



Ecam 2019-2020

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Moteur de jeu



Moteur de jeu : Unity

- Accessible aux débutants
- Multi-Plateforme
- Licence gratuite → No Royalties



Asset store

Scene Console **Asset Store** 20 Language: English ndtardy

Filters

SORT BY RELEVANCE / POPULARITY / NAME / PRICE / RATING / UPDATED

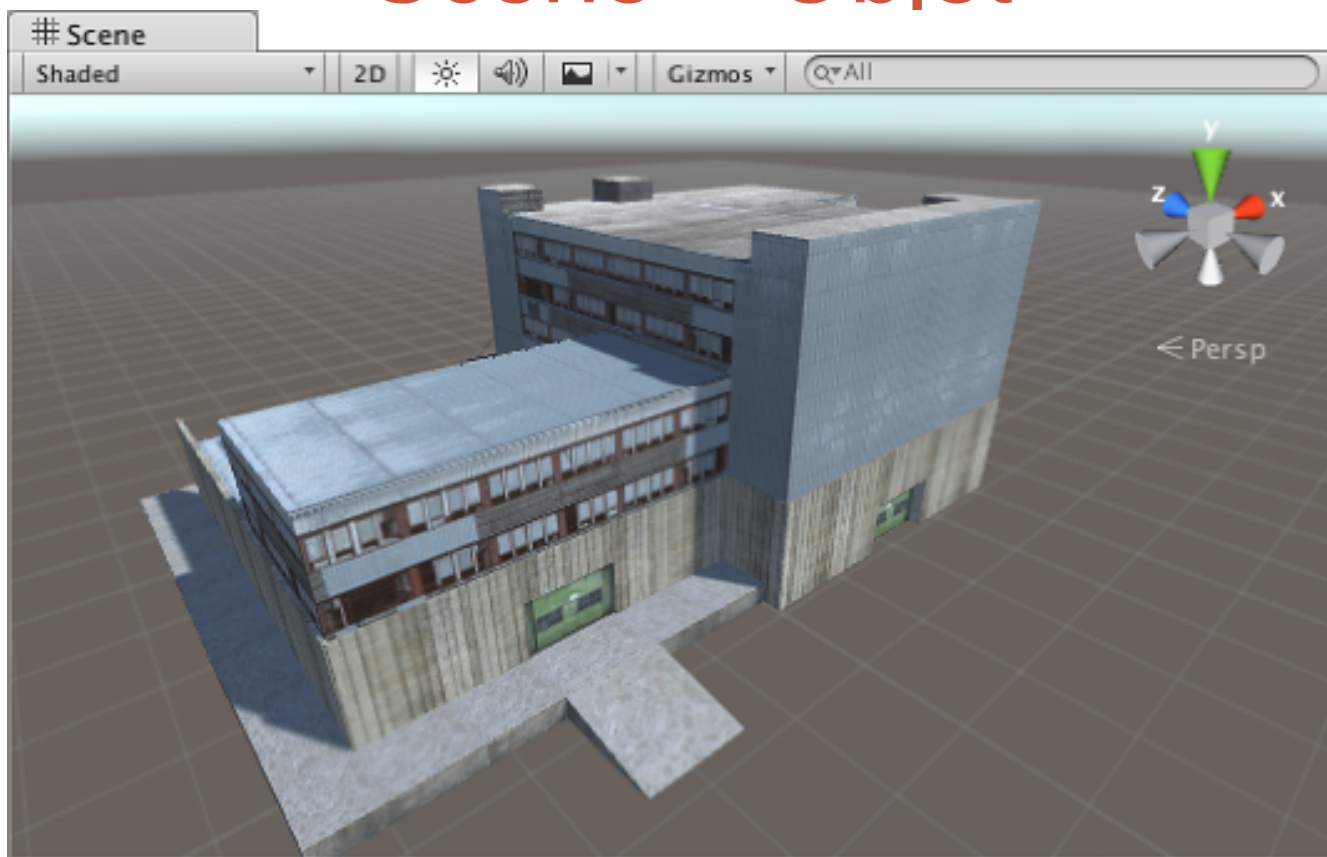
1 2 3 4 5 6 7 8 9 10 Next Last 1 - 36 of 45388

