

Vizualizace počítačové hry

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Kapitoly

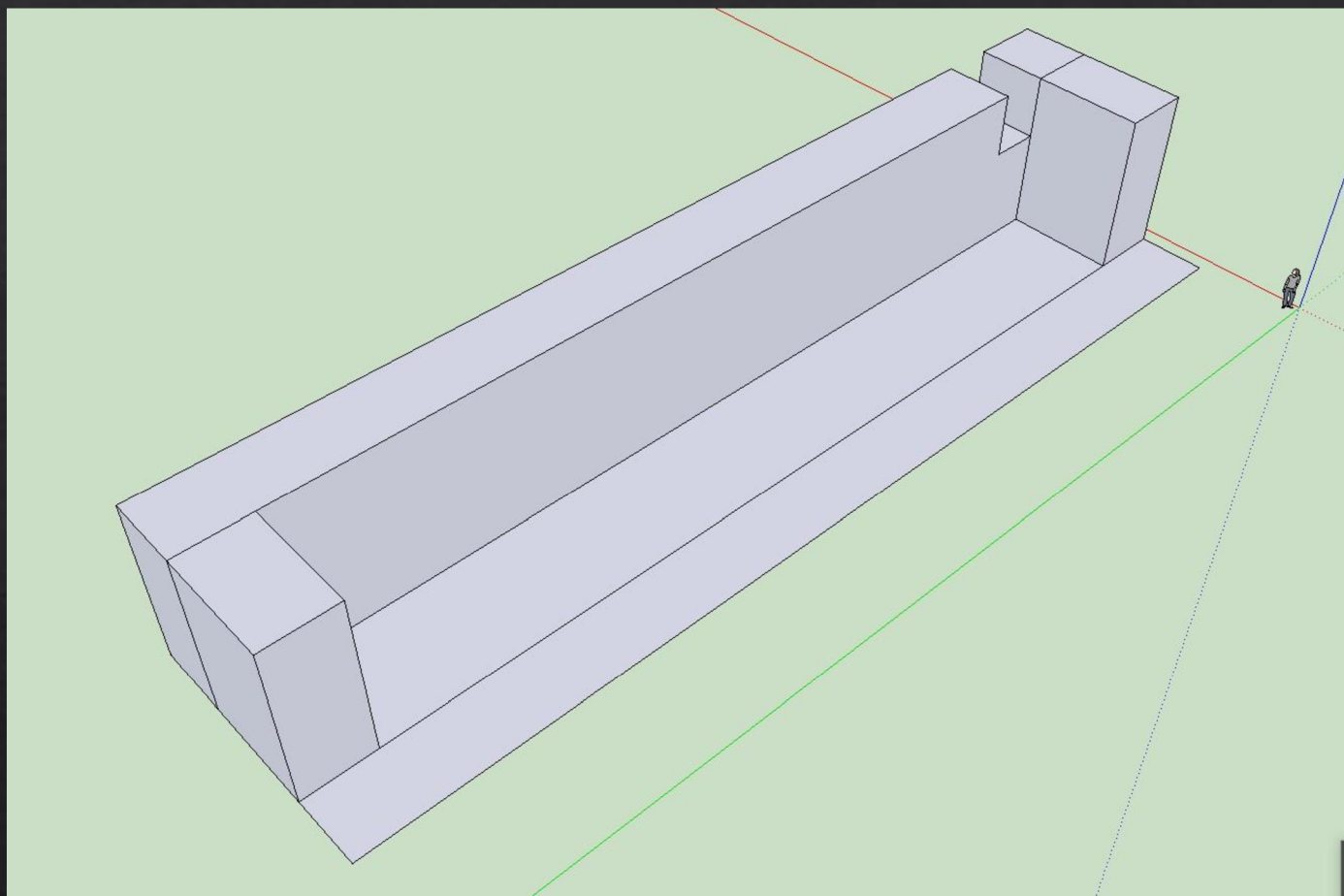
- 1) Jednoduchý popis projektu
- 2) Proces vzniku environment concept artu (vizualizace hratelného levelu)
- 3) Vizualizace prostředí
- 4) Vizualizace kratochvíle
- 5) Příprava kulis pro tvorbu herního levelu

