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Основи роботи в середовищі Unity

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Unity 5.2.1f1

Projects Getting started

MY_NA...

Project name*

New Unity Project

Location*

/Users/my username

3D 2D

Asset packages...

Cancel

Create project





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The screenshot displays the Unity game engine interface. The **Hierarchy Window** on the left shows a tree view of the scene's objects, including 'Animation 3 Root', 'Cam rig pivot', 'Astrella Sitting', 'SHIP 1', 'SHIP 2', 'Particle System 1', 'Metal Support', 'floor', 'Cube 1', 'Large Cube', 'support_014', and 'Jet Fan 1'. The **Scene View** in the center shows a 3D scene with a spaceship and a planet. The **Inspector Window** on the right shows the properties of the selected object, including 'prop_fanLarge_aperture', 'Transform' (Position: X: -6.1901, Y: 0.49876, Z: -13.277), 'Materials', and 'prop_fan_large_aperture_rr'. The **Project Window** at the bottom shows the 'Assets' folder structure, including 'Animations', 'Animators', 'Art', 'Materials', 'Characters', 'Environment', 'OtherAnimation', 'Sky', and 'Astrella Scene'.

Hierarchy Window

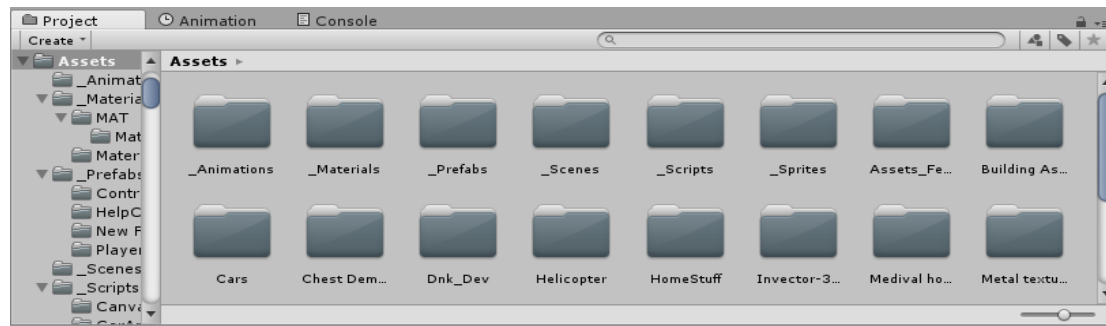
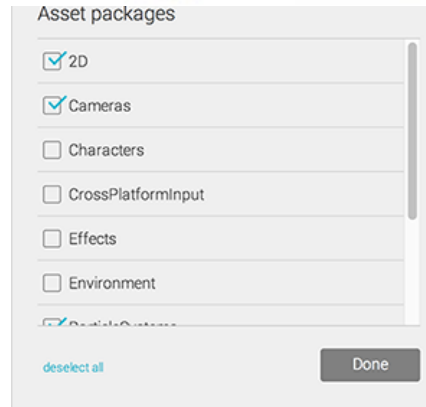
Scene View

Inspector Window

Project Window



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Асет - це представлення будь-якого елемента,
який може використовуватися у грі або проекті