	Dynamic Bone Scripting/Animation Will Hong ★★★★★ (1264) \$20.00		FPS Warehouse 3D Models/Enviro... Nova Shade ★★★★★ (120) \$1.00		Muscle Animation... Editor Extensions/... Pavo Studio ★★★★★ (122) \$15.00
	Urban Town Pack... 3D Models/Enviro... FlamingSands ★★★★★ (19) \$10.00		Shader Weaver Editor Extensions/... Jackie Lo ★★★★★ (153) \$20.00		Post Processing P... Shaders/Fullscreen... Gesta2 ★★★★★ (137) \$2.50
	DOTween Pro Editor Extensions/... Demigiant ★★★★★ (1509) \$15.00		Bolt Editor Extensions/... Ludiq ★★★★★ (179) \$70.00		Playmaker Editor Extensions/... Hutong Games LLC ★★★★★ (13030) \$65.00
	Corgi Engine - 2D ... Complete Projects... More Mountains ★★★★★ (1470) \$60.00		Mesh Effects Particle Systems/... krypto289 ★★★★★ (186) \$22.00		Gaia Editor Extensions/... Adam Goodrich ★★★★★ (1871) \$47.00

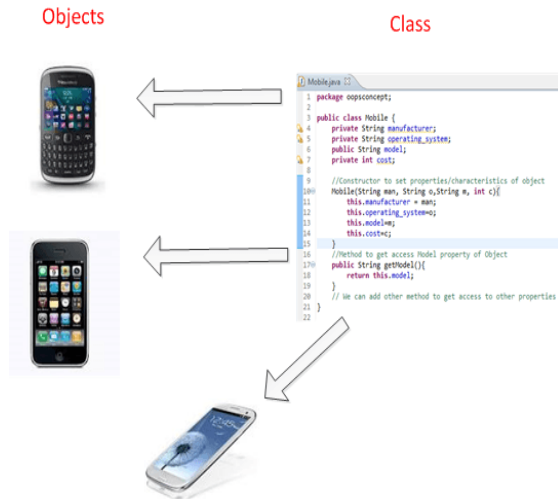
Game

- Home
- 3D Models
 - Characters
 - Environments
 - Props
 - Vegetation
 - Vehicles
 - Other
- Animation
- Audio
- Complete Projects
- Editor Extensions
- Particle Systems
- Scripting
- Services
- Shaders
- Textures & Materials
- Unity Essentials

Scene + Objet



Prefab

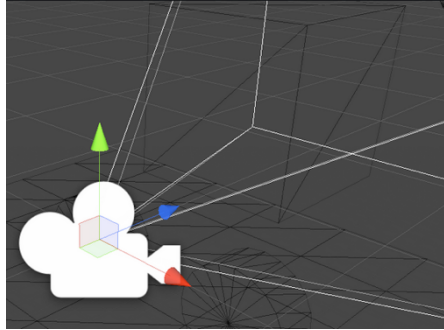


Sprites

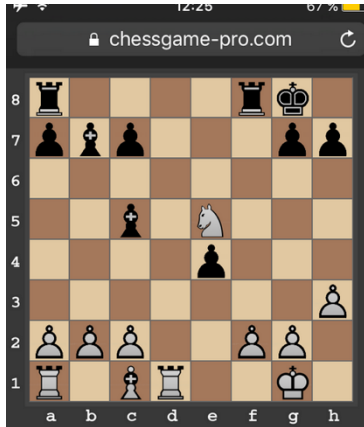
Texture → Élément visuel (Personnage, fond, etc.)
Éléments 3D construits à partir de sprites 2D



Caméra



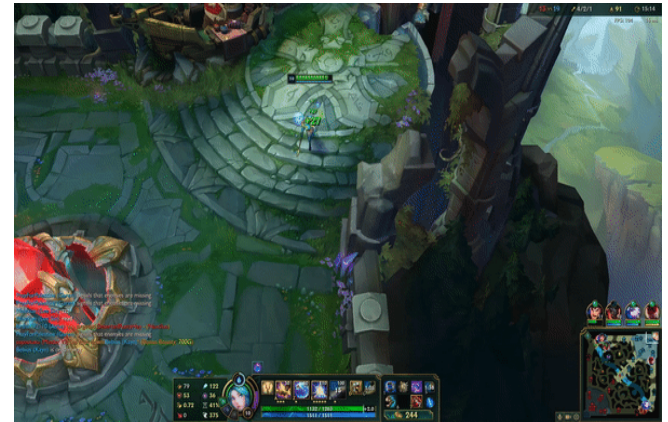
Caméra statique :



