

Vizualizace počítačové hry

Jan Marek

Kapitoly

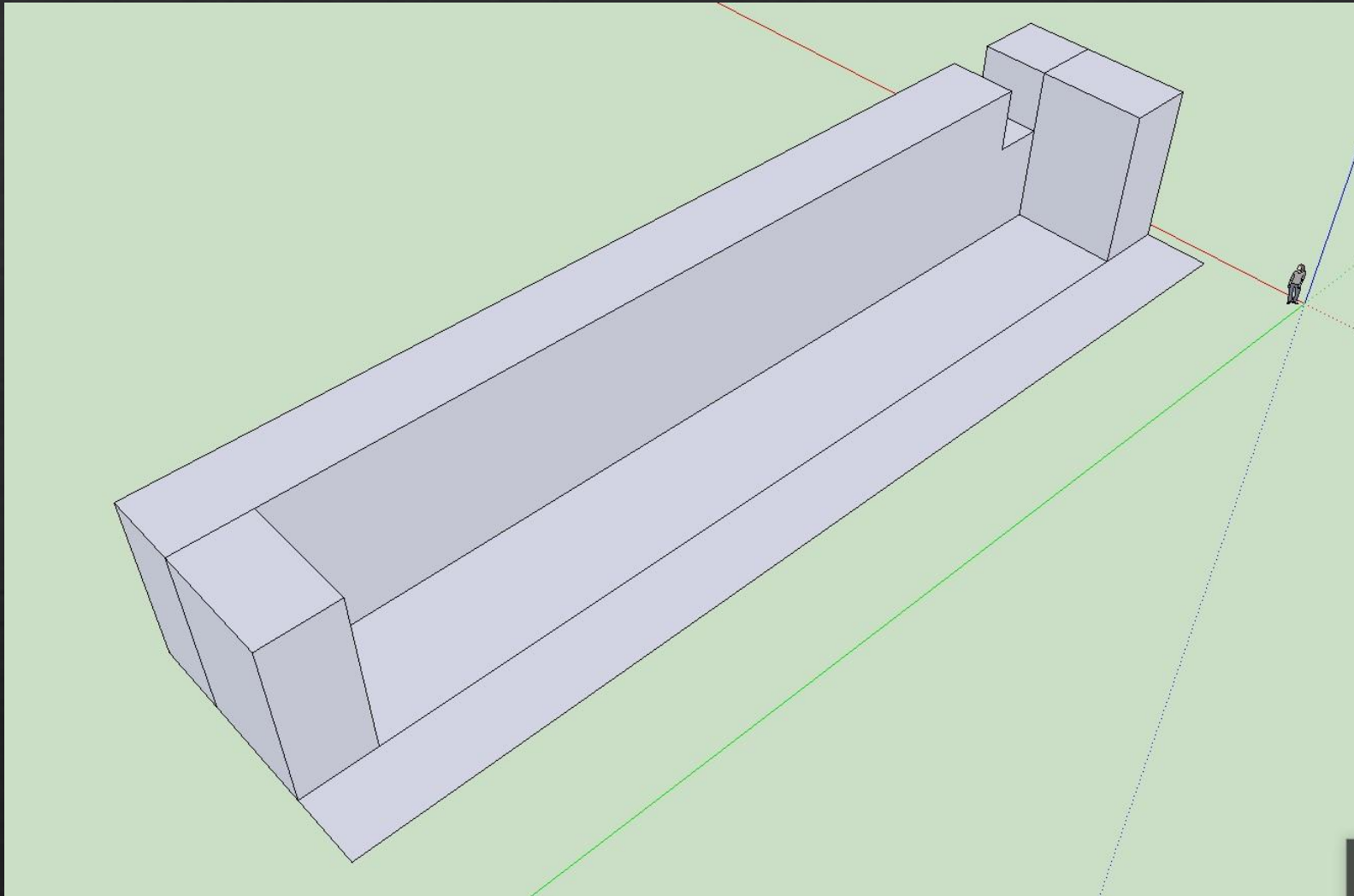
- 1) Jednoduchý popis projektu
- 2) Proces vzniku environment concept artu (vizualizace hratelného levelu)
- 3) Vizualizace prostředí
- 4) Vizualizace kratochvíle
- 5) Příprava kulis pro tvorbu herního levelu