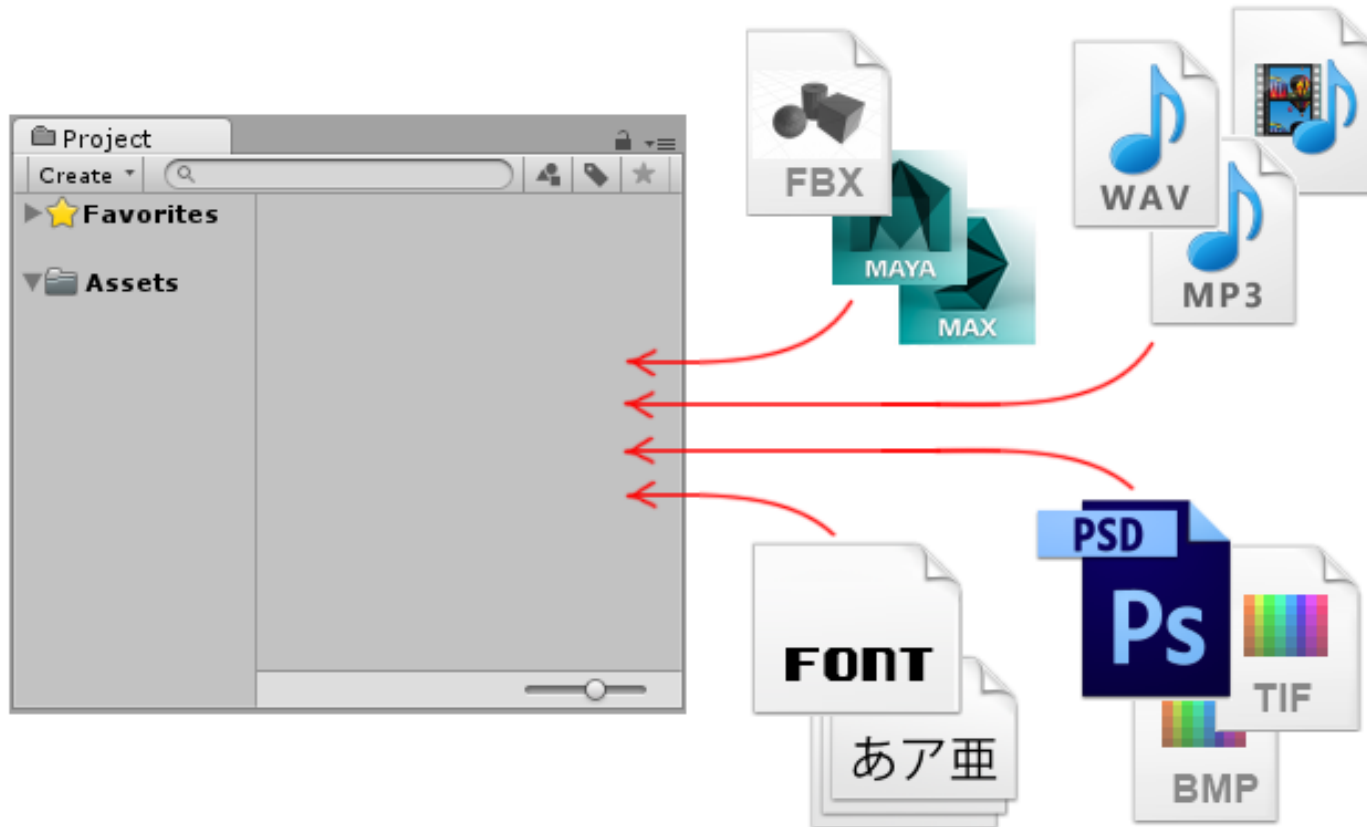


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G A M E H U B

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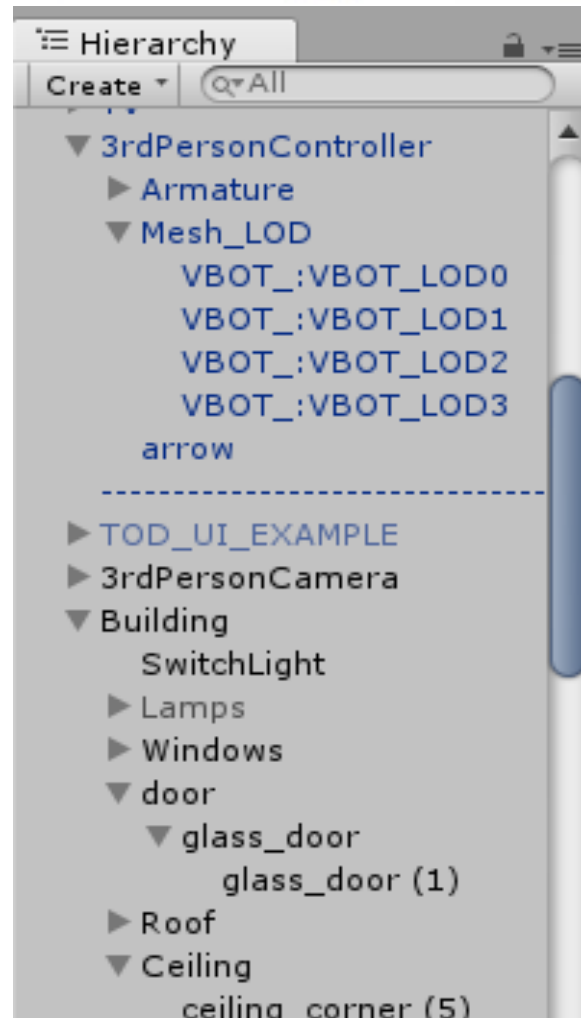




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Inspector

3rdPersonController Static

Tag: Player Layer: Player

Prefab: Select Revert Apply

Transform

Position	X	4.77	Y	0	Z	2.202
Rotation	X	0	Y	90	Z	0
Scale	X	1.3	Y	1.3	Z	1.3

V Comment (Script)

Animator

V Third Person Controller (Script)

V Third Person Input (Script)

Rigidbody

Mass	50
Drag	0
Angular Drag	0.05
Use Gravity	<input checked="" type="checkbox"/>
Is Kinematic	<input type="checkbox"/>
Interpolate	None
Collision Detection	Continuous

Constraints



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Components визначають поведінку, зовнішній вигляд та функції ігрового об'єкту `GameObject`

Prefabs дозволяють створити попередню конфігурацію групи ігрових об'єктів, які необхідно зберігати та використовувати багаторазово

Tags дозволяють ідентифікувати ігрові об'єкти

Layers роблять простішою групування ігрових елементів та їх подальше використання