Caméra Dynamique FPS :



Caméra Dynamique :



Scripts

Programmation : Logique, Physique, IA, etc,

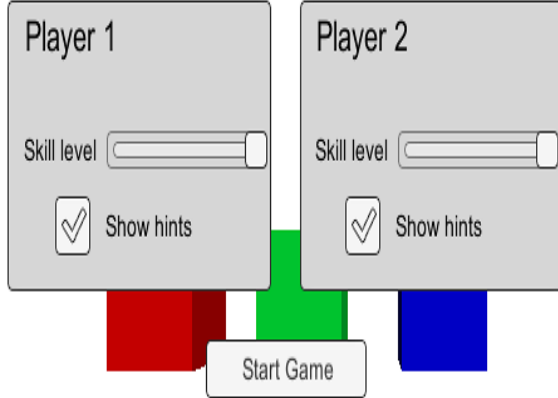
```
References
public class Shooter : MonoBehaviour
{
    public Rigidbody prefab;
    public float speed = 10.0f;

    References
    void Update()
    {
        if (Input.GetButtonDown("Fire1"))
        {
            var instance = (Rigidbody)Instantiate(this.prefab, transform.position
                + (transform.forward * 1.05f), transform.rotation);
            instance.velocity = (transform.forward + transform.up / 2) * this.speed;
        }
    }
}
```