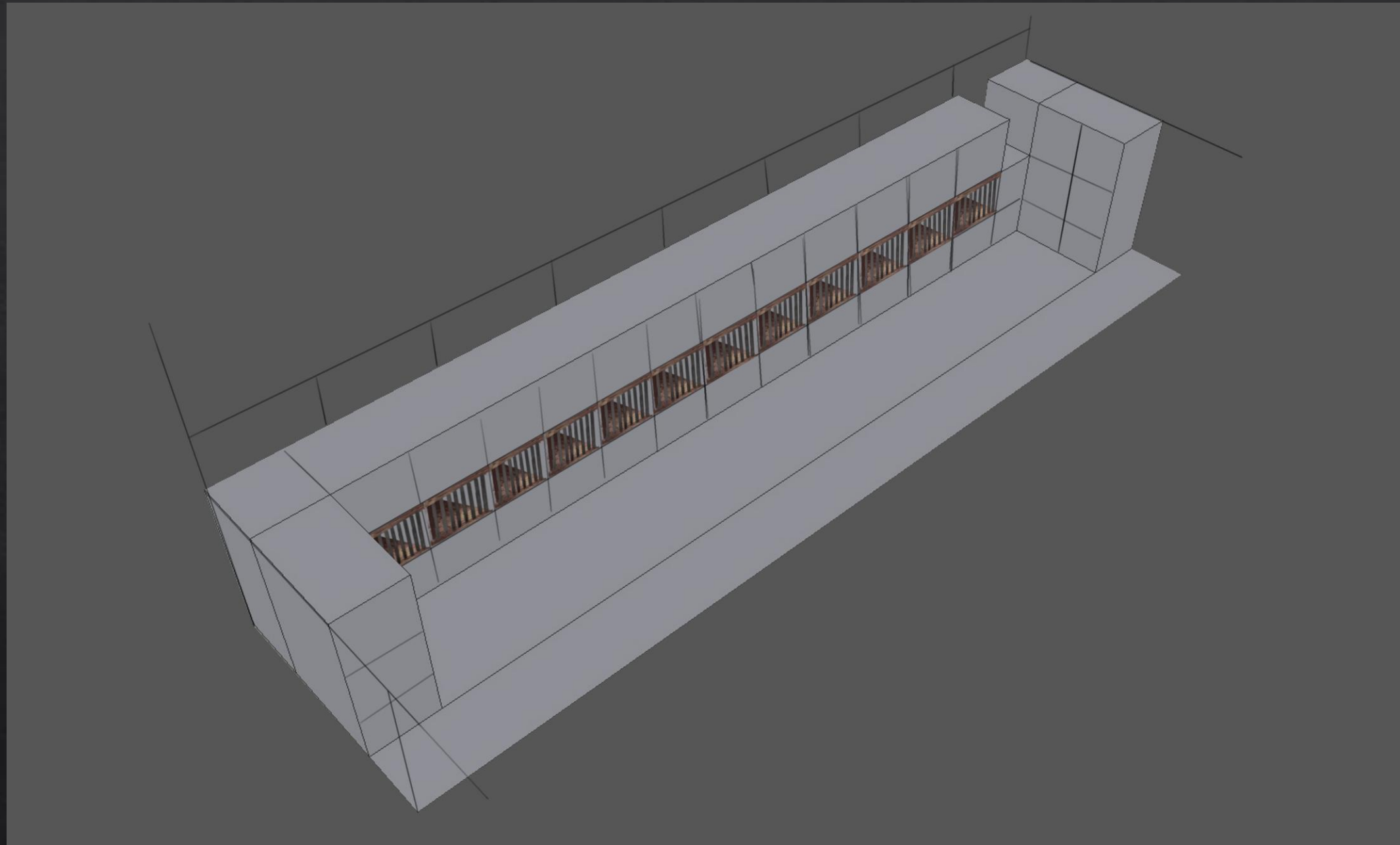
Projekt GROWITH

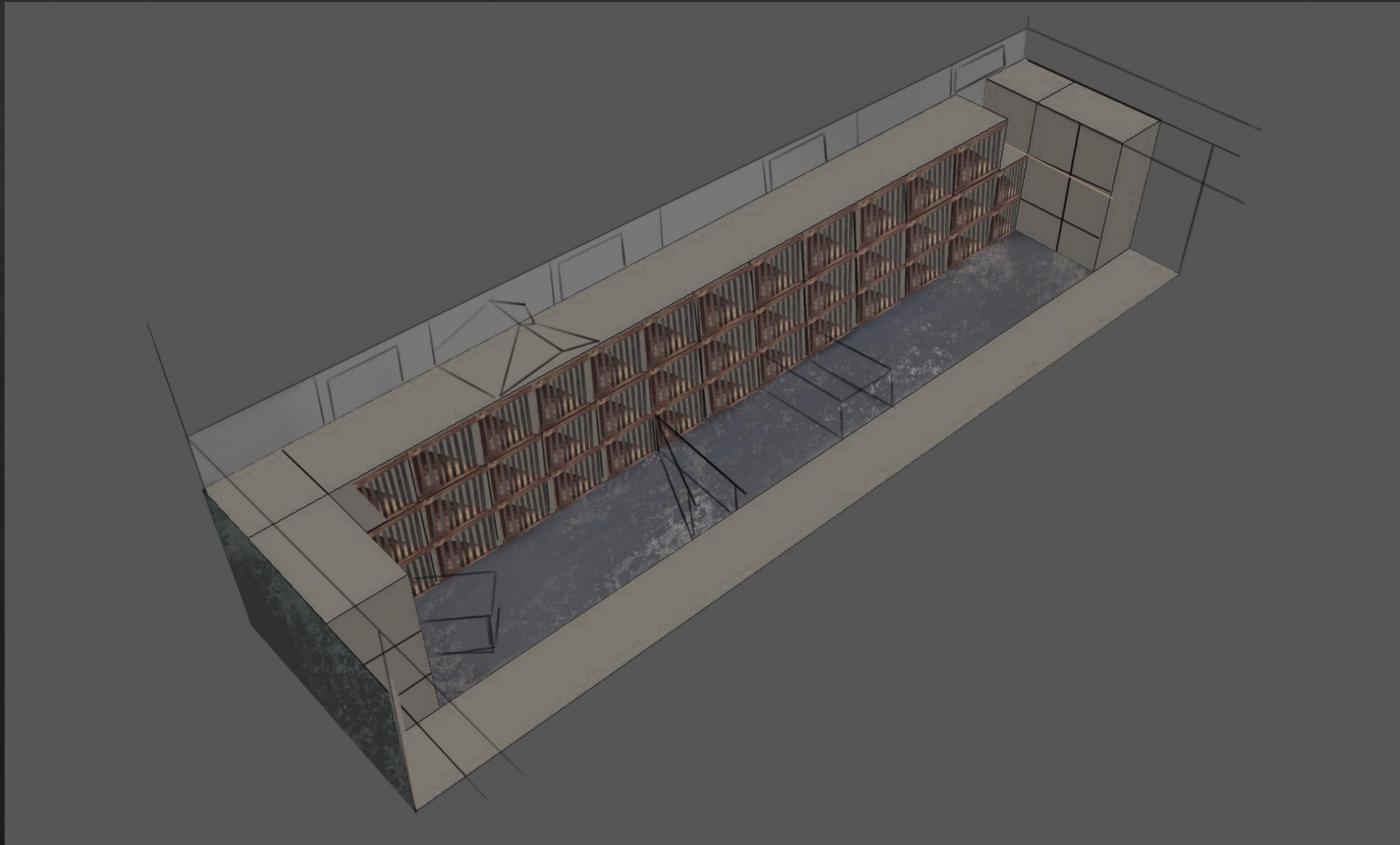
Atmosférická/hororová 3D videohra z pohledu první osoby.

Jako hráč se ocítáte v roli slepice, které se povedlo uprchnout ze soukolí masného průmyslu.