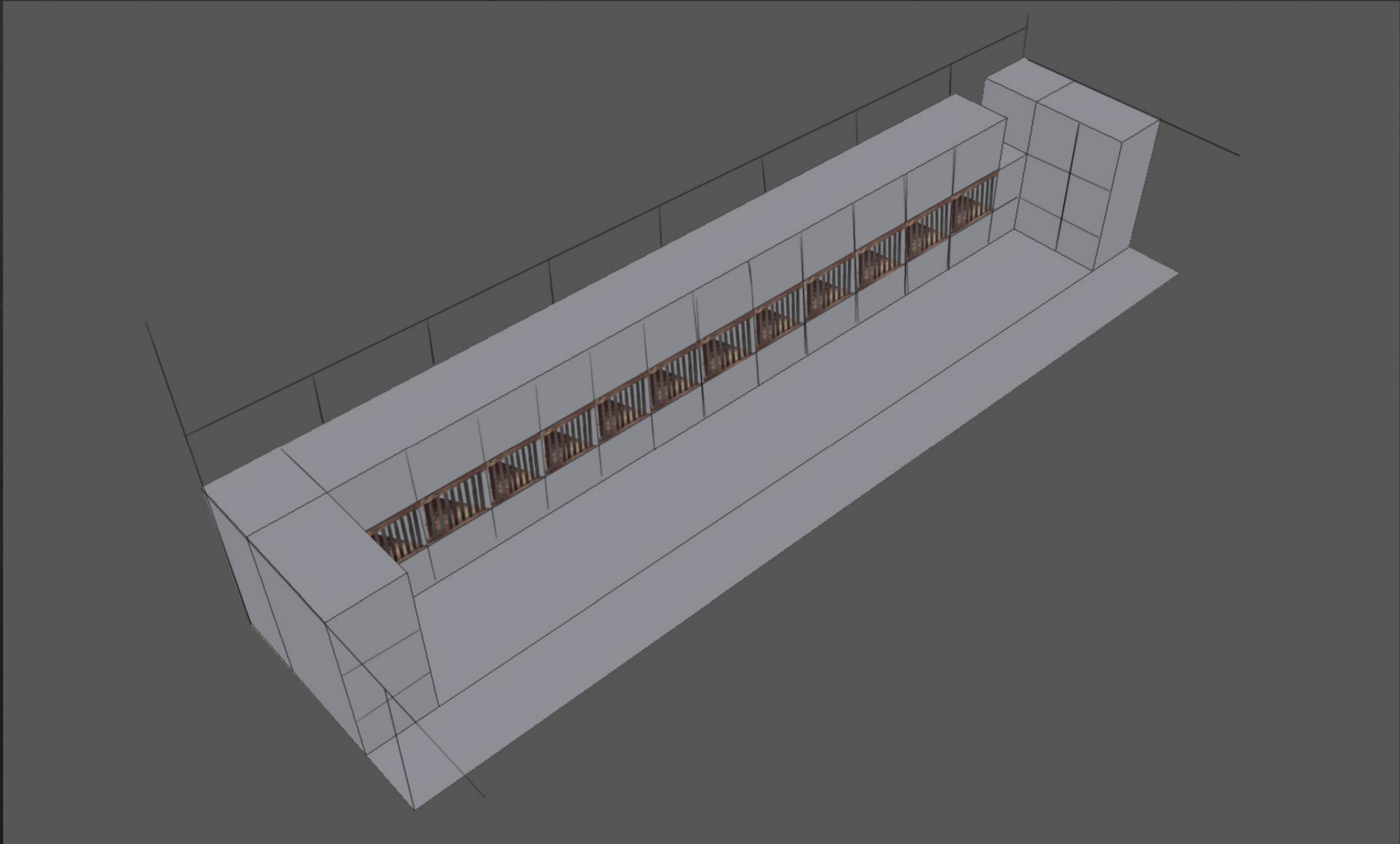
Projekt GROWITH

