



# Introduction of Unity

遊戲設計

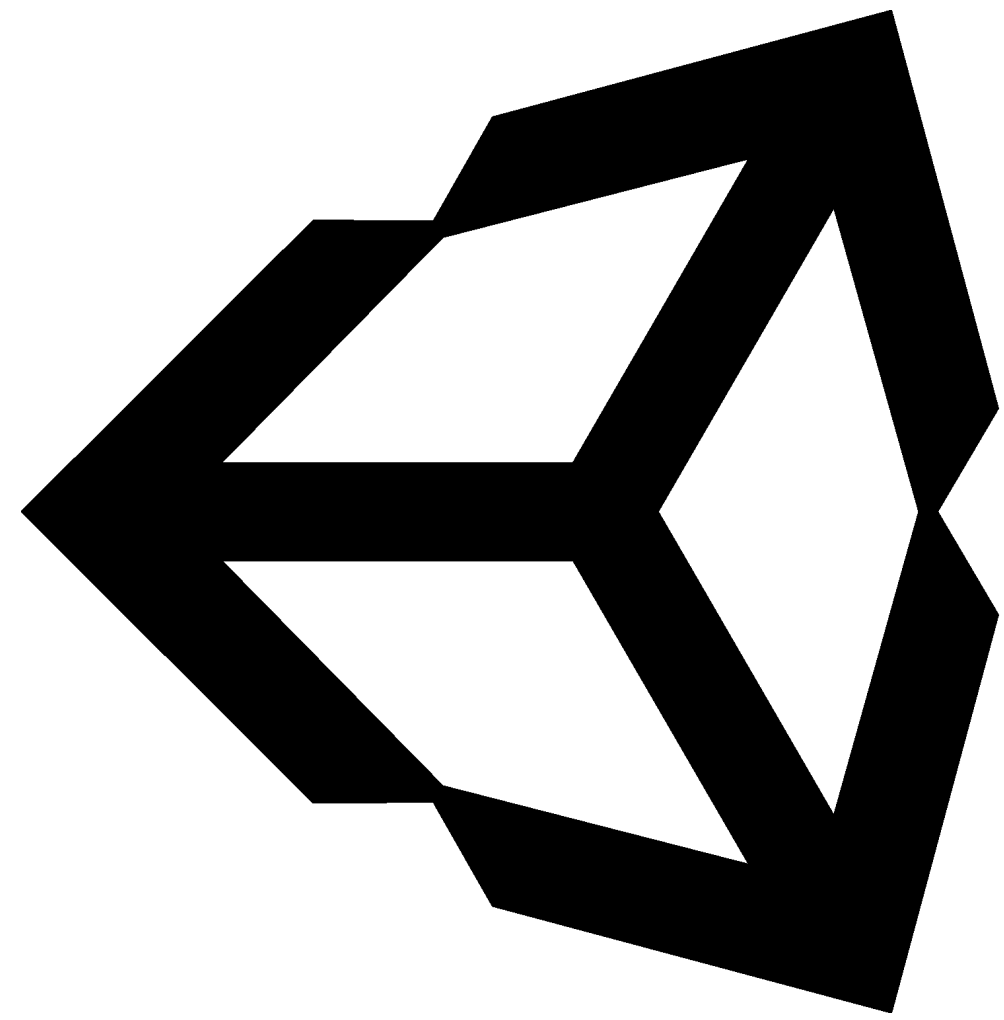


# Today

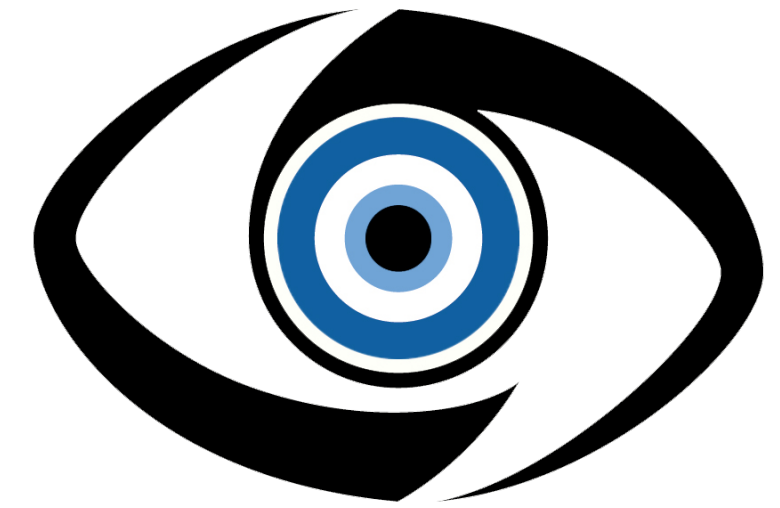
## 認識Unity

- 遊戲引擎Unity簡介
- Unity基本介面操作
- 專案儲存與匯出





unity



CRYENGINE<sup>®</sup> 3



UNREAL  
ENGINE

source<sup>2</sup>™





2020.1

Spring

2020.2

Summer

2020.3

Fall

2020.4

Winter

- **遊戲引擎**

Friendly UI, Physical Engine, Particle System, GUI, Networking, Terrain Editor

- **跨平台輸出**

Android, iOS, Windows, PS4, Web ...

- **多種應用領域**

遊戲開發、資料視覺化、教育訓練、互動裝置、虛擬實境等





Now available

**Unity 2020.1**





























NOTICE  
RESEARCHER  
MAY 1952

NOTICE  
RESEARCHER  
MAY 1952

通知

通知

5樓

3樓

0樓

2樓

八樓






















**一款遊戲需要什麼元素？**





Previous

Page 1/2

Next

?

# 物件





場景





# 角色





攝影機





光





物理





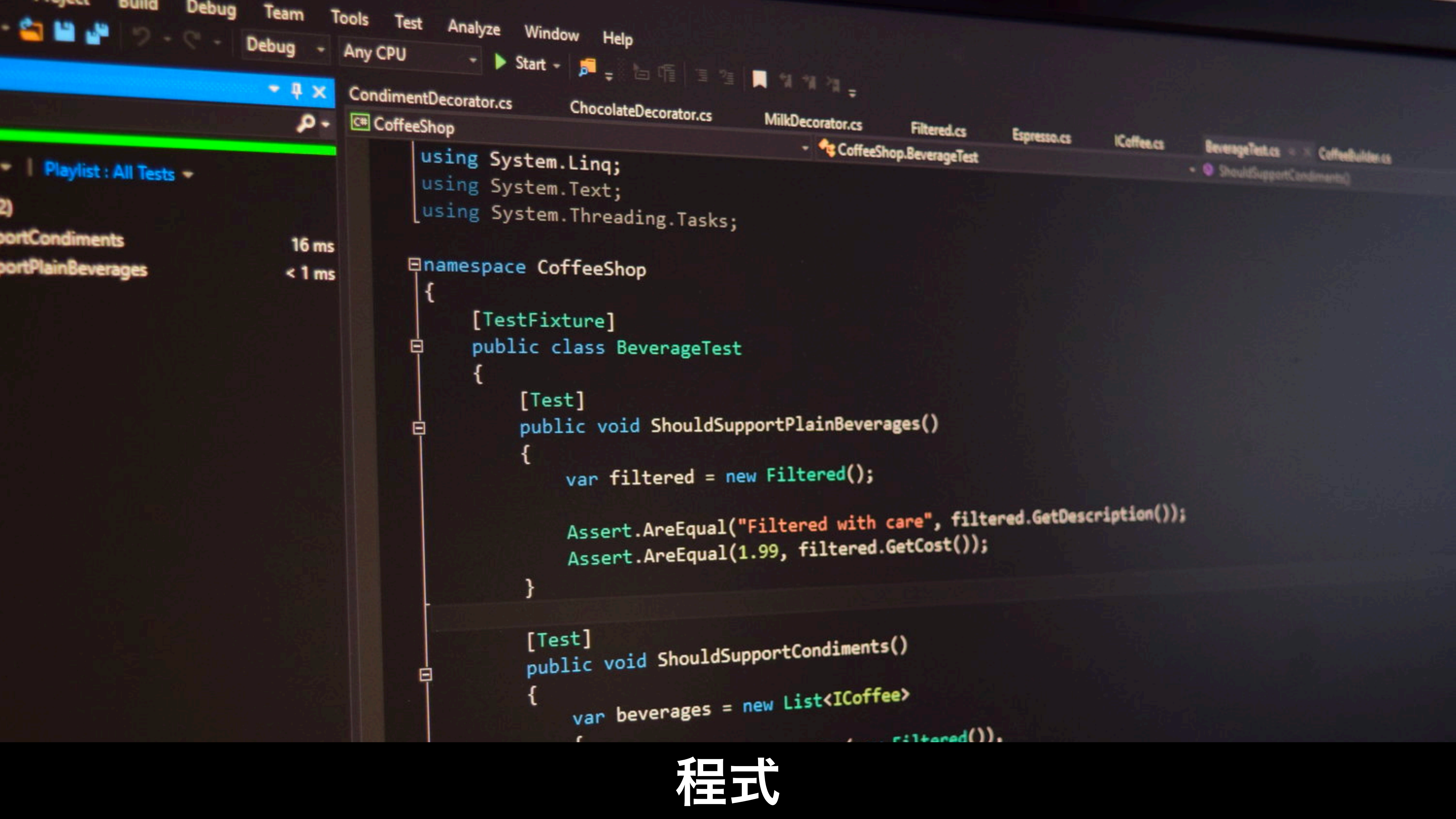
特效





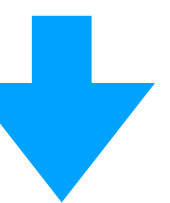
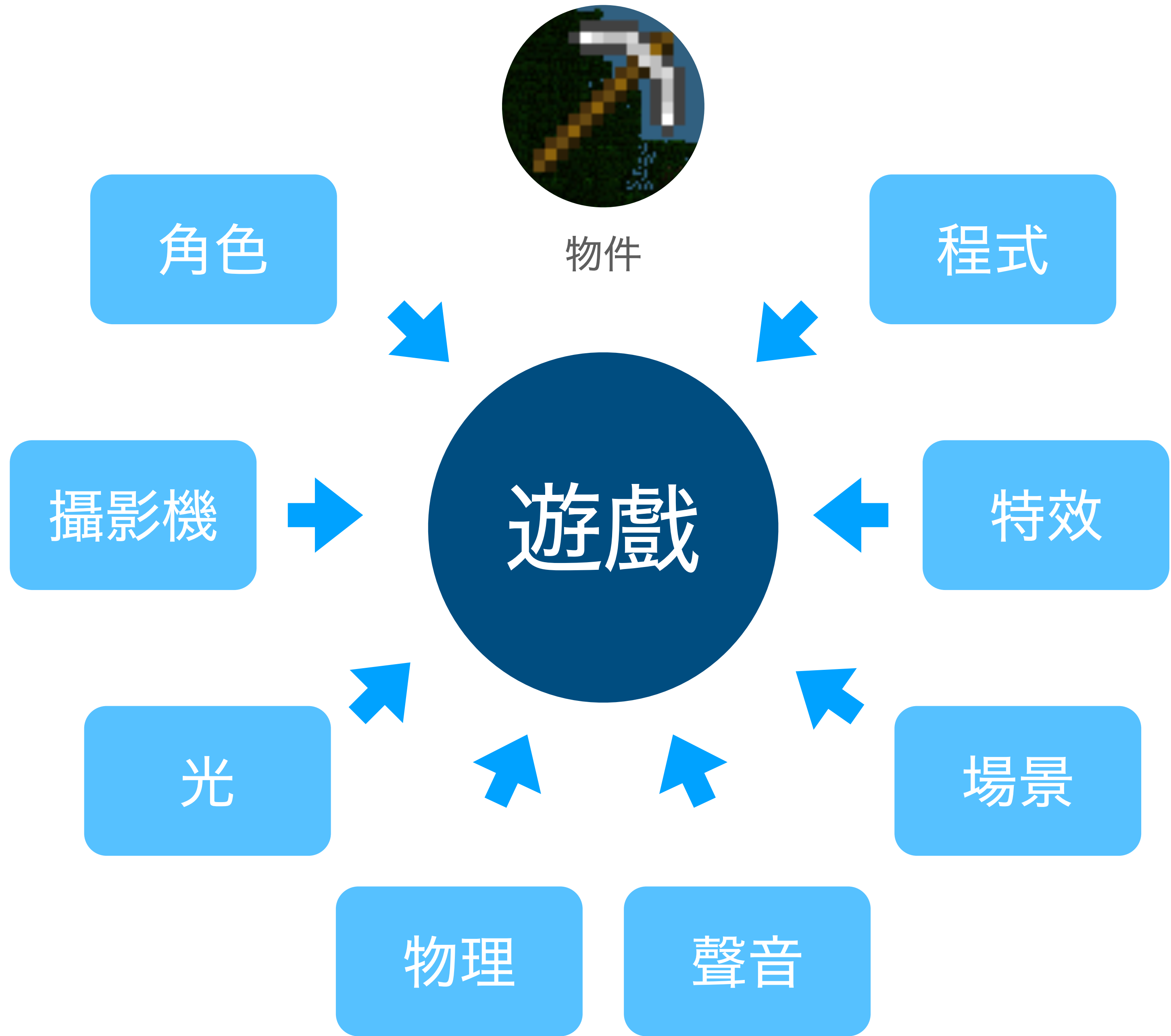
聲音