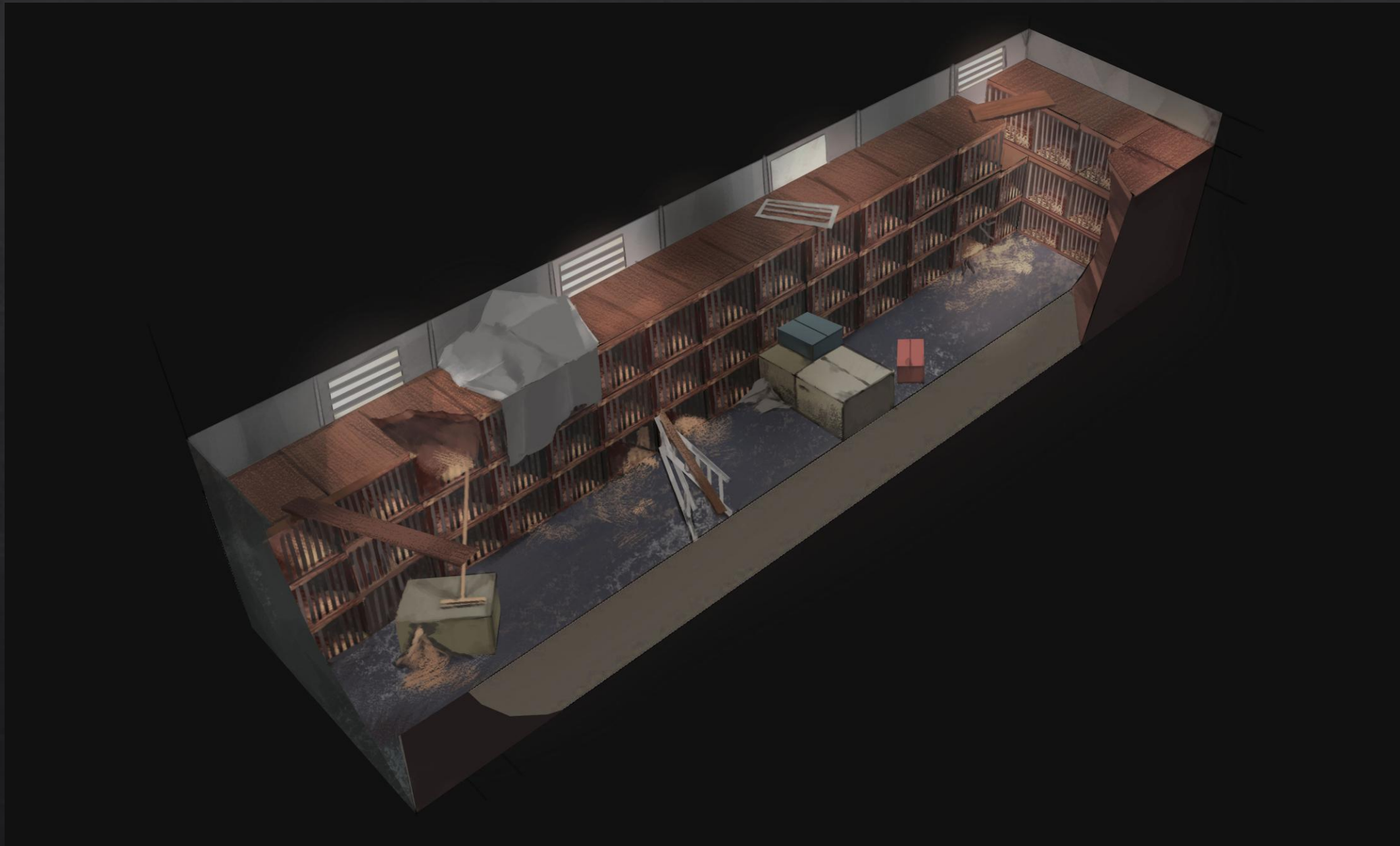
Vznik environment concept artu



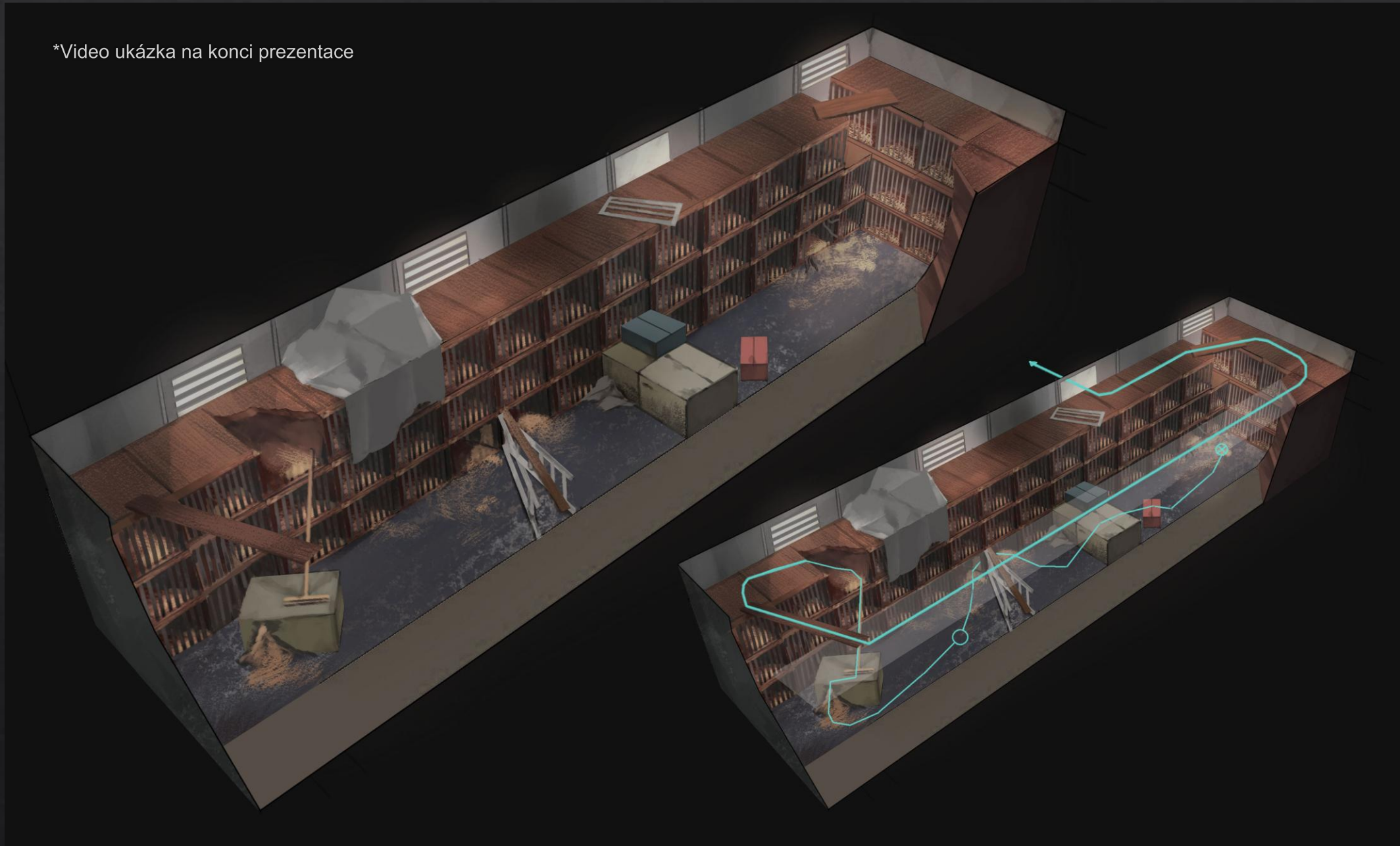








*Video ukázka na konci prezentace



Vizualizace herního prostředí









Vizualizace herní kratochvíle



Příprava kulis pro tvorbu herního levelu

The image displays the Unity development environment with the following components:

- Code Editor (Left):** Shows the `FirtsPersonController.cs` script with the following code:

```
95     if (canUseHeadbob)
96         HandleHeadbob();
97
98     if (canInteract)
99     {
100         HandleInteractionCheck();
101         HandleInteractionInput();
102     }
103
104     ApplyFinalMovements();
105 }
106
107 }
108
109 Počet odkazů: 1
110 private void HandleMovementInput()
111 {
112     currentInput = new Vector2((isCrouching ? crouchSpeed : IsSprinting ? sprintSpeed
113
114     float moveDirectionY = moveDirection.y;
115     moveDirection = (transform.TransformDirection(Vector3.forward) * currentInput.x)
116     moveDirection.y = moveDirectionY;
117 }
118
119 Počet odkazů: 1
120 private void HandleMouseLook()
121 {
122     rotationX -= Input.GetAxis("Mouse Y") * lookSpeedY;
123     rotationX = Mathf.Clamp(rotationX, -upperLookLimit, lowerLookLimit);