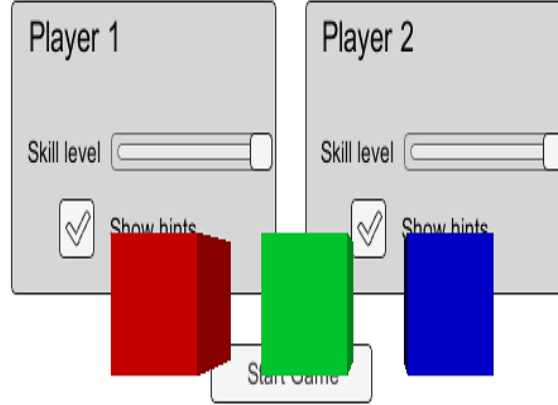
Canevas

Interface d'interaction → Menu du jeu

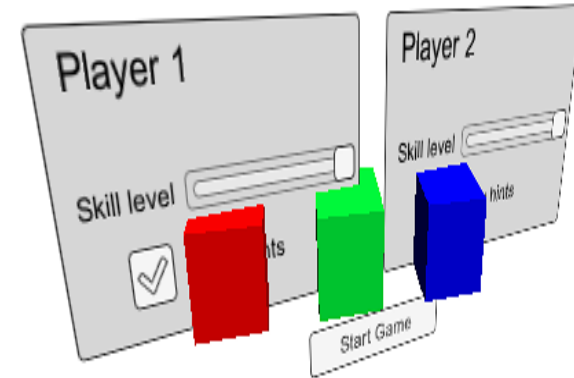
Screen Overlay



Screen Camera