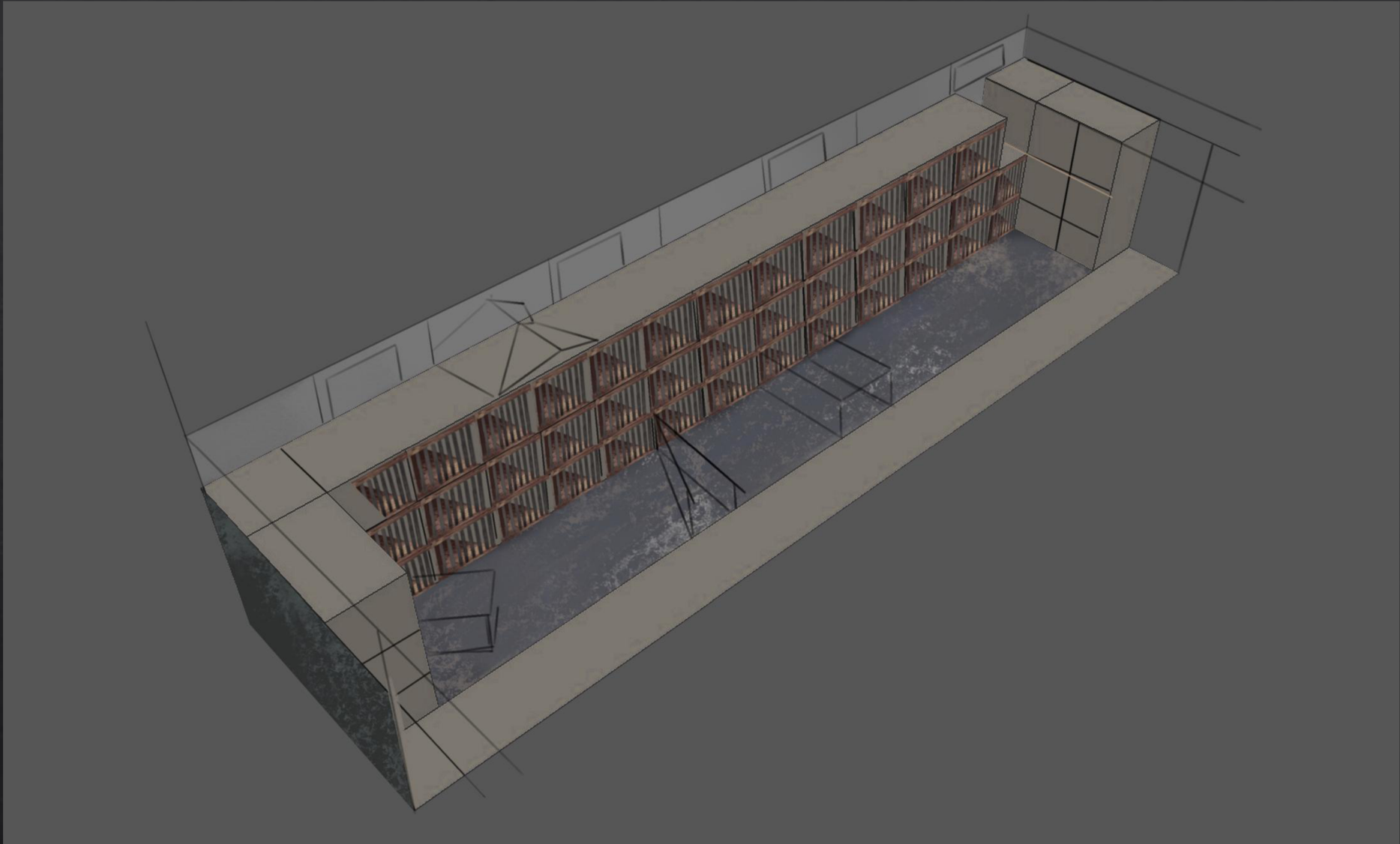
Atmosférická/hororová 3D videohra z pohledu první osoby.

