

Leggere Unity: Realizza Il Tuo Videogioco In 3D. Livello 4 EBook Gratuito PDF/EPUB/mobi - Francesco Splendore



leggere Unity: realizza il tuo videogioco in 3D. Livello 4 EBook gratuito PDF/EPUB/mobi Francesco Splendore , In questo terzo volume ci concentreremo sull'analisi accurata del player. Analizzeremo il cosiddetto First Person Controller, in altre parole il player in prima persona che simula la nostra presenza all'interno del gioco. Passeremo poi al Third Person Controller, il player in terza persona, soffermandoci sulla creazione di un player personalizzato e approfondendo la configurazione avanzata. Ampio spazio sarà infine dedicato alle modifiche allo Skybox e alle attività di raccoglimento e trascinamento di oggetti. All'interno della trattazione saranno presenti numerosi video esplicativi ed esercizi mirati.

Livello 3
Il Player

Imparerai:

- . A utilizzare il First Person Controller
- . A creare, configurare e utilizzare un proprio Third Person Controller
- . A raccogliere e trascinare oggetti
- . A personalizzare lo Skybox

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