程式







# Unity 架構

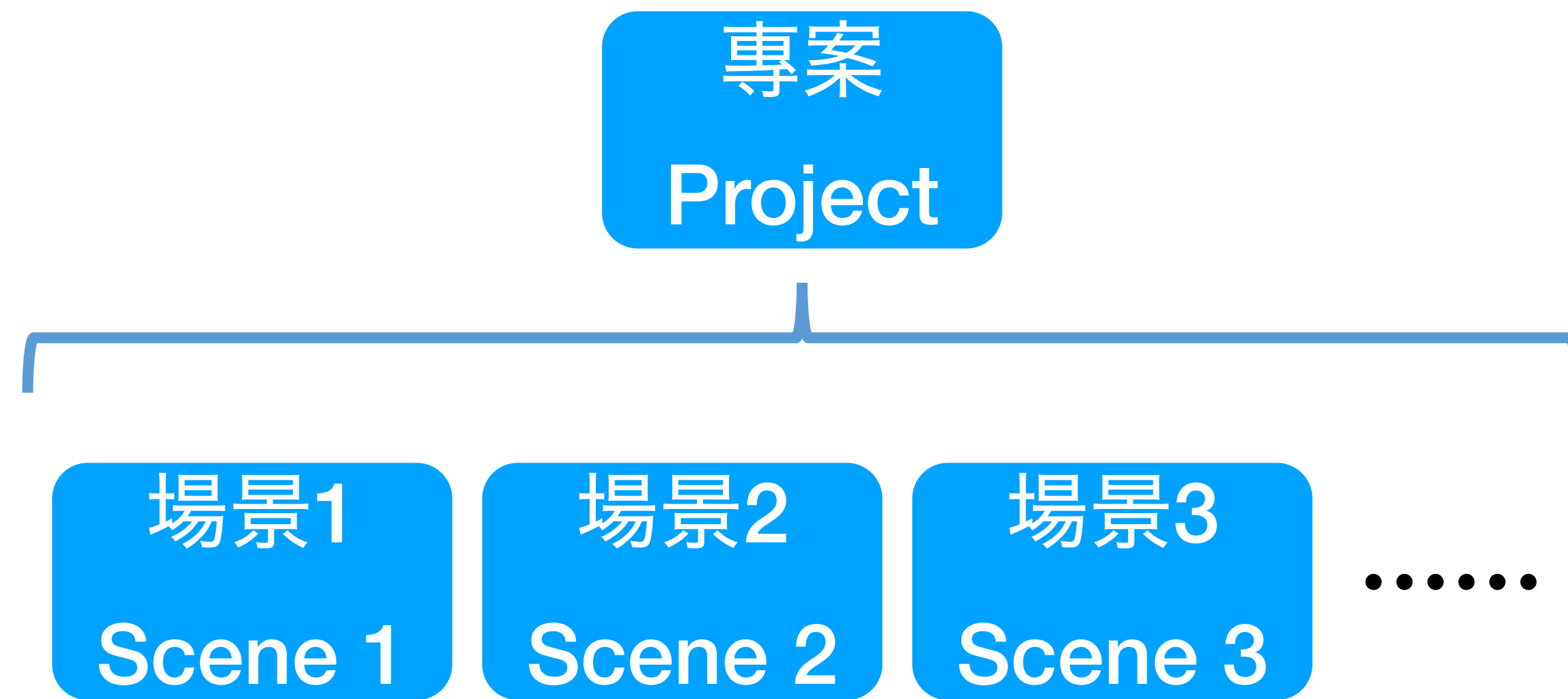
專案  
Project

## 專案檔 (Project)

- 一個遊戲
- 一個完整目錄的檔案架構
- **Unity**同時只能開啟一個專案
- 一個專案只能由一個**Unity**視窗開啟



# Unity 架構

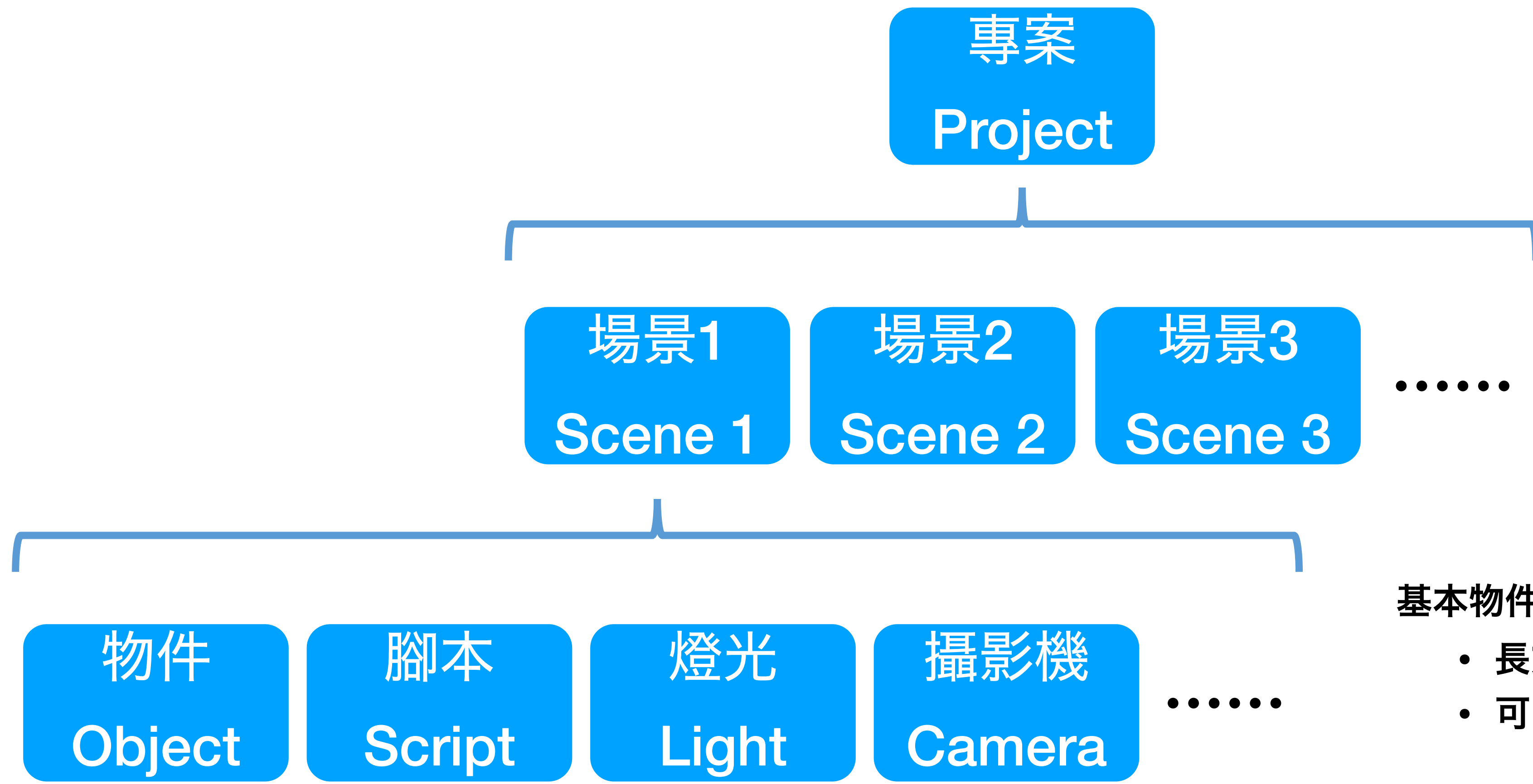


## 場景檔 (Scene)

- \*.unity
- 一個專案下可以有多个場景
- 擺設及物件互動



# Unity 架構



## 基本物件 (Object)

- 長方體、球體、膠囊體、圓柱體、平面...
- 可自由調整大小及位置

## 腳本 (Script)

- 場景內元件控制
- C#



# Unity Hub

Unity Hub 2.1.0

unity

Ch

開起舊專案

開起新專案

Projects

Projects

Learn

Installs

Project Name	Unity Version	Target Platform	Last Modified	↑	🔍
<b>VR course</b> /Users/chi/Unity Project/VR course/VR course Unity Version: 2018.3.0f2 ⚠️	2019.2.1f1	macOS	5 months ago		⋮
<b>TestFPS</b> /Users/chi/Unity Project/TestFPS/TestFPS Unity Version: 2018.3.0f2 ⚠️	2019.2.1f1	macOS	5 months ago		⋮
<b>hw1_181009</b> /Users/chi/Unity Project/VR course/hw1_181009/hw1_181009 Unity Version: 2017.3.0f3 ⚠️	2019.2.1f1	macOS	10 months ago		⋮
<b>Roll-A-Ball Tutorial</b> /Users/chi/Unity Project/Roll-A-Ball/Roll-A-Ball Tutorial Unity Version: 2017.3.0f3 ⚠️	2019.2.1f1	macOS	a year ago		⋮

ADD

NEW



# Unity Hub

Unity Hub 2.1.0

unity ⚙️ Ch

**Projects** ADD NEW

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專案版本



# Unity Hub

Unity Hub 2.1.0

unity ⚙️ Ch

**目前專案**

**Projects** ADD NEW ▾

- Learn
- Installs

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# Unity Hub

Unity Hub 2.1.0

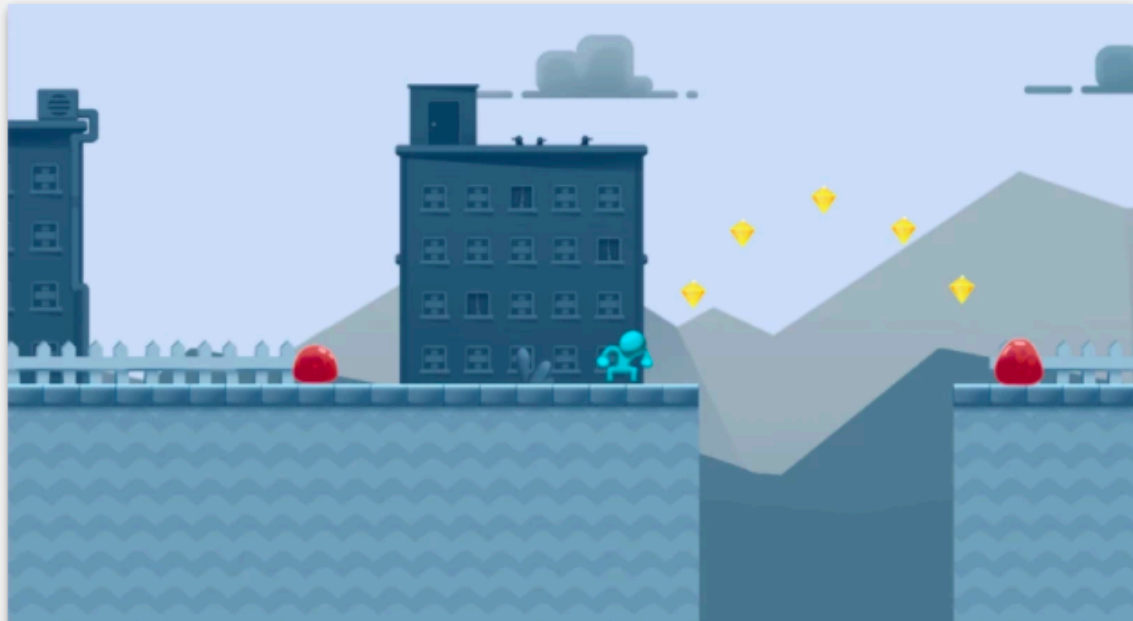
unity ⚙️ Ch

Projects **Unity Tutorial**


**Learn** PROJECTS TUTORIALS

Installs


Browse more resources on [learn.unity.com](https://learn.unity.com)




**New User Micro-Game: Platformer**  
Project - Beginner - 4h 25m



**New User Micro-Game: Karting**  
Project - Beginner - 4h 45m



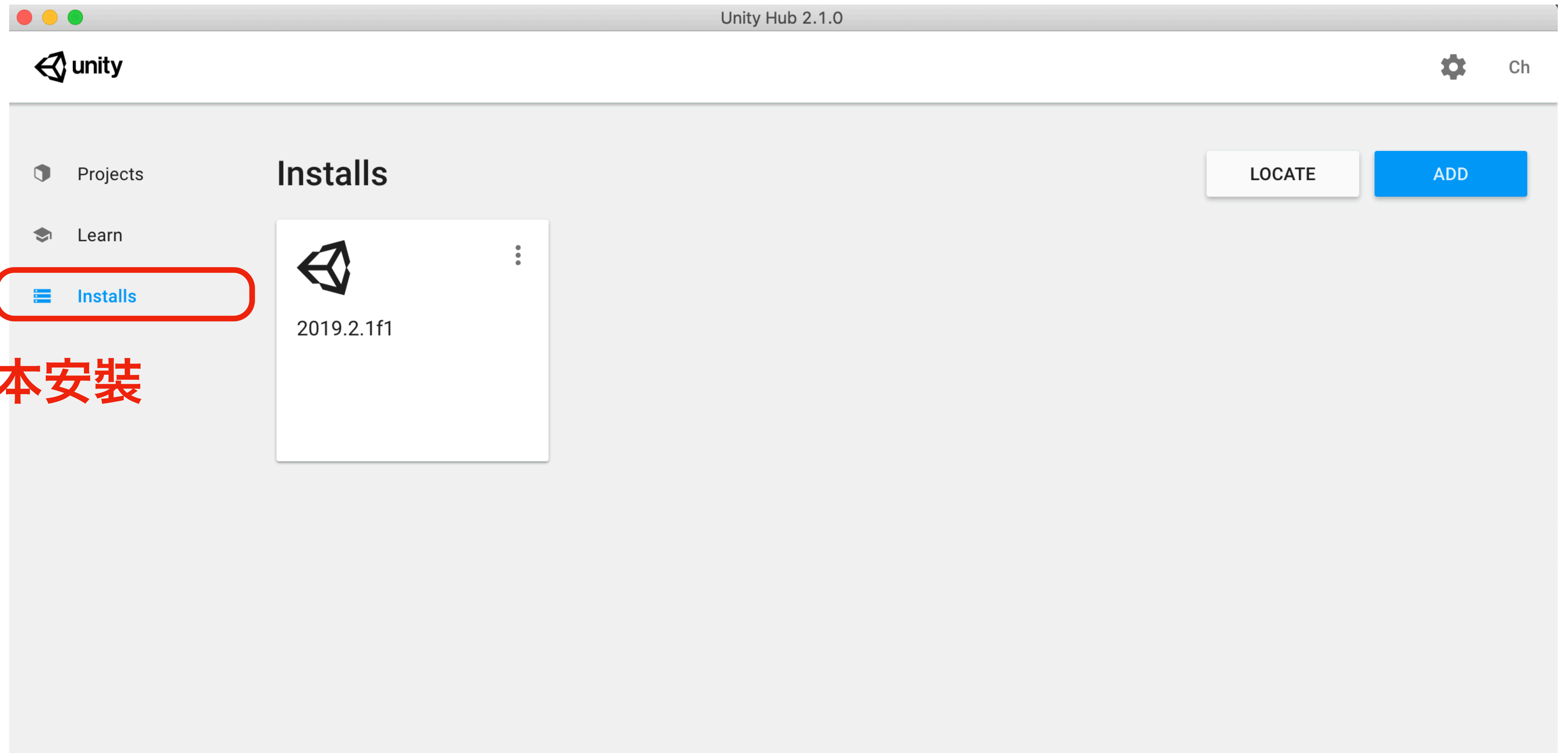
**Creator Kit: FPS**  
Project - Beginner - 1h 15m