World Space



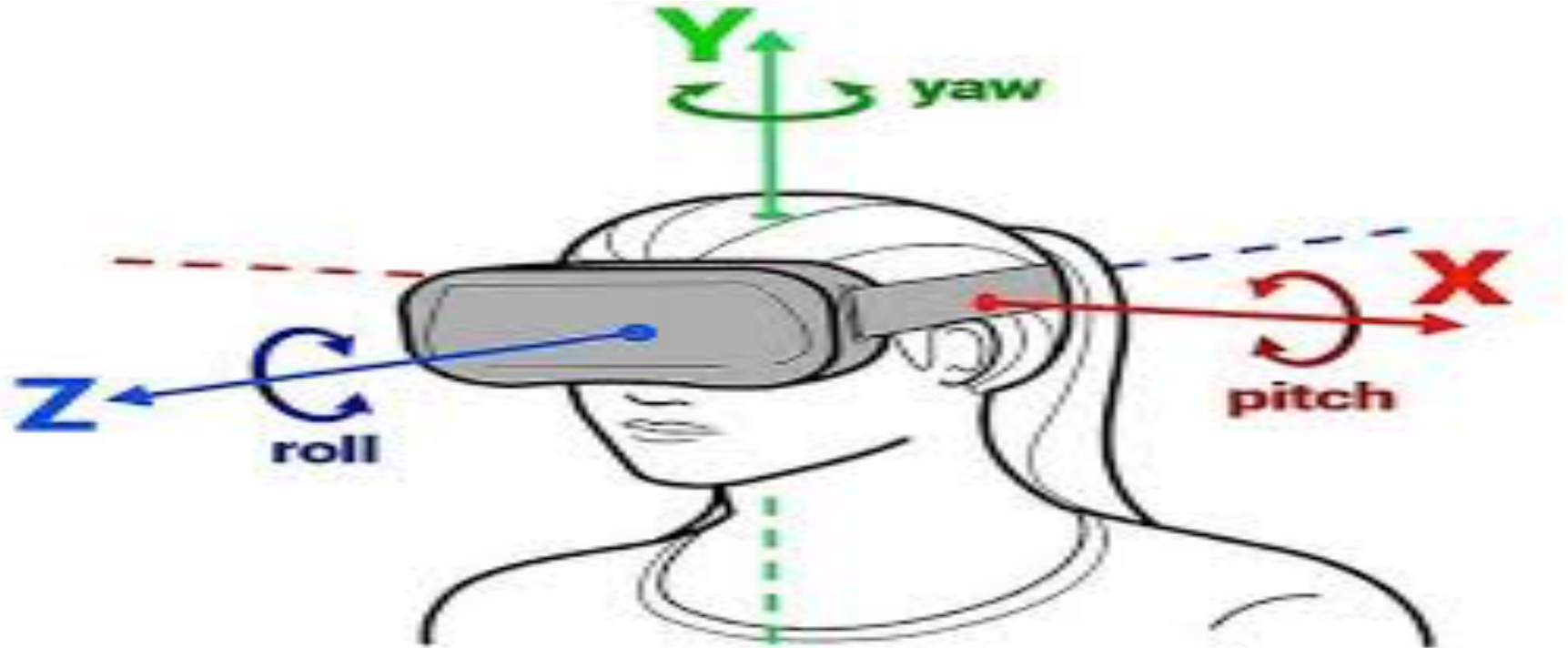
Réalité virtuelle



Réalité augmentée



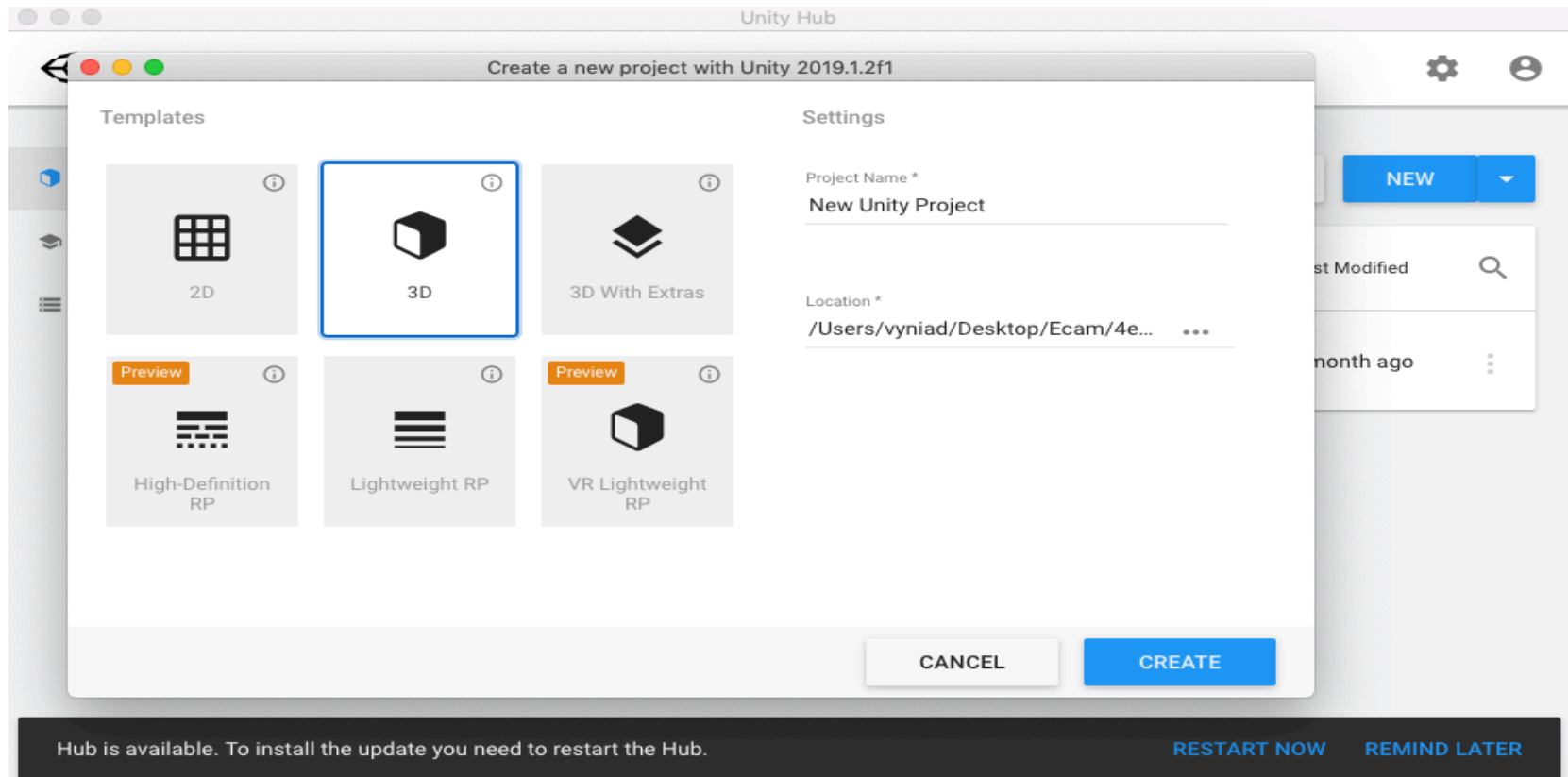
VR et AR vs jeu normal?