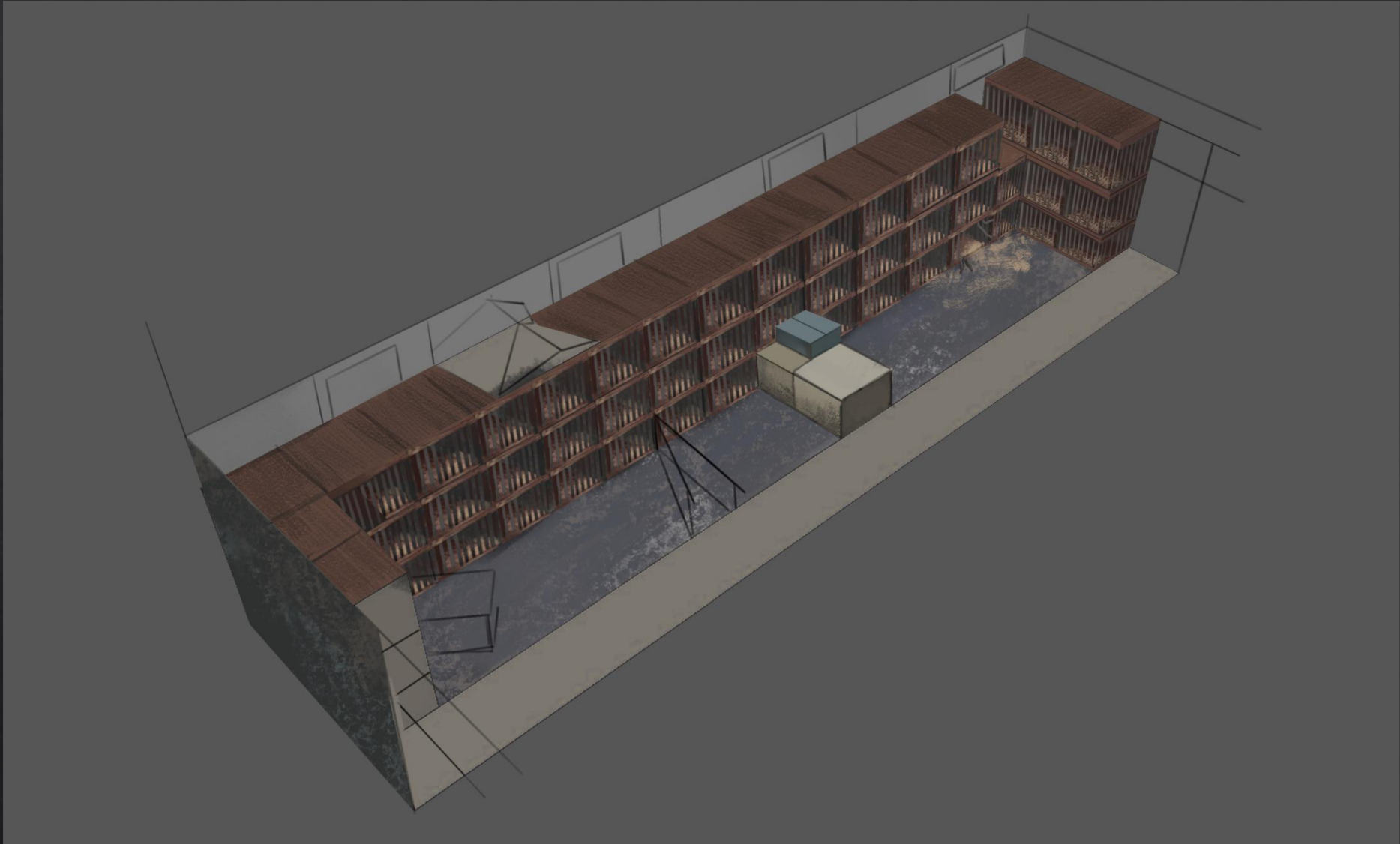
Jako hráč se ocitáte v roli slepice, které se povedlo uprchnout ze soukolí masného průmyslu.