**John Lemon's Haunted Jaunt: 3D Beginner**  
Project - Beginner - 5h 30m



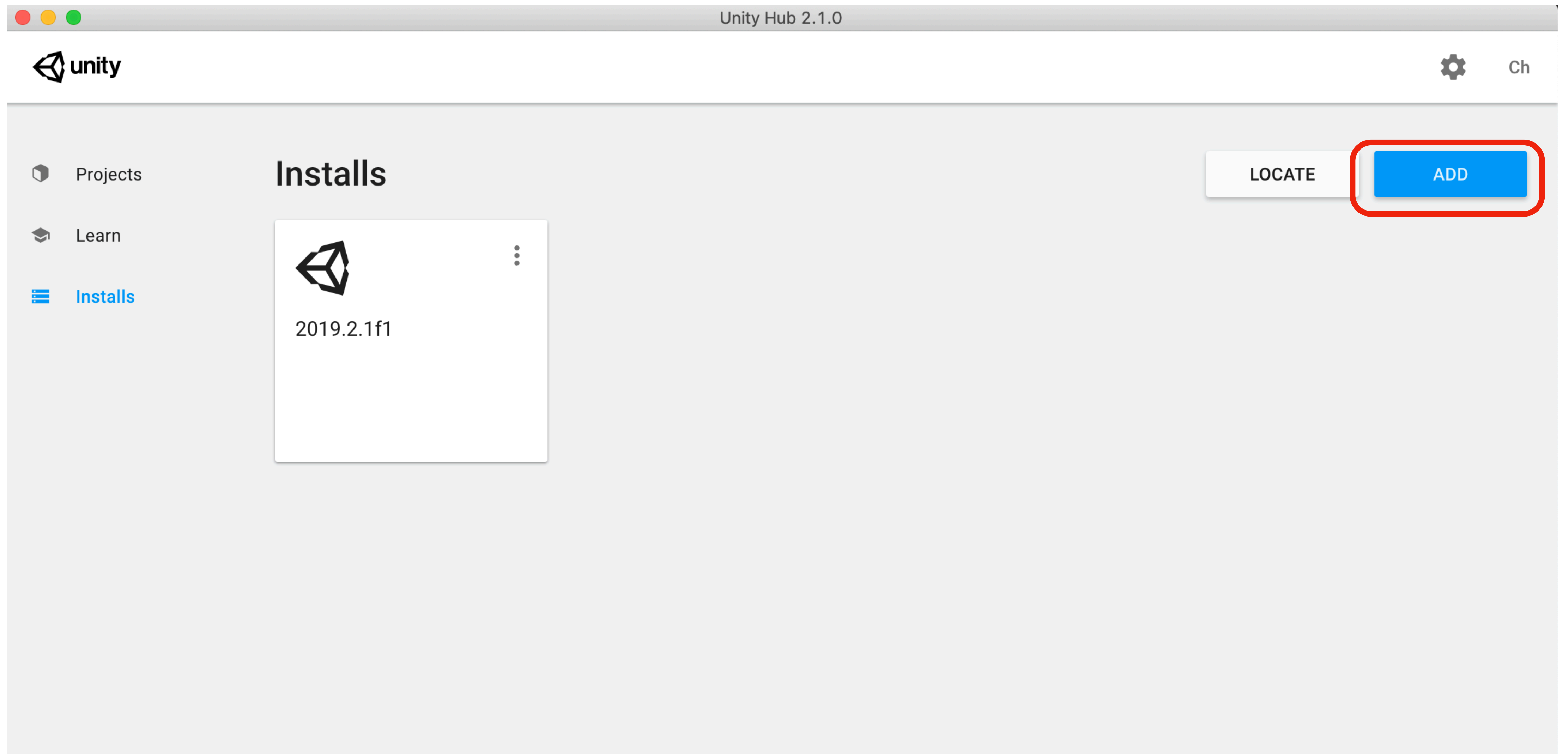
# Unity Hub



版本安裝



# Unity Hub





# Unity Hub

The screenshot shows the Unity Hub 2.1.0 application window. The title bar at the top reads "Unity Hub 2.1.0". In the top-left corner is the Unity logo, and in the top-right corner is a gear icon and the text "Ch". The main interface has a sidebar on the left with "Projects", "Learn", and "Installs" (highlighted). The "Installs" section shows a list of installed versions, with "2019.2.1" visible. A modal dialog titled "Add Unity Version" is open in the center. The dialog has a blue header with a close button (X). It contains a progress indicator with two steps: "1 Select a version of Unity" (active) and "2 Add modules to your install". Below this is a text block: "Can't find the version you're looking for? Visit our [download archive](#) for access to [long-term support](#) and [patch releases](#), or join our [Open Beta program](#) releases." Underneath is the section "Latest Official Releases" with a list of radio buttons for various Unity versions. At the bottom of the dialog are three buttons: "CANCEL", "BACK", and "NEXT".

Unity Hub 2.1.0

unity

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Projects

Learn

Installs

Installs

2019.2.1

**Add Unity Version**

1 Select a version of Unity

2 Add modules to your install

Can't find the version you're looking for? Visit our [download archive](#) for access to [long-term support](#) and [patch releases](#), or join our [Open Beta program](#) releases.

**Latest Official Releases**

- Unity 2019.2.1f1
- Unity 2019.1.14f1
- Unity 2018.4.6f1 (LTS)
- Unity 2018.3.14f1
- Unity 2018.2.21f1
- Unity 2018.1.9f2
- Unity 2017.4.31f1 (LTS)