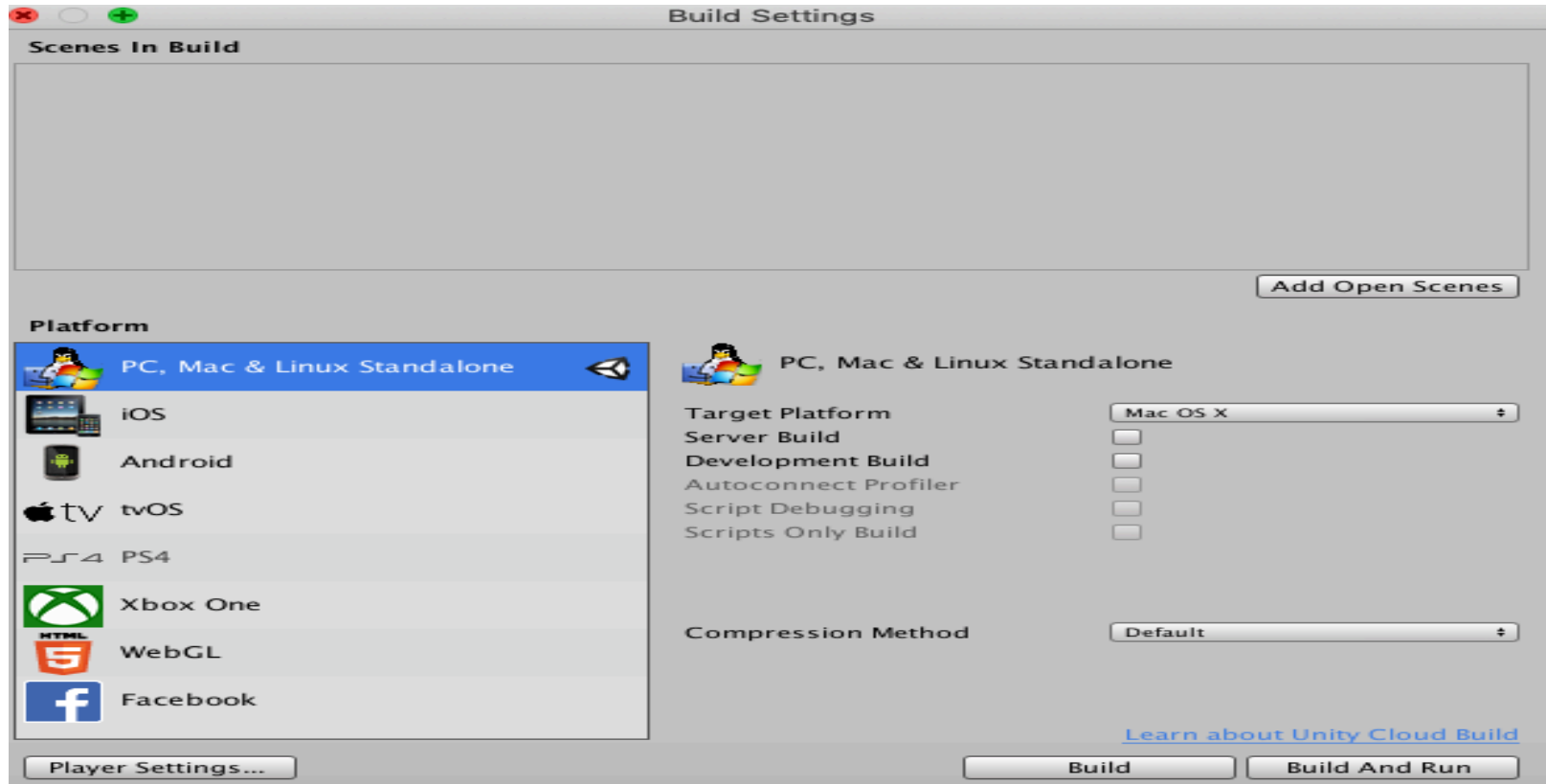
BeatBlaster



Créer un projet



Créer un projet - Plateforme



Créer un projet - Librairie

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EUR ▾

 **unity Asset Store**

oculus

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1-24 of 273 results for **oculus**

oculus ✕



OCULUS
Oculus Integration
★★★★☆ (343)
FREE



oculus touch + playmaker toolkit
FRAME TALE STUDIOS LLC
Oculus Touch Playmaker - To...
★★★★★ (14)
€12.40