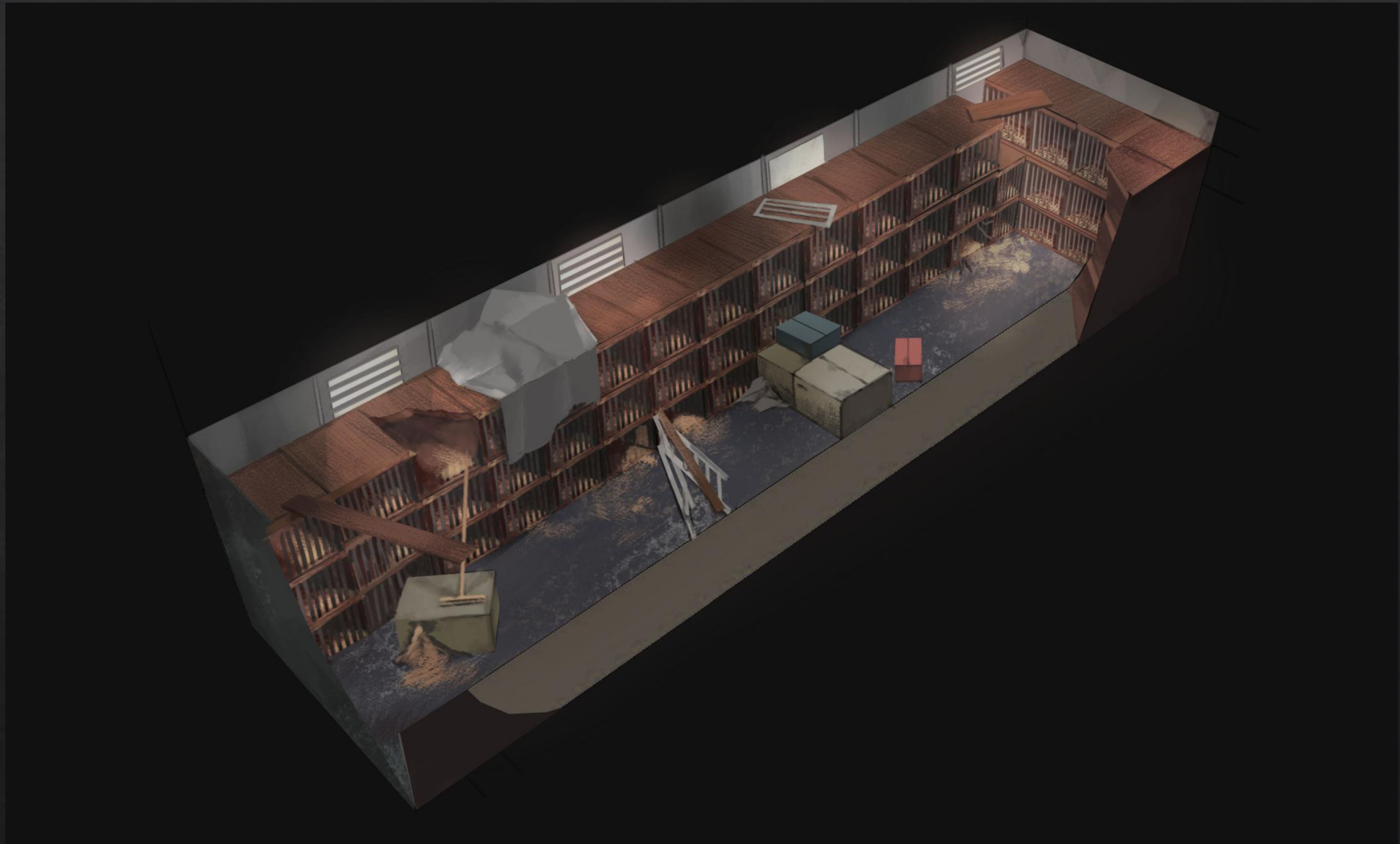
Vznik environment concept artu



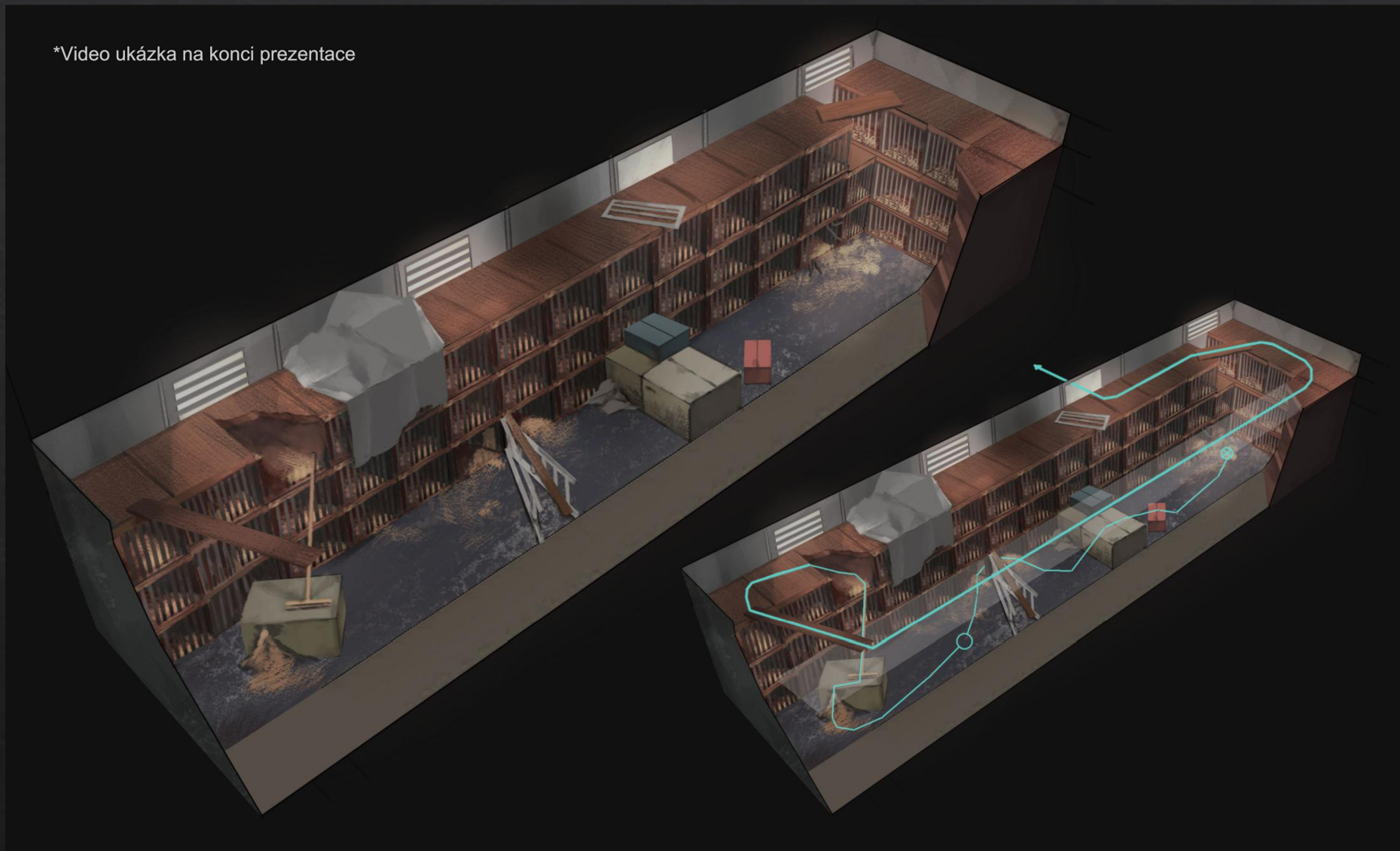








*Video ukázka na konci prezentace



Vizualizace herního prostředí









Vizualizace herní kratochvíle



Příprava kulís 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
128 Počet odkazů: 1
129 private void HandleJump()
130 {
131     if (ShouldJump)
132         moveDirection.y = jumpforce;
133 }
134
135 Počet odkazů: 1
136 private void HandleCrouch()
137 {
138     if (ShouldCrouch)
139         StartCoroutine(CrouchStand());
140 }
```
- Hierarchy (Top Left):** Lists scene objects including `test_level*`, `first_person_player`, `Environment`, and various `Cube` and `Plane` objects.
- Game View (Top Center):** Shows a first-person perspective of a character in a simple, grey, industrial-style environment.
- Inspector (Top Right):** Displays the properties of the selected `Cylinder` object, including its `Transform` (Position, Rotation, Scale) and `Mesh` (Cylinder).
- Scene View (Middle):** Shows a top-down perspective of the level, highlighting the character's position and movement path.
- Bottom Views:** Two additional views showing the level layout from different angles, including a perspective view of a room with bookshelves and a top-down view with a blue path overlaid on the floor.