CANCEL

BACK

NEXT

LOCATE

ADD



Hand, Move, Rotate, Scale, Gizmos, Pivot, Local

Play, Pause, Stop

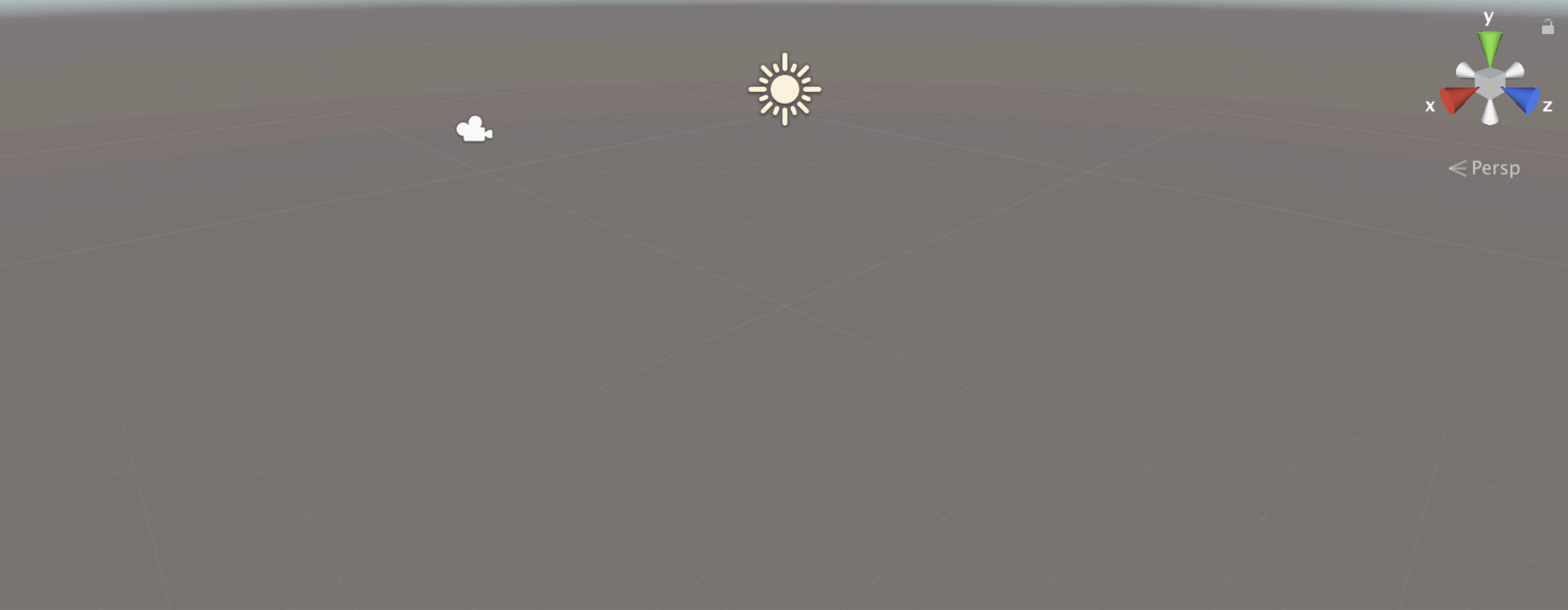
Collab, Account, Layers, Layout

# Scene Asset Store Console

Shaded 2D Gizmos Q All

Hierarchy

Inspector



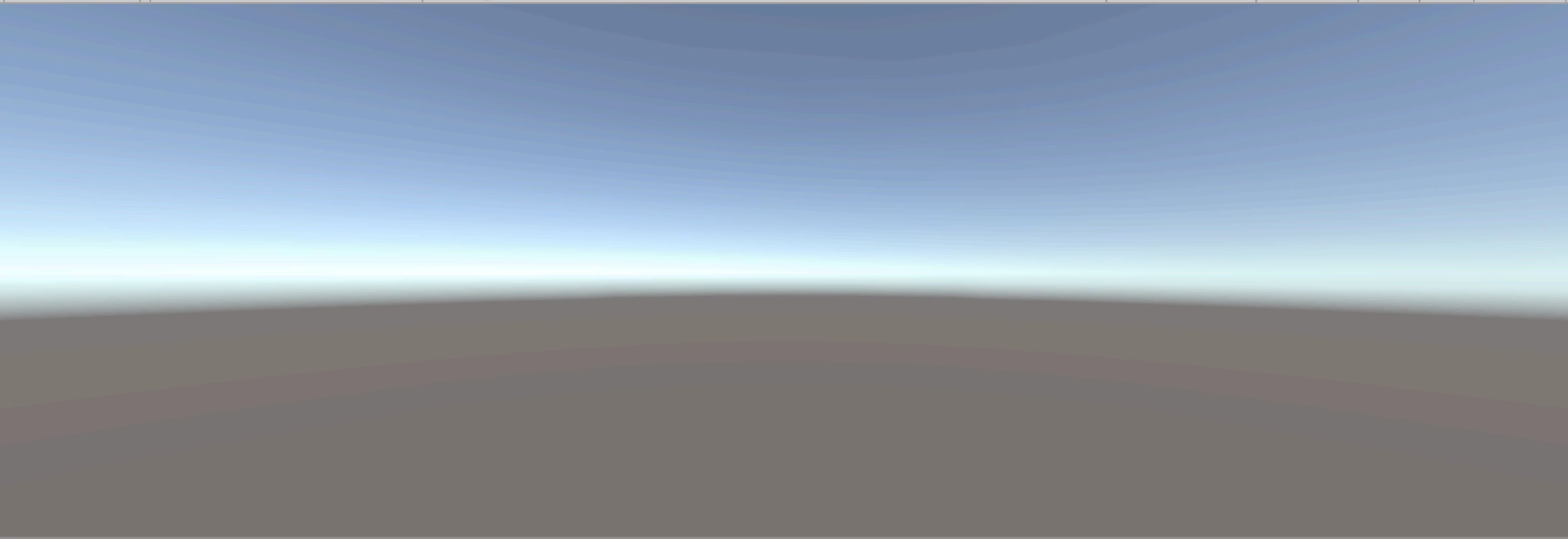
Create Q All

- SampleScene
  - Main Camera
  - Directional Light

Inspector

Game

Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio VSync Stats Gizmos



Project

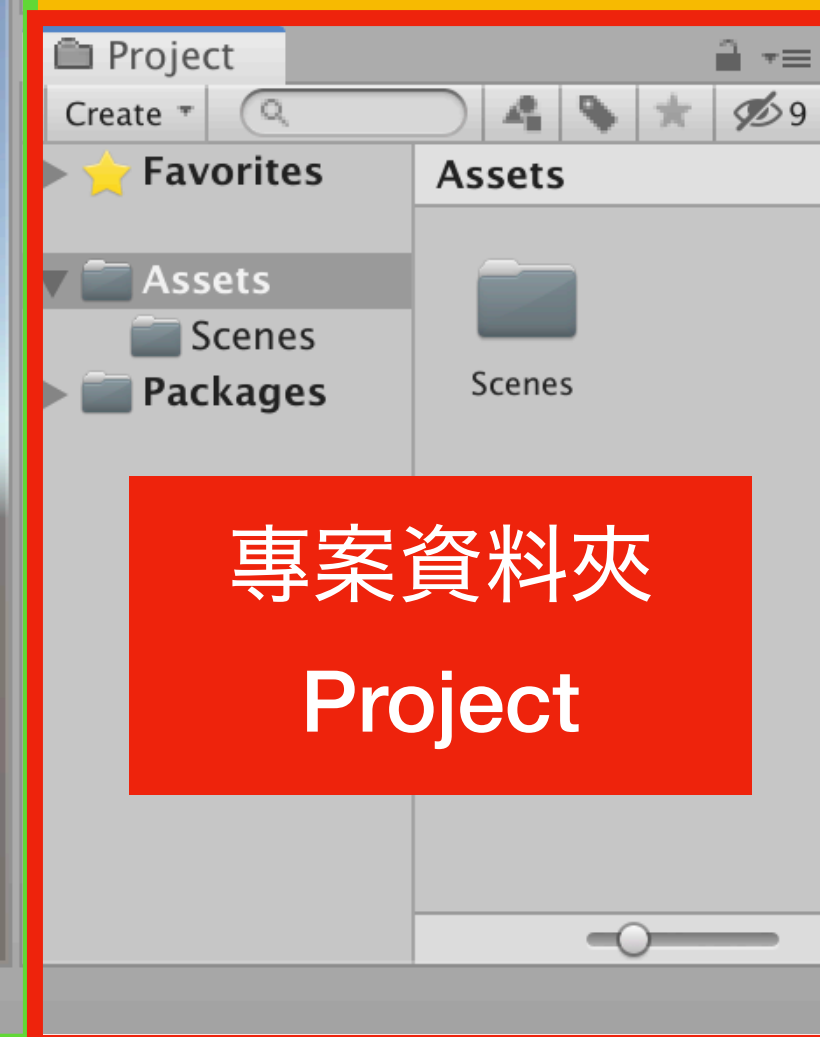
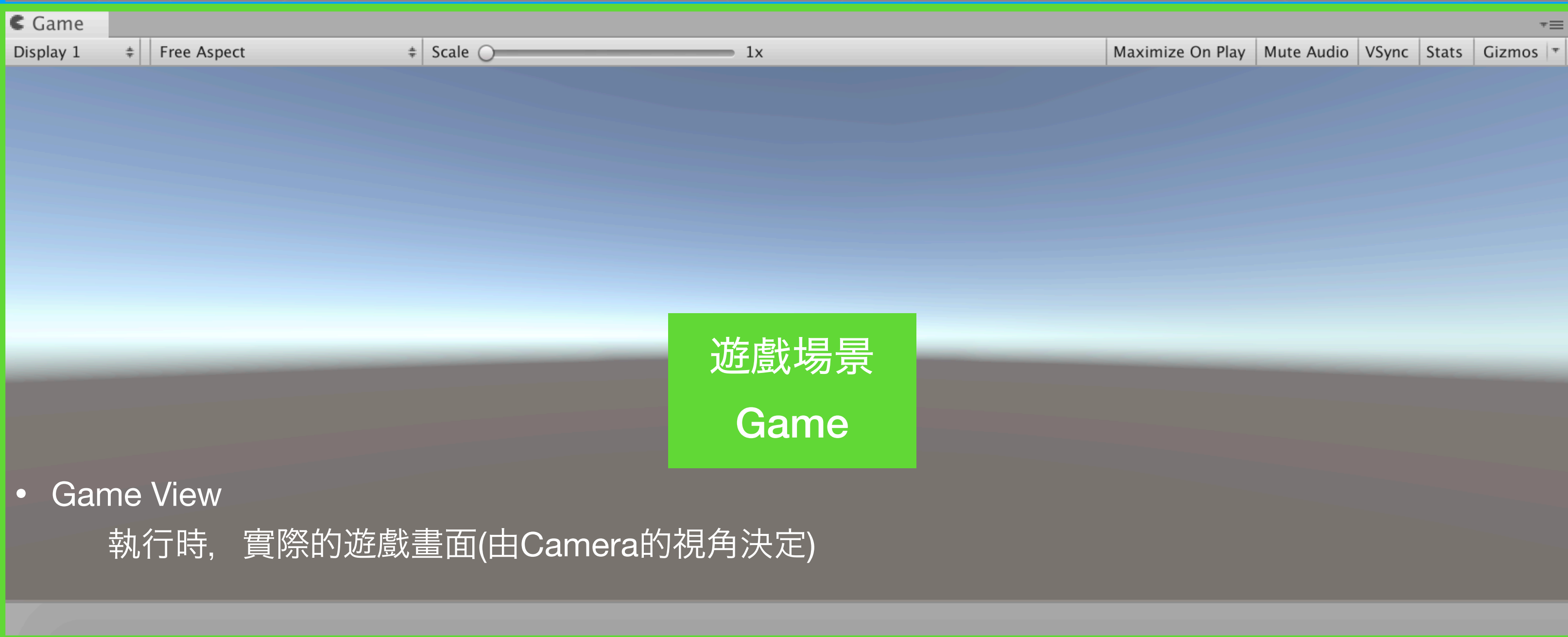
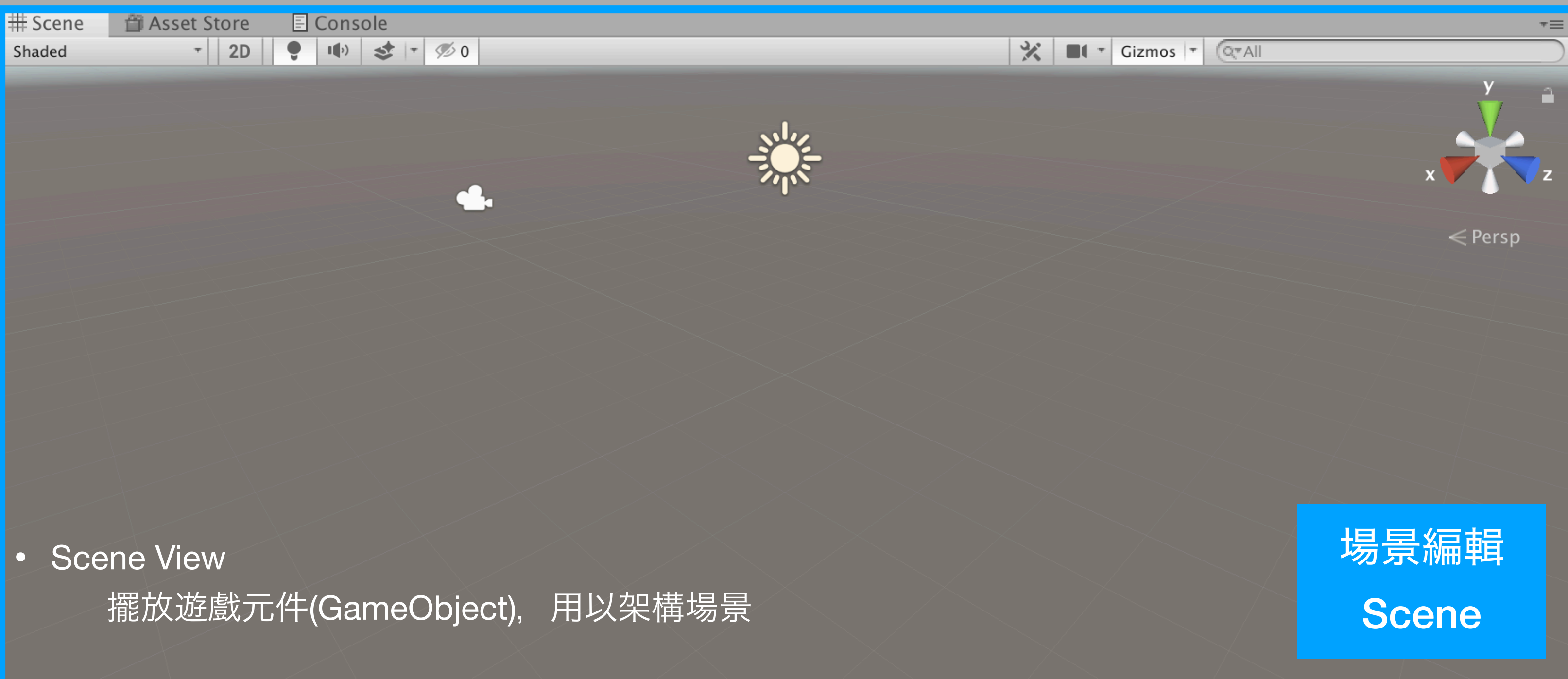
Create Q 9

- Favorites
- Assets
  - Scenes
  - Packages

Assets

- Scenes









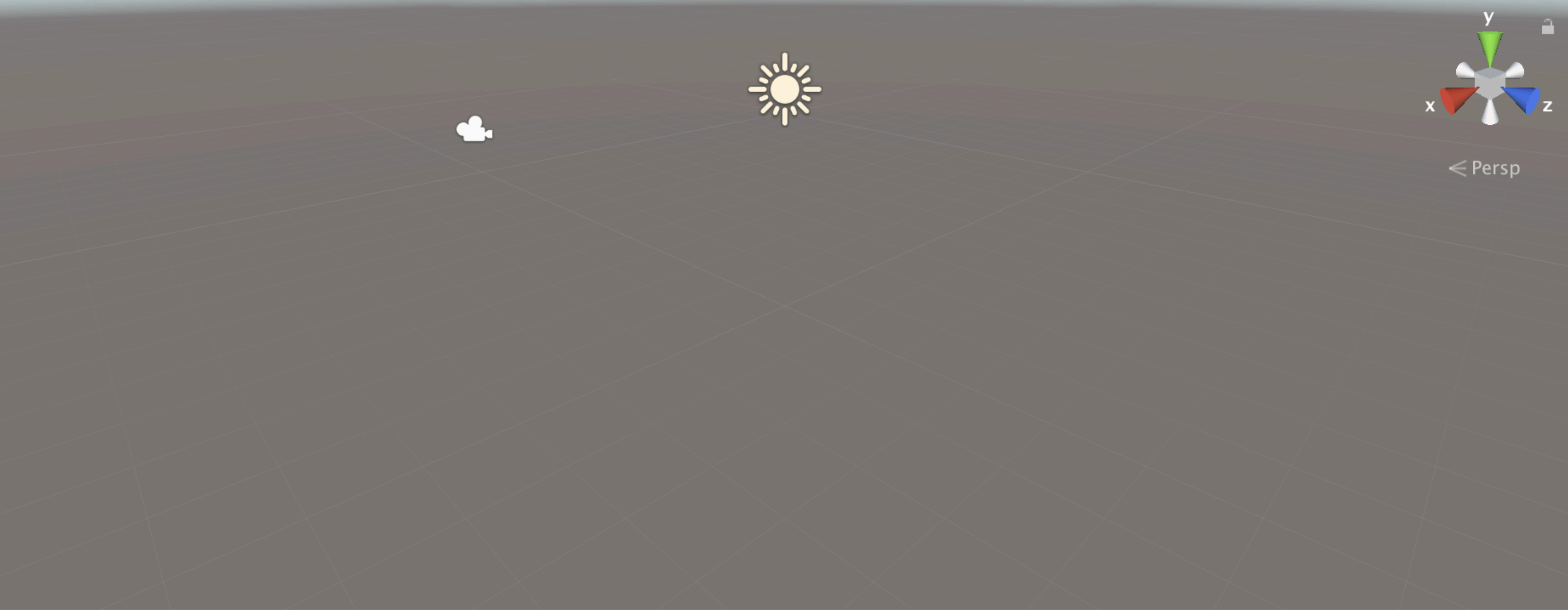
Pivot Local



Collab Account Layers **Layout**

# Scene Asset Store Console

Shaded 2D Gizmos All



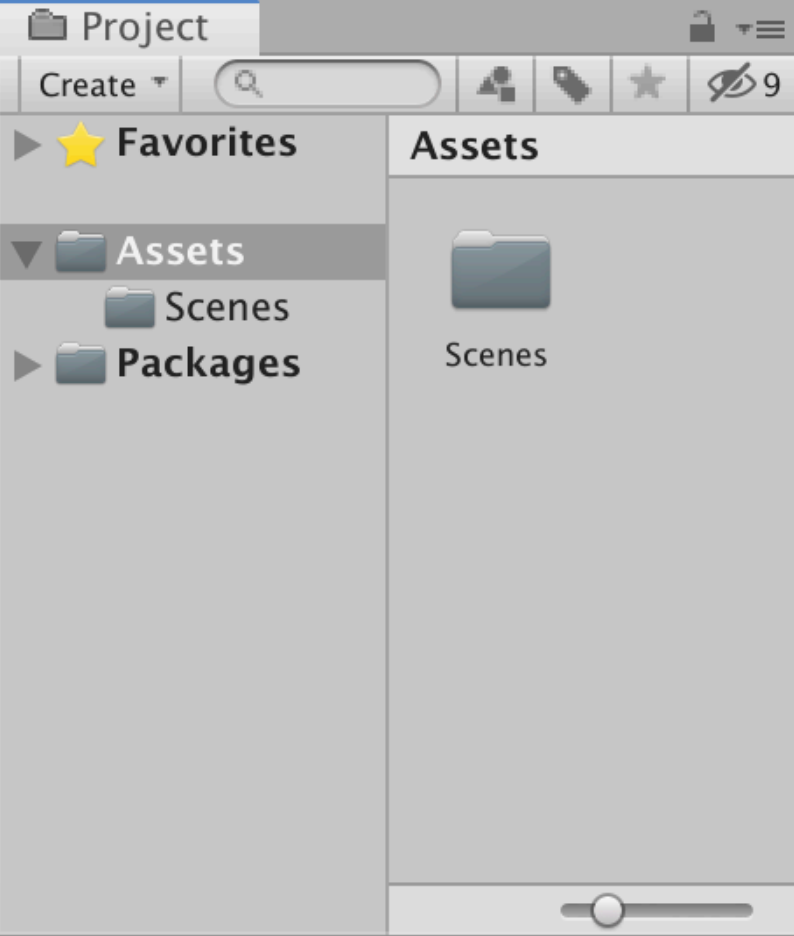
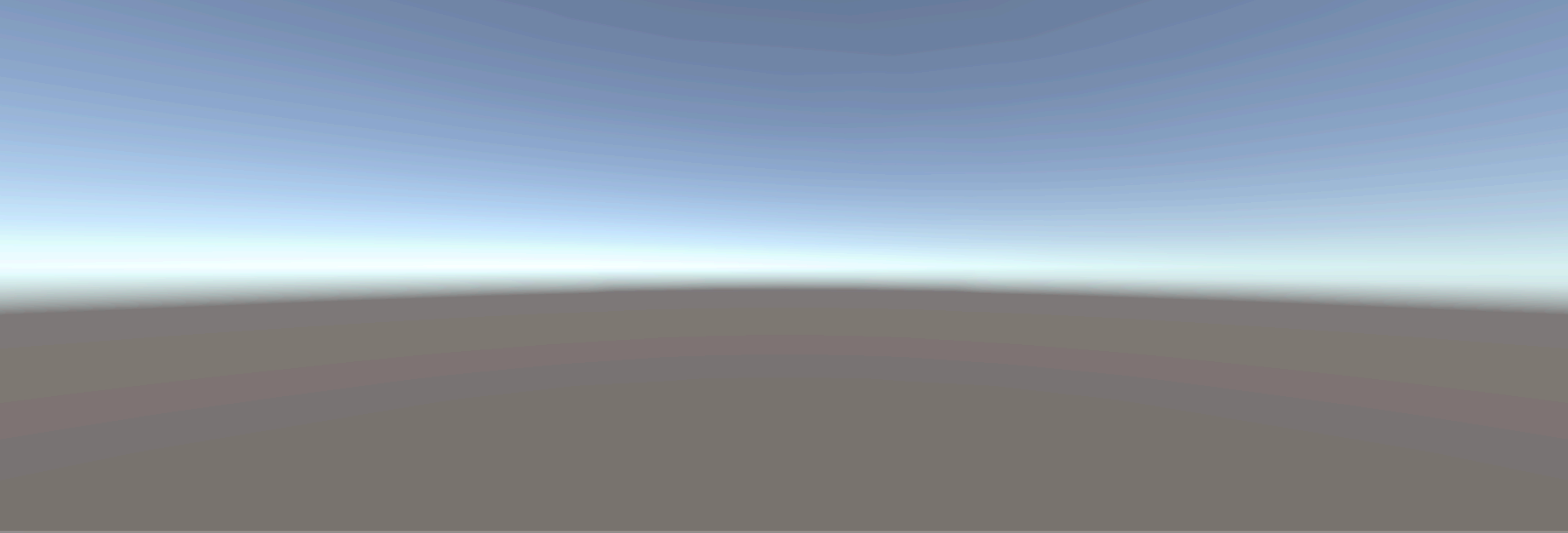
# 編輯介面配置



- 2 by 3
- 4 Split
- Default
- Tall
- Wide
- myLayout
- Save Layout...
- Delete Layout...
- Revert Factory Settings...