All Categories —

☐ 3D (148) ▾

☐ 2D (5) ▾

☐ Add-Ons (1) ▾

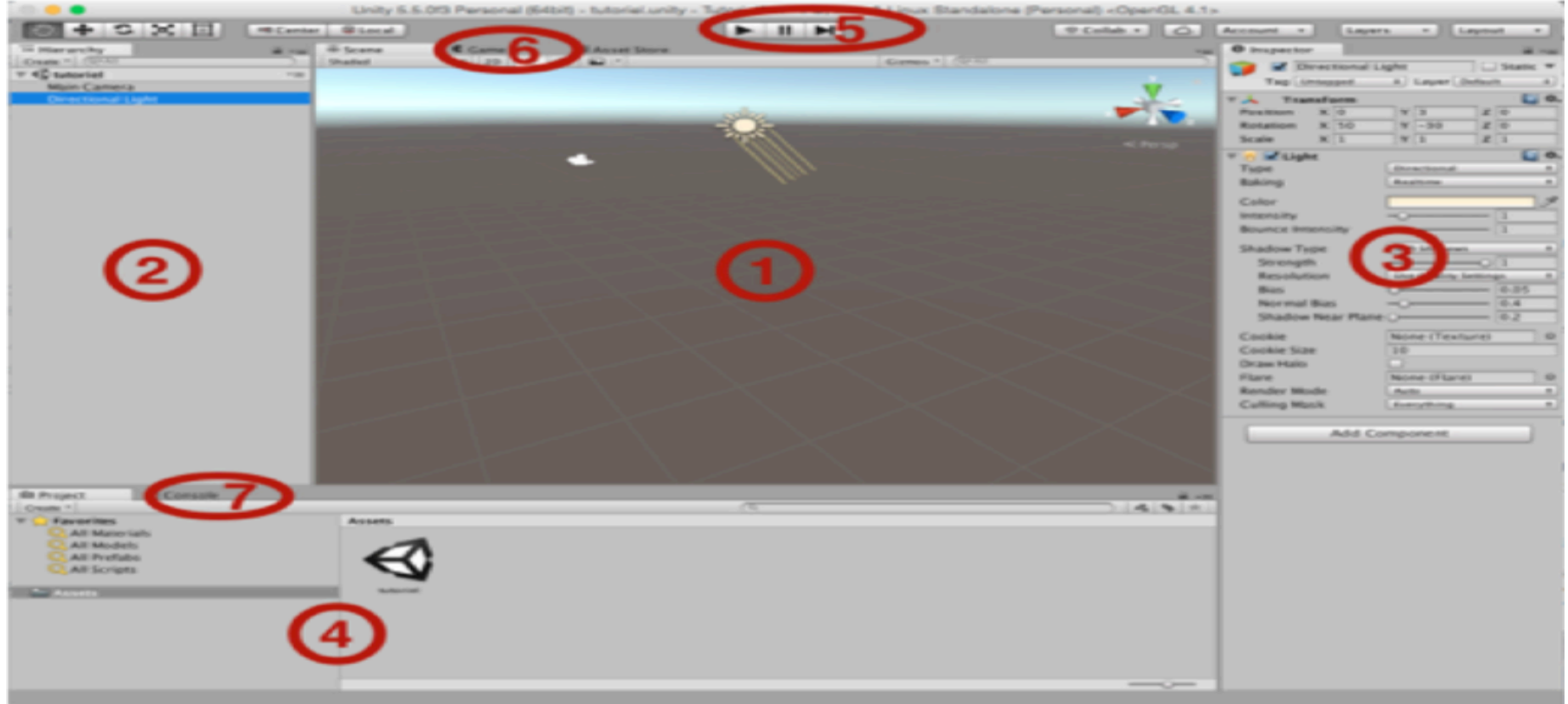
☐ Templates (22) ▾

☐ Tools (88) ▾

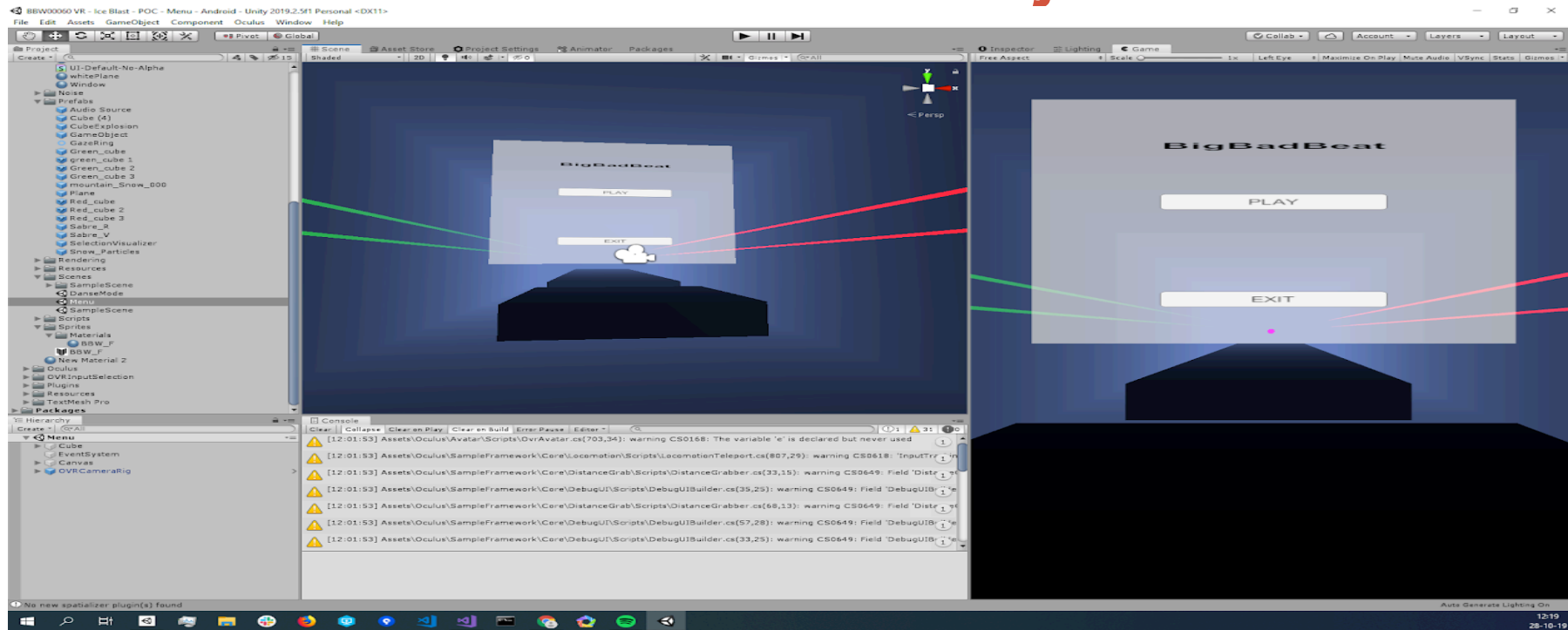
☐ VFX (9) ▾

Pricing +

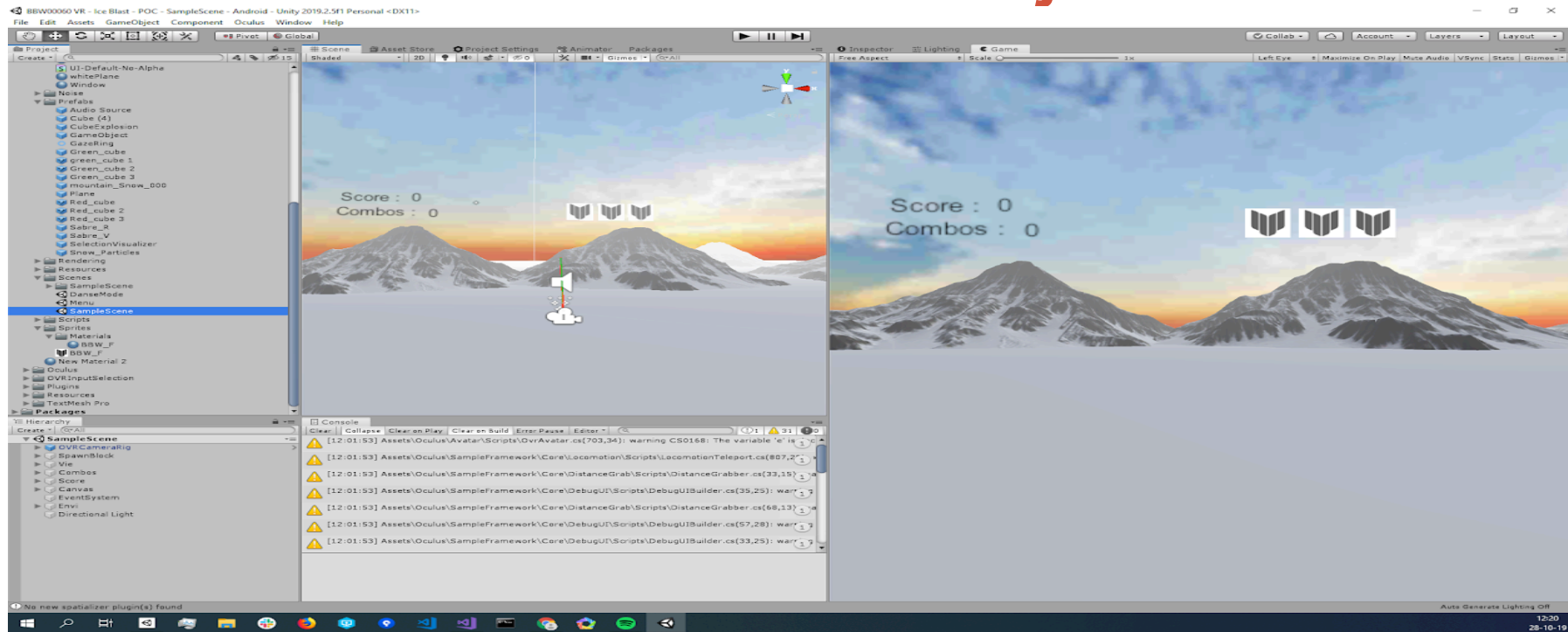
Créer un projet



Architecture du jeu



Architecture du jeu



Casques



Source

- <https://docs.unity3d.com/560/Documentation/Manual/GettingStarted.html>
- https://learn.unity.com/?_ga=2.89536155.1218274580.1574092857-706322066.1574092857
- <https://docs.unity3d.com/520/Documentation/Manual/>
- <https://www.gamekult.com/jeux/the-legend-of-zelda-breath-of-the-wild-3050686401/test.html>
- <https://www.w3resource.com/java-tutorial/java-object-oriented-programming.php>
- <https://blenderartists.org/t/jump-fall-sprite-change/648371>
- <https://giphy.com/search/counter-strike>
- <https://www.usine-digitale.fr/editorial/unreal-unity-valve-trois-moteurs-de-jeux-video-trois-business-models.N317270>
- <https://www.piskelapp.com/p/agxzfnBpc2tlbC1hcHByEwsSBIBpc2tlbBiAgICAiOW2Cgw/view>