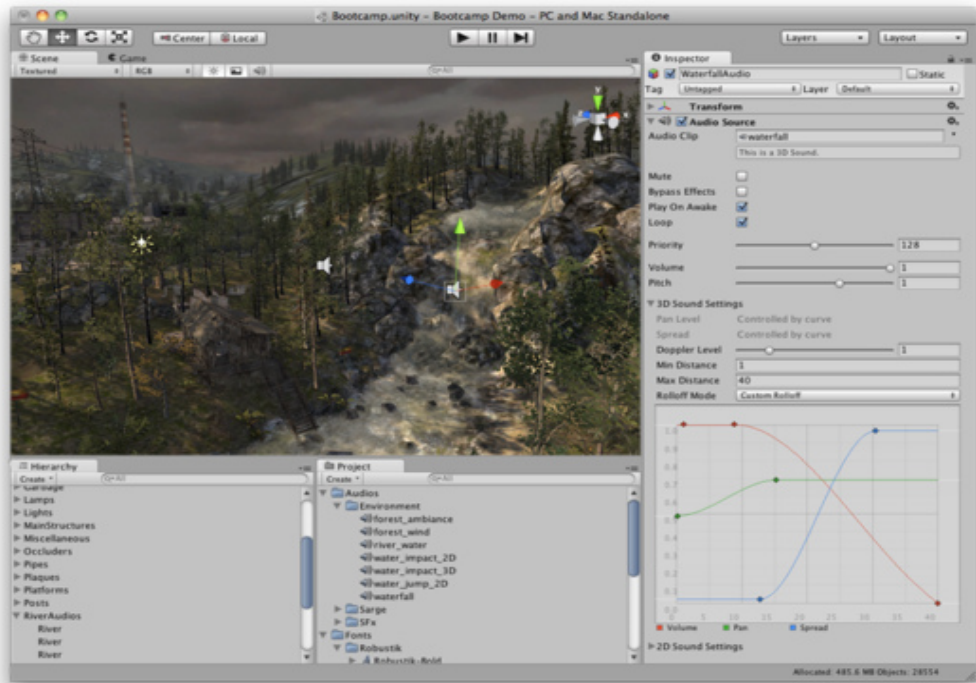


GUI - Criando a mesma janela, mas do jeito correto

```
void OnGUI()
{
    //criando a janela, lembrando que o primeiro parâmetro, o id, deve ser único
    GUI.Window(0, new Rect(10, 10, 100, 90), WindowContent, "Loader Menu");
}
//Função responsável pela criação da janela(atenção no parâmetro id)
void WindowContent(int windowId)
{
    //Criando o primeiro botão
    if (GUI.Button(new Rect(10, 30, 80, 20), "Level 1"))
    {
        Debug.Log("Obrigado por clicar no botão 1! ;- )");
        //Se você quiser carregar o primeiro nível do jogo, faça a seguinte chamada:
        //Application.LoadLevel (1);
    }
    //Criando o segundo botão
    if (GUI.Button(new Rect(10, 60, 80, 20), "Level 2"))
    {
        Debug.Log("O botão 2 sempre fica por último... :- ( ");
    }
}
```



Audio



Exportar jogo