Game

Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio VSync Stats Gizmos

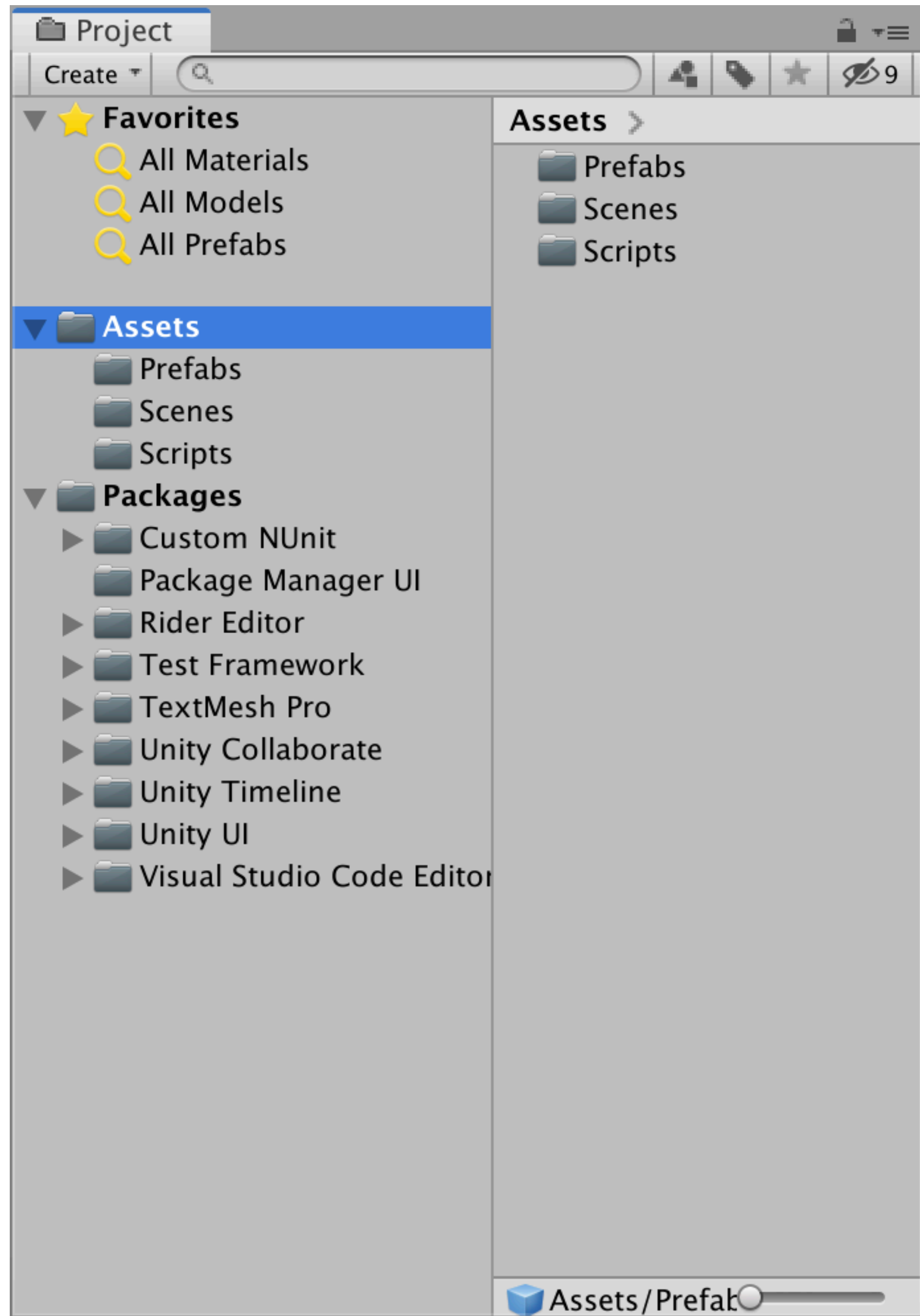






# 重要名詞



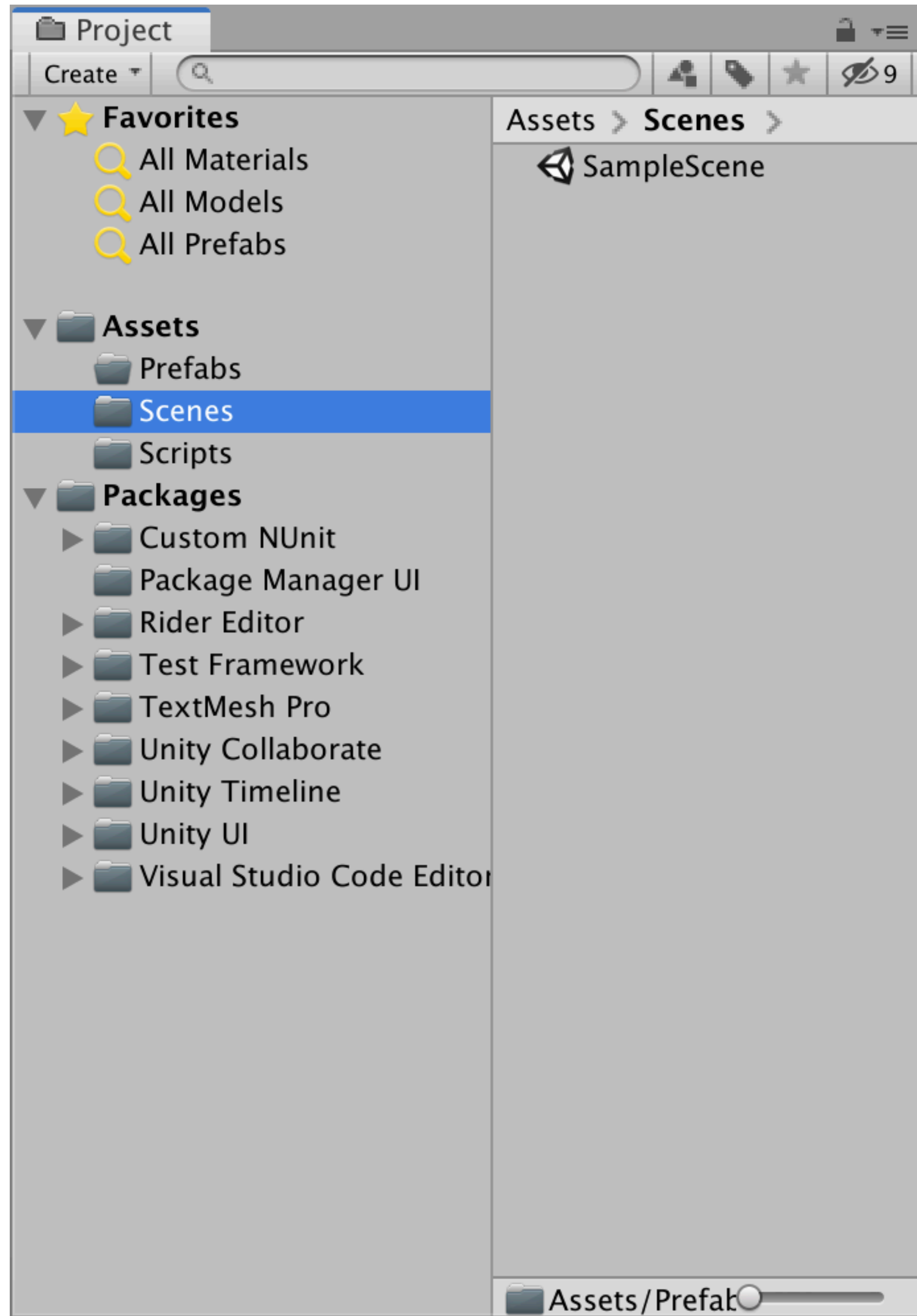


## Asset

- 在project view會呈現的檔案物件，都稱為asset

包含scenes, scripts, 3D models, textures, audio files





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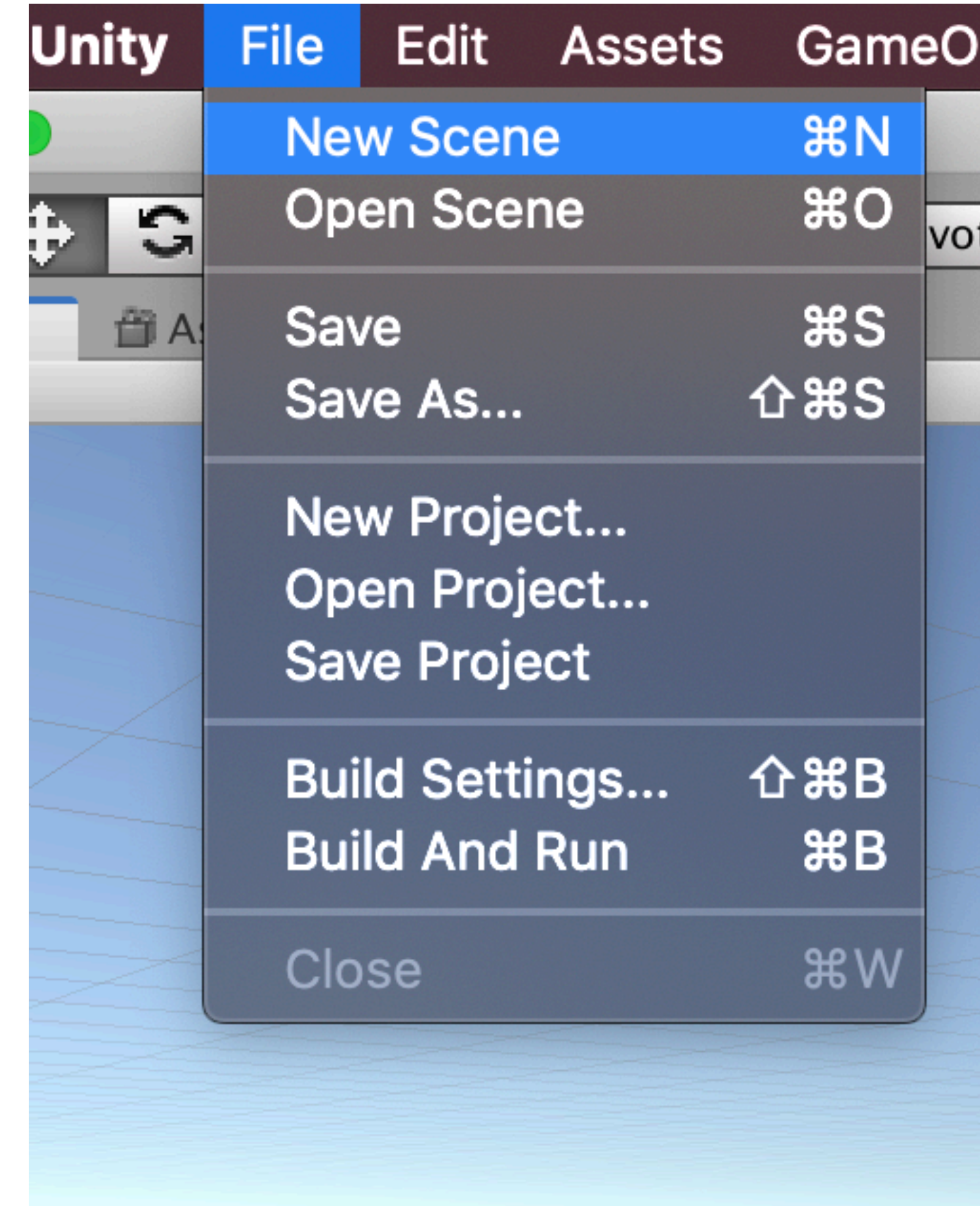
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## Project vs Scene

- Project : 遊戲專案, 如「坦克大決戰」
- Scene : 關卡場景(Level), 一個坦克大決戰可能有五個場景關卡

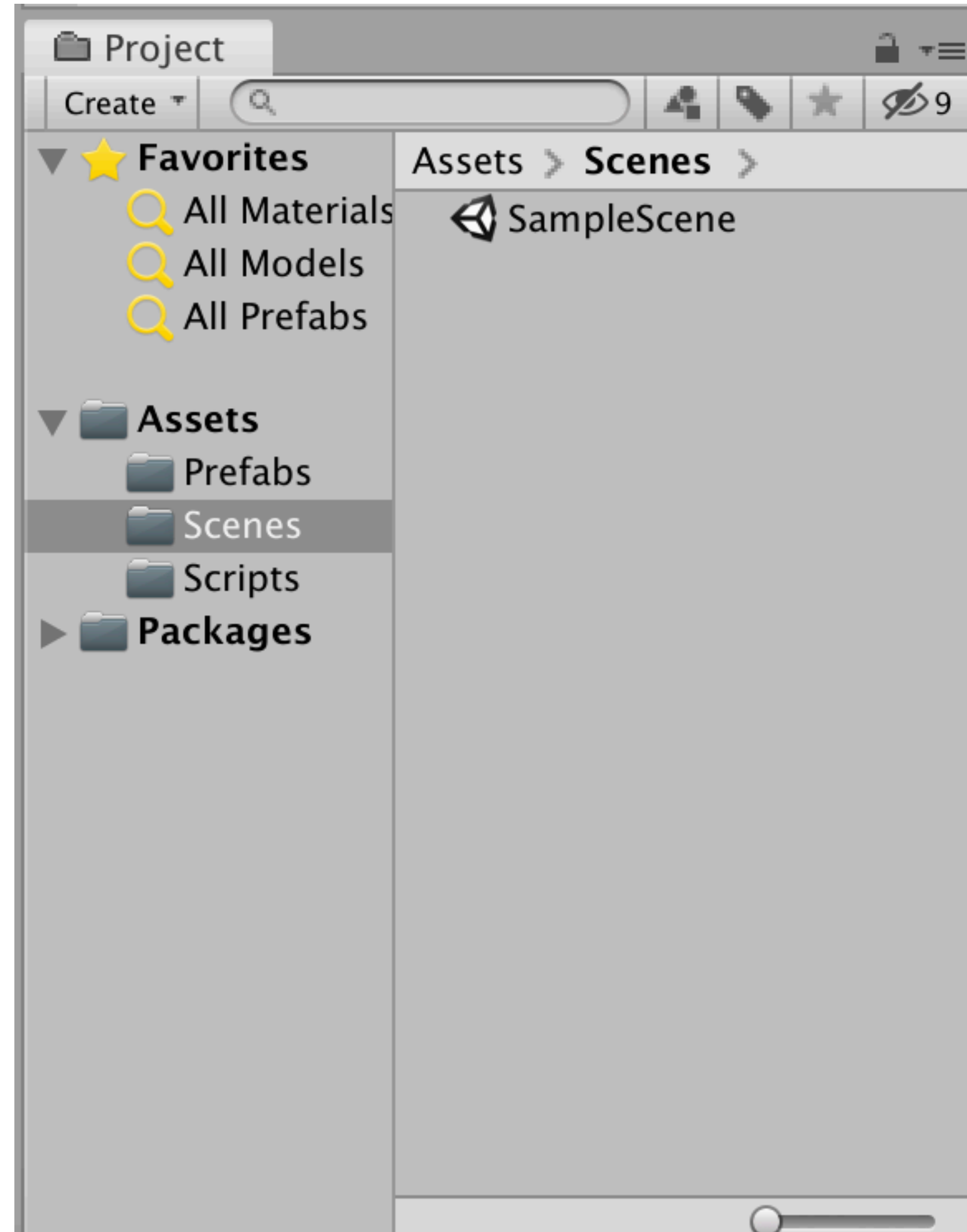
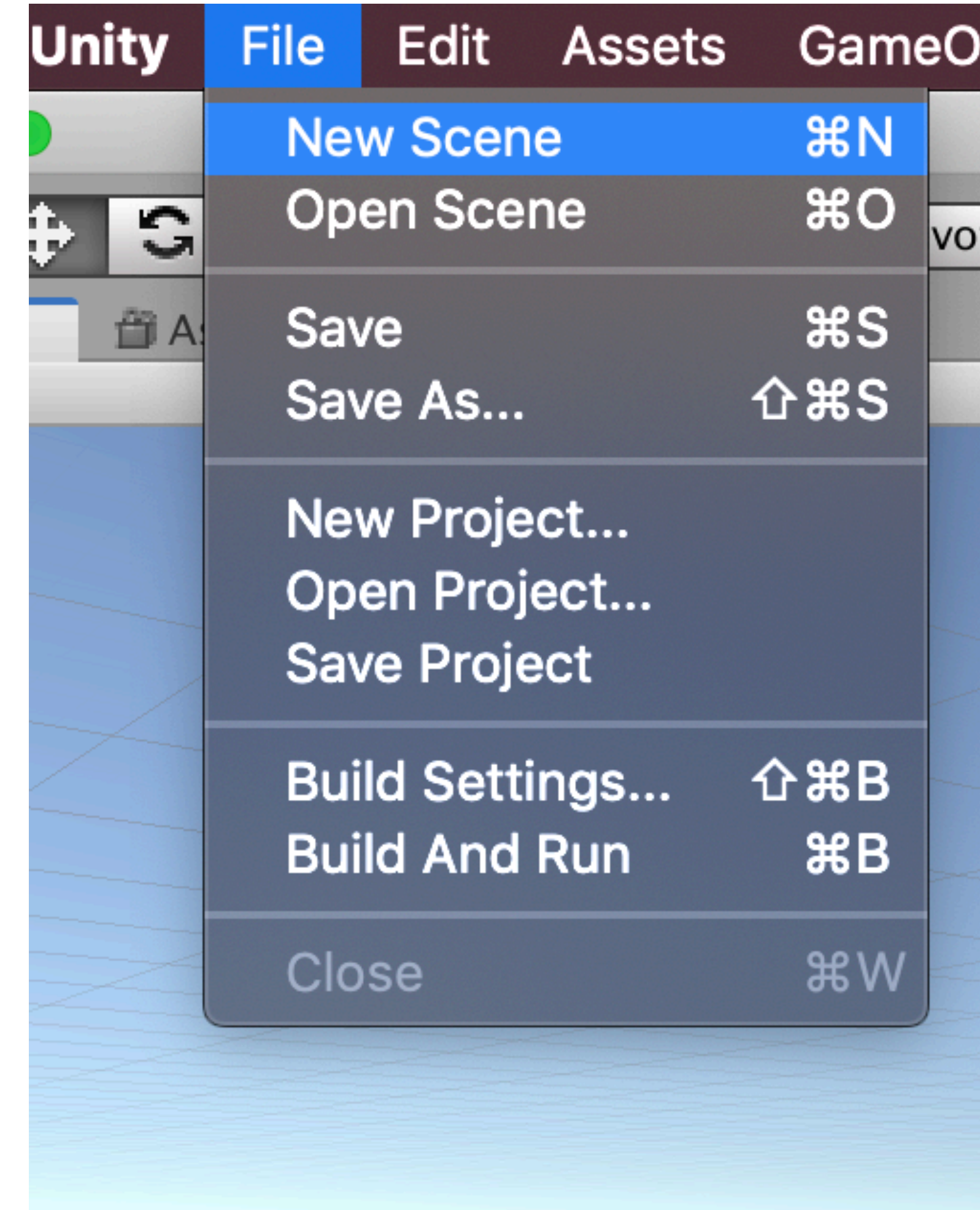


# New Scene



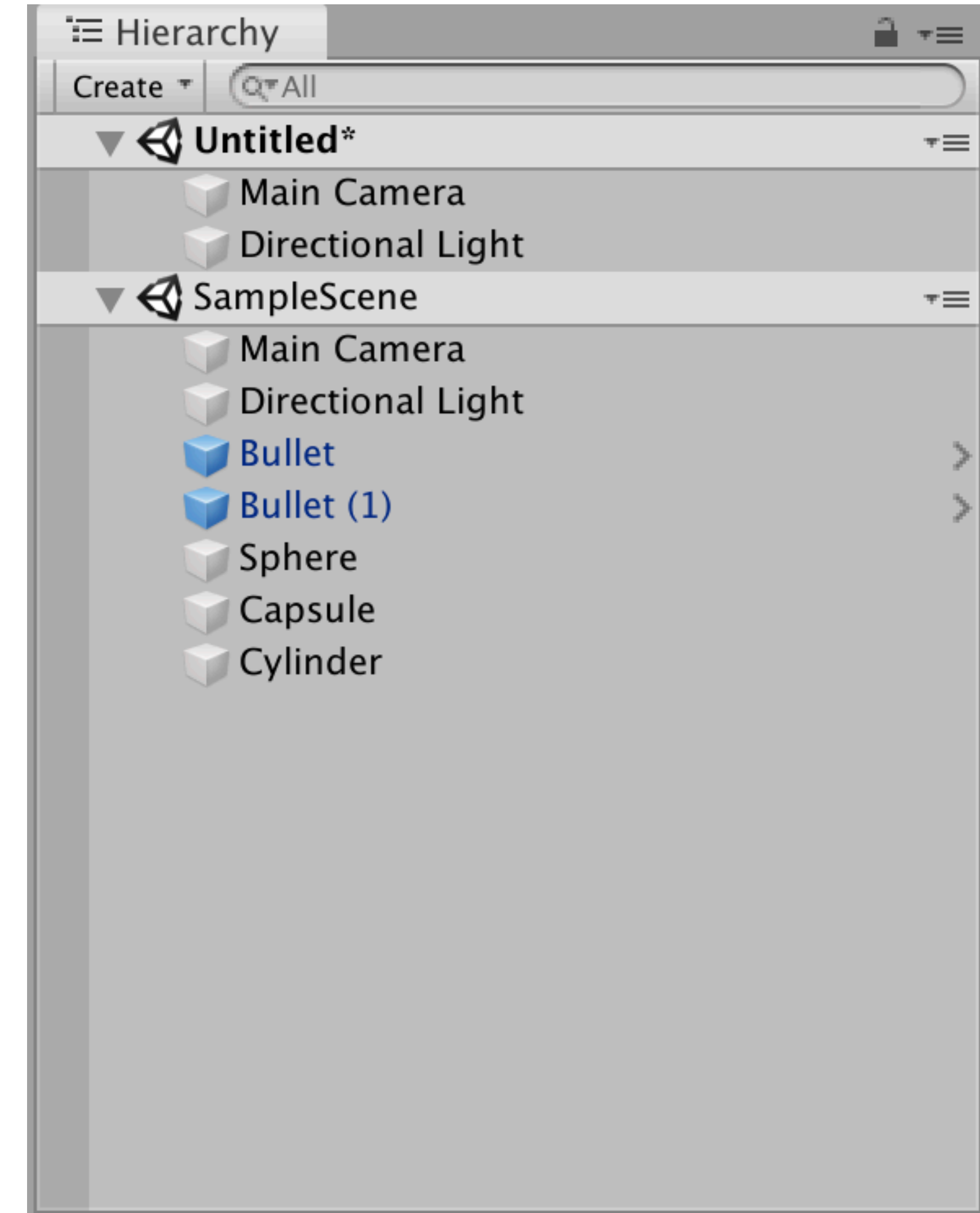
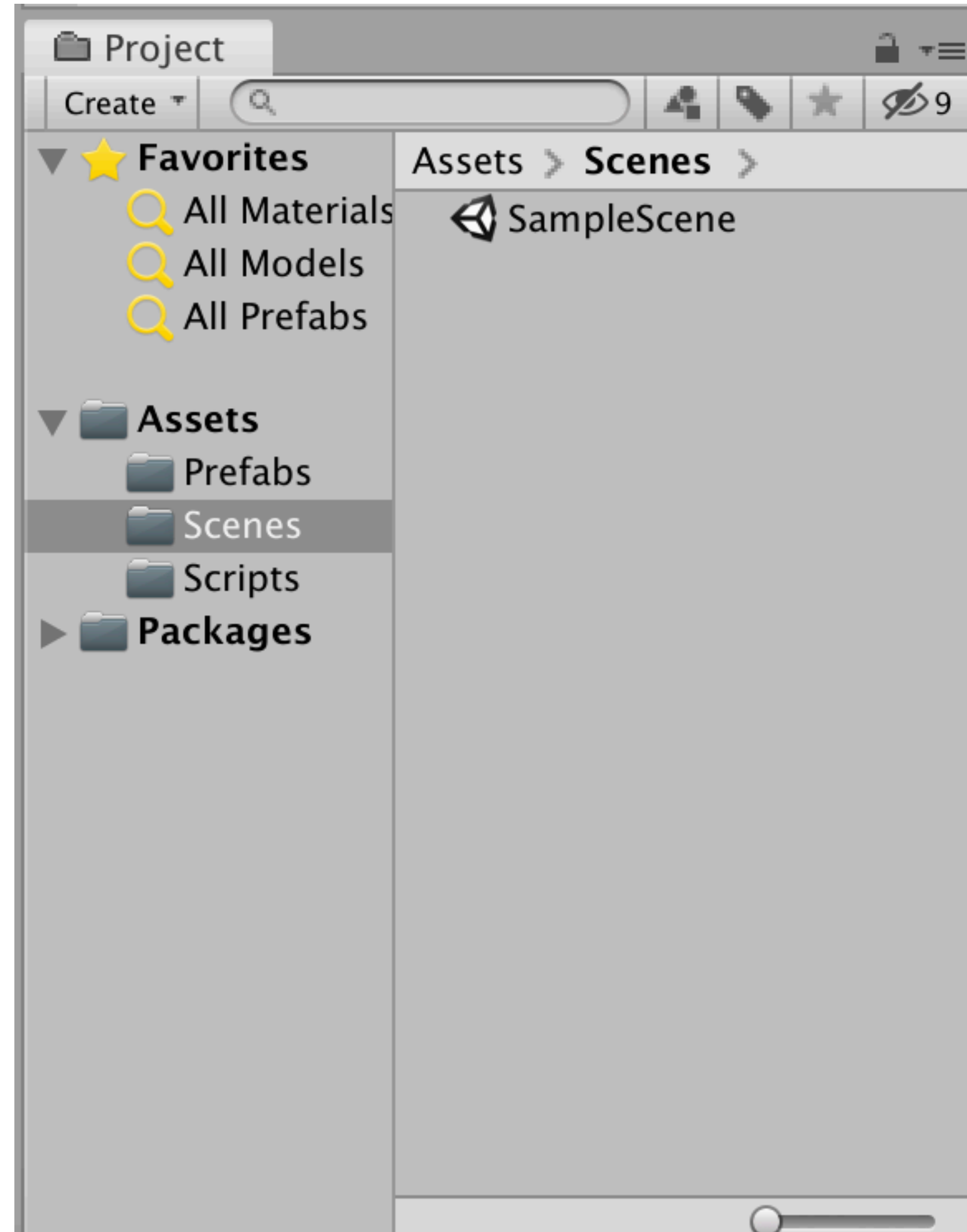
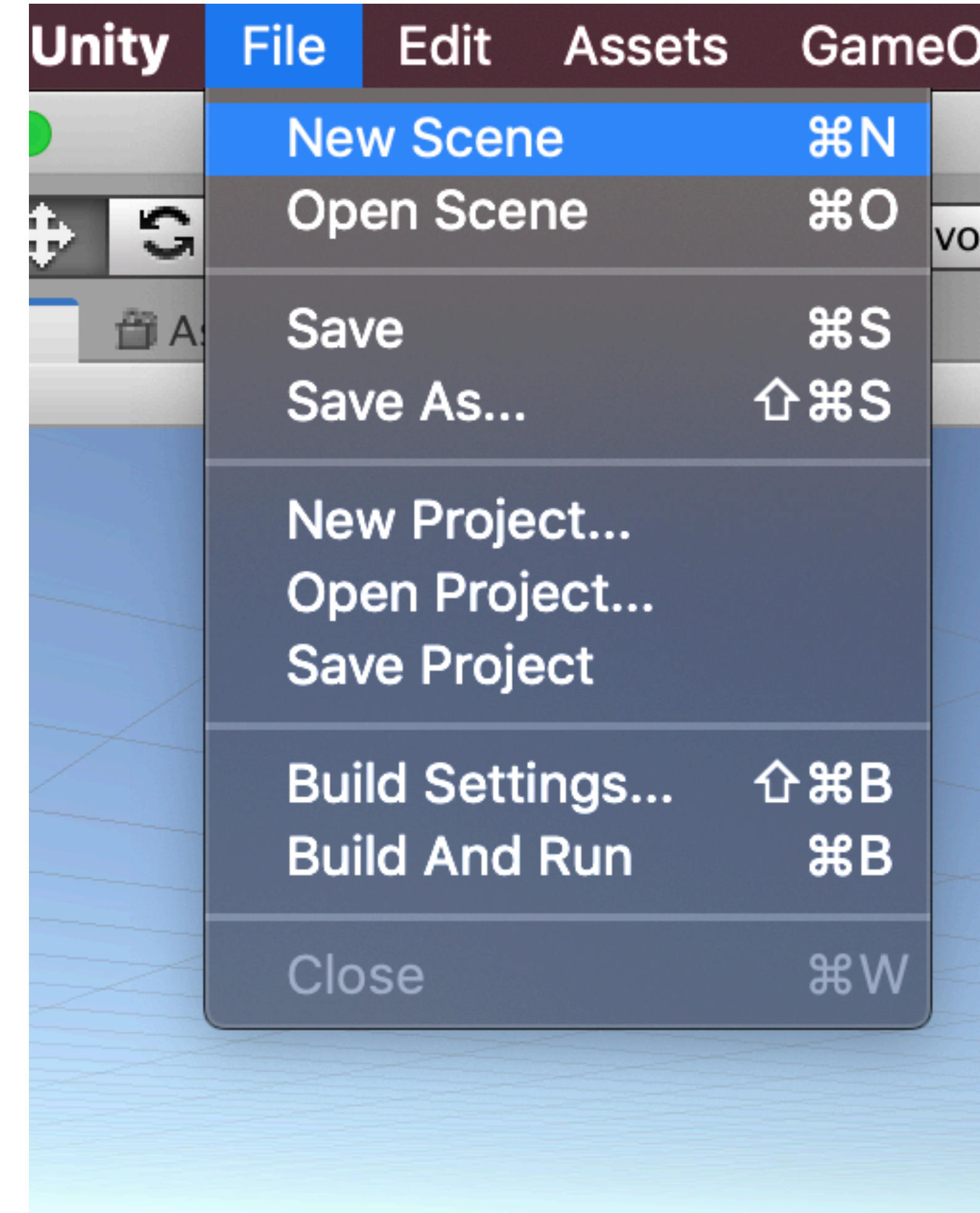


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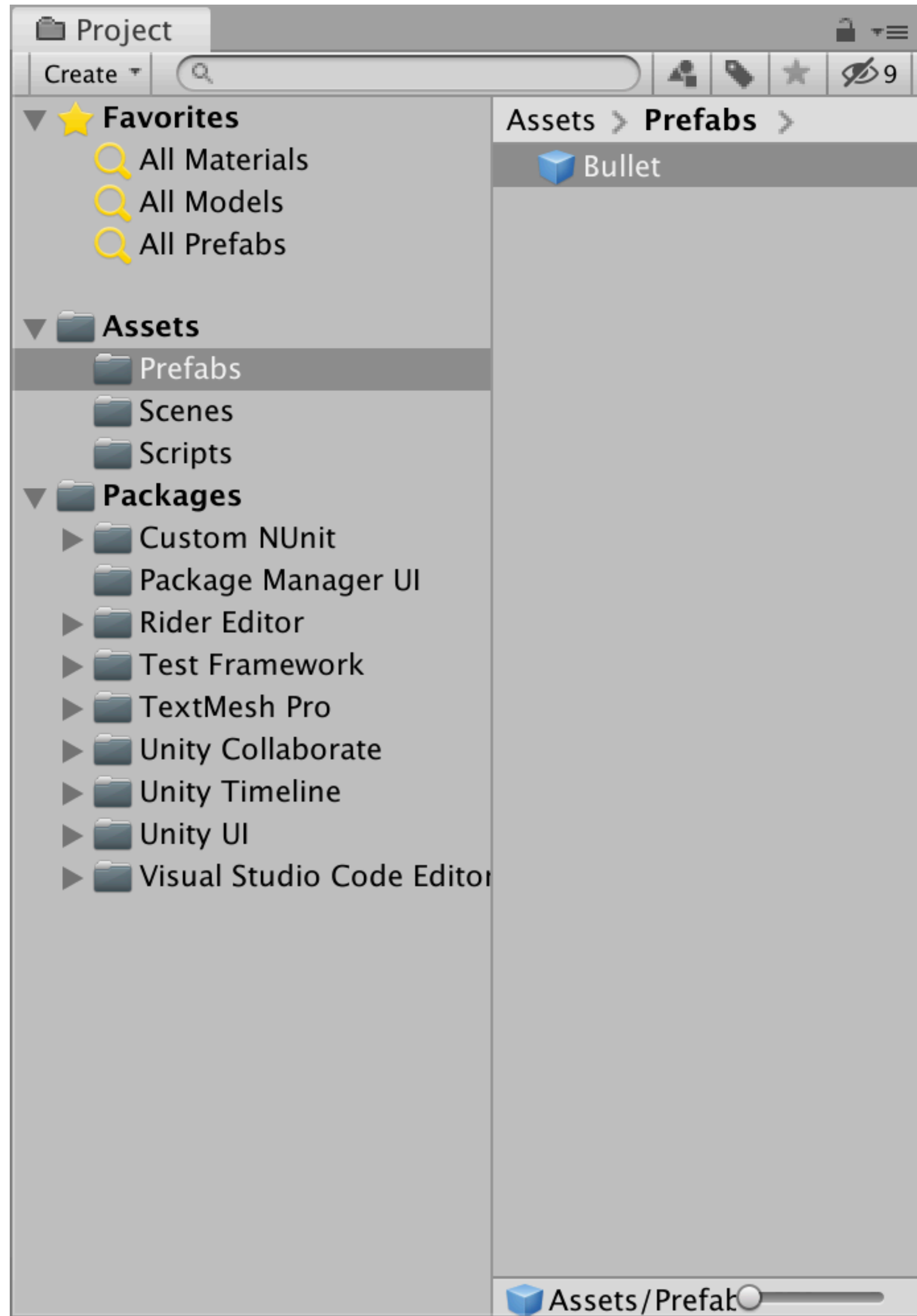




# New Scene







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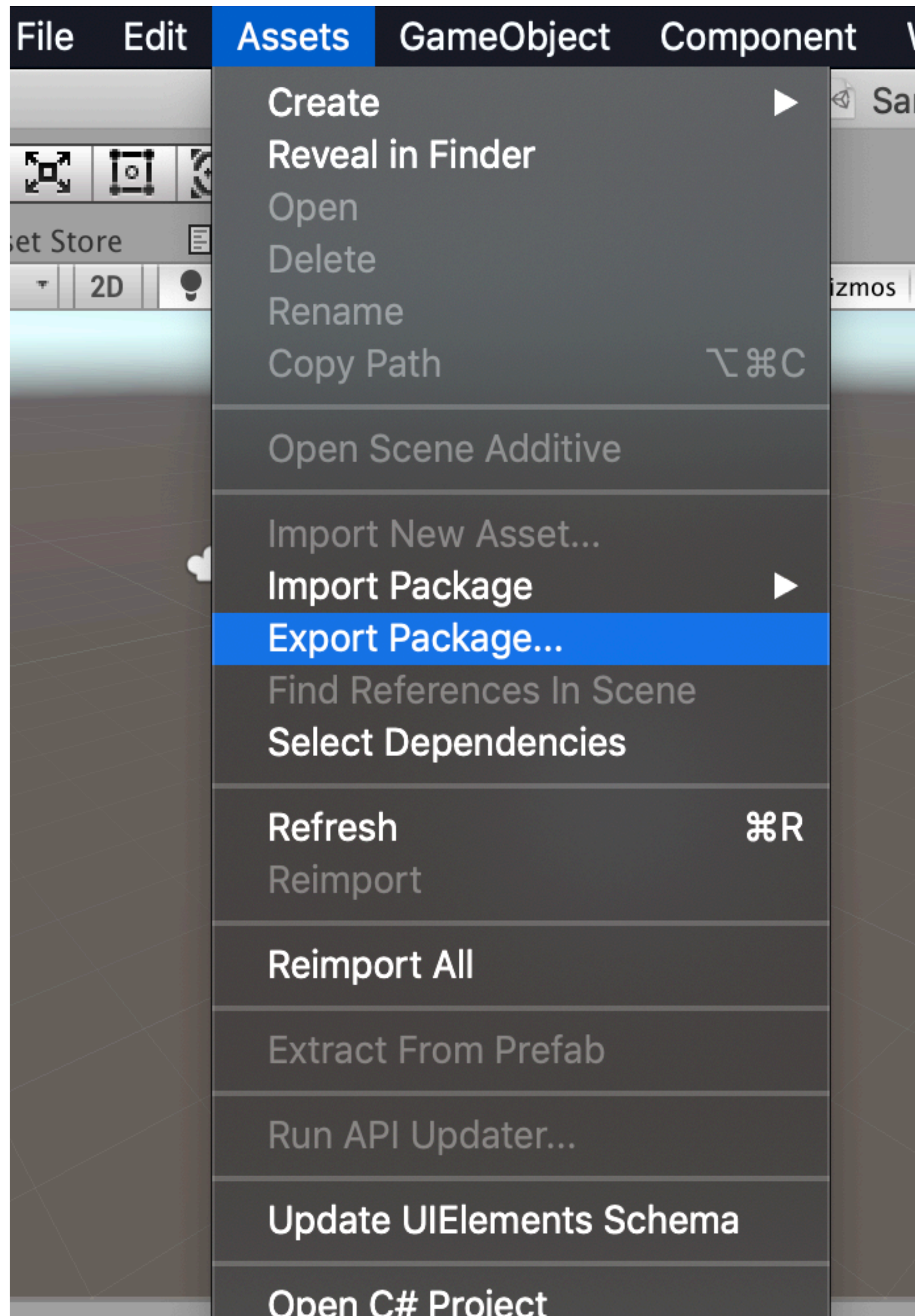
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## Prefabs

- 一種在場景中重複使用的物件，如子彈或敵人，通常會在遊戲執行中才動態產生或釋放





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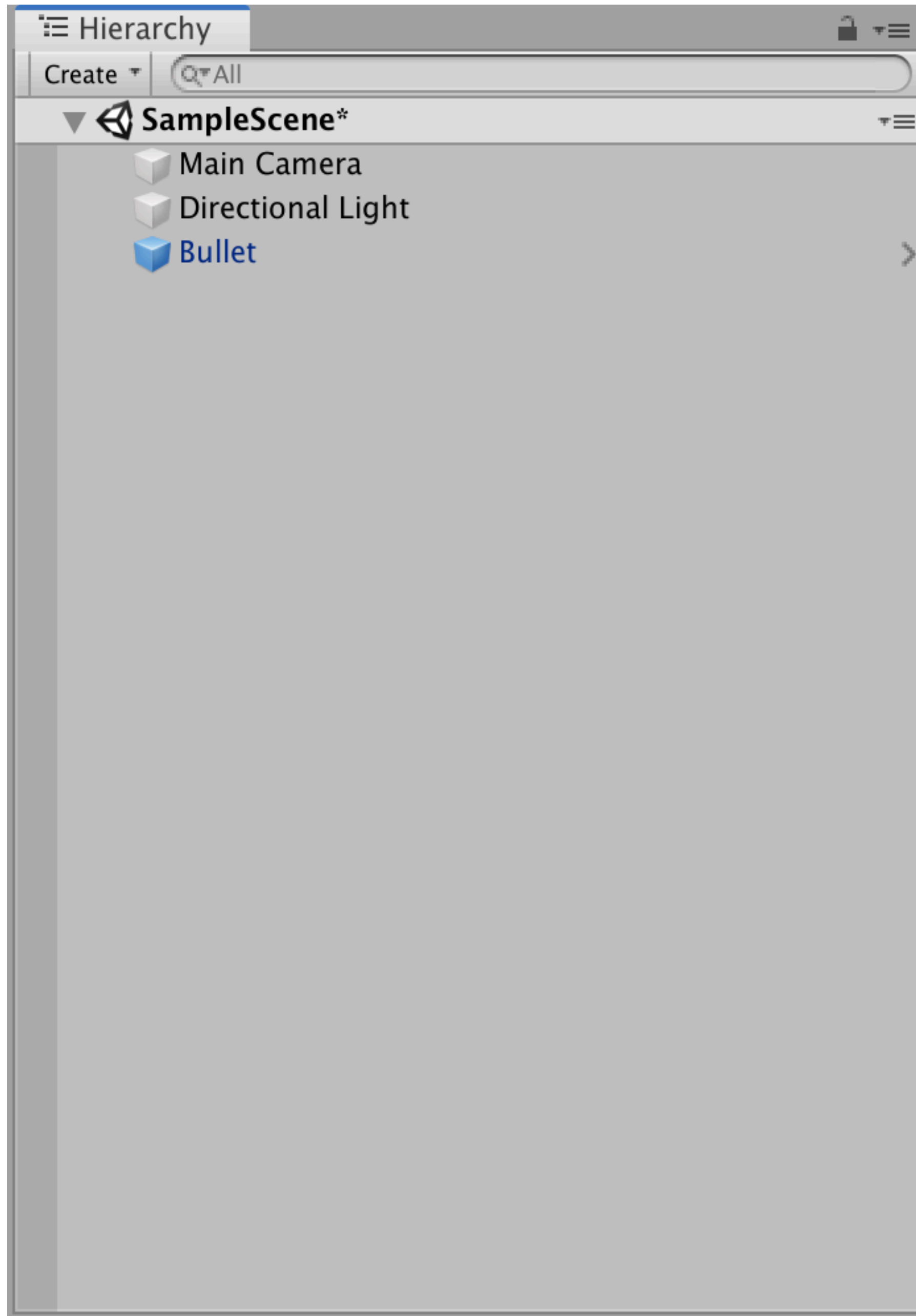
## Prefabs

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## UnityPackage

- Unity使用的package打包格式，可以把所有專案內用到的asset包含場景全部  
打包存成單一檔案，副檔名為\*.unitypackage

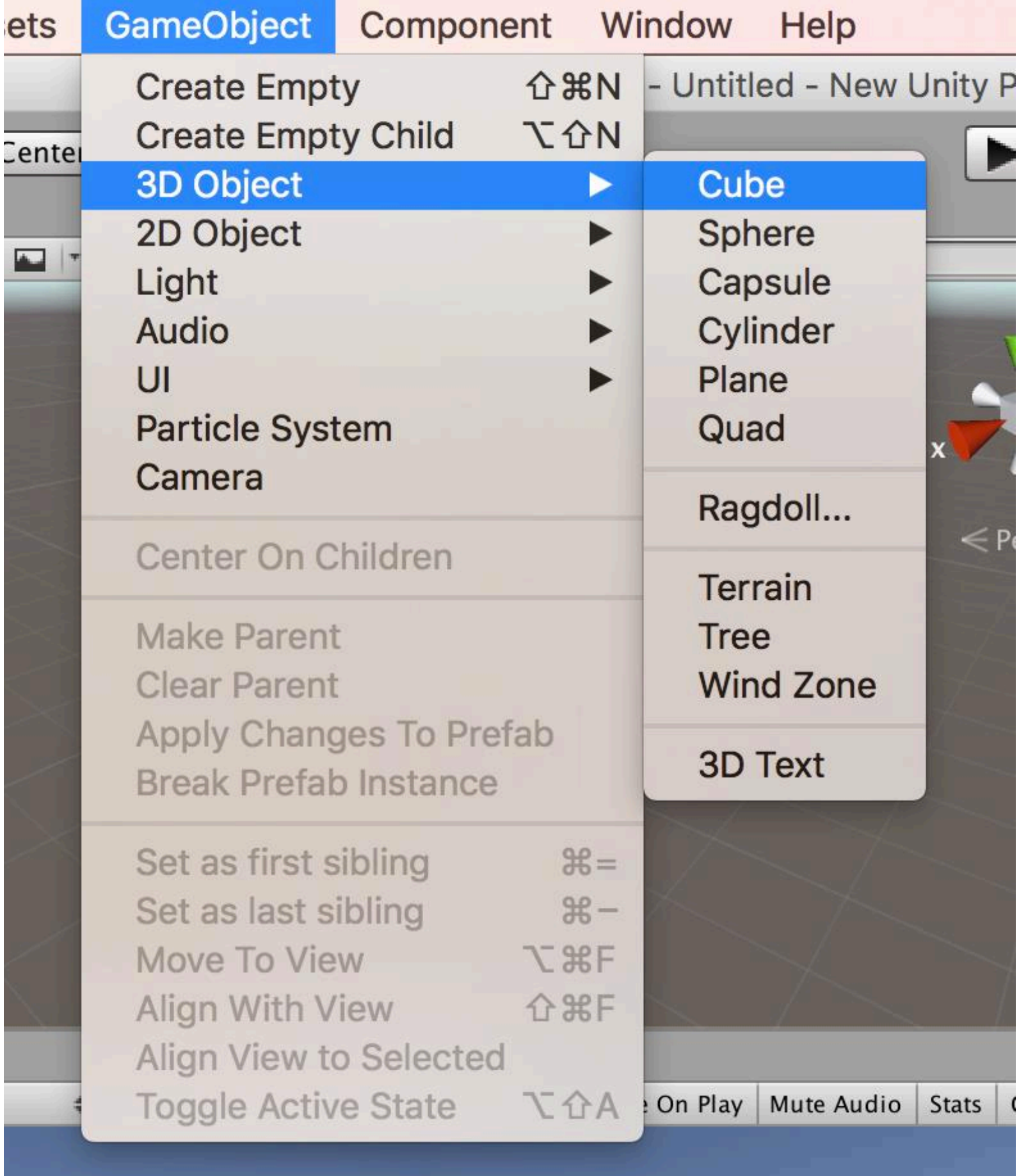




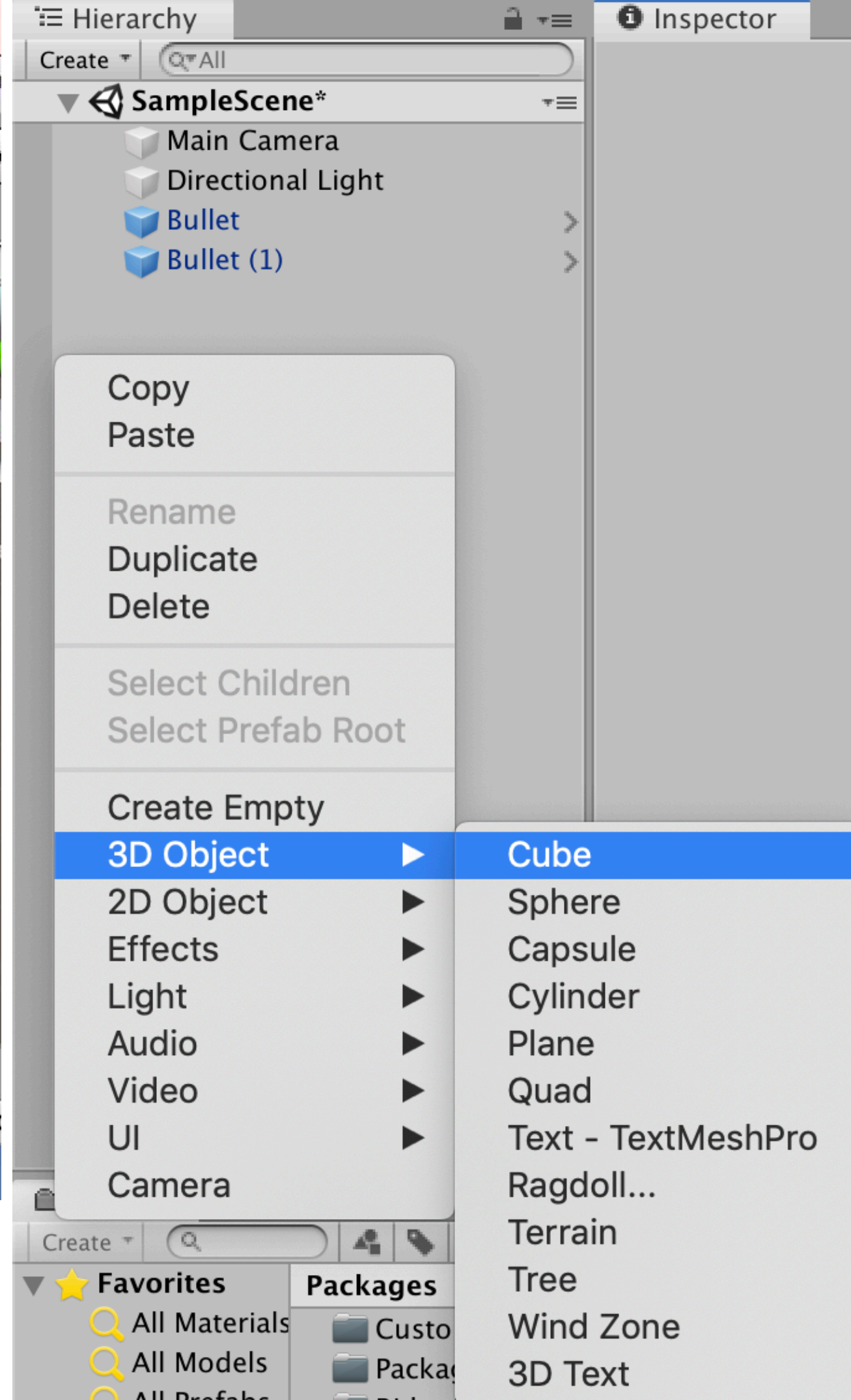