124     playerCamera.transform.localRotation = Quaternion.Euler(rotationX, 0, 0);
125     transform.rotation *= Quaternion.Euler(0, Input.GetAxis("Mouse X") * lookSpeedX,
126
127 Počet odkazů: 1
128 private void HandleJump()
129 {
130     if (ShouldJump)
131         moveDirection.y = jumpforce;
132 }
133
134 Počet odkazů: 1
135 private void HandleCrouch()
136 {
137     if (ShouldCrouch)
138         StartCoroutine(CrouchStand());
139 }
```
- Hierarchy (Top Left):** Shows the scene hierarchy starting with `test_level`, containing `first_person_player`, `Camera`, `GroundCheck`, `Environment`, `Enemy vehicles`, `Point Light`, and `Environment 2` (containing `Plane` and `Cube (1)` through `Cube (15)`).
- Game View (Top Center):** Shows a first-person perspective of a character in a 3D environment with various platforms and structures.
- Inspector (Top Right):** Shows the properties of the selected `Cylinder` object, including `Transform` (Position, Rotation, Scale), `Cylinder (Mesh Filter)`, `Mesh Renderer`, and `Materials` (Size, Element 0, Lighting, Probes, Additional Settings).
- Scene View (Bottom Center):** Shows a top-down perspective of the same 3D environment, highlighting the layout of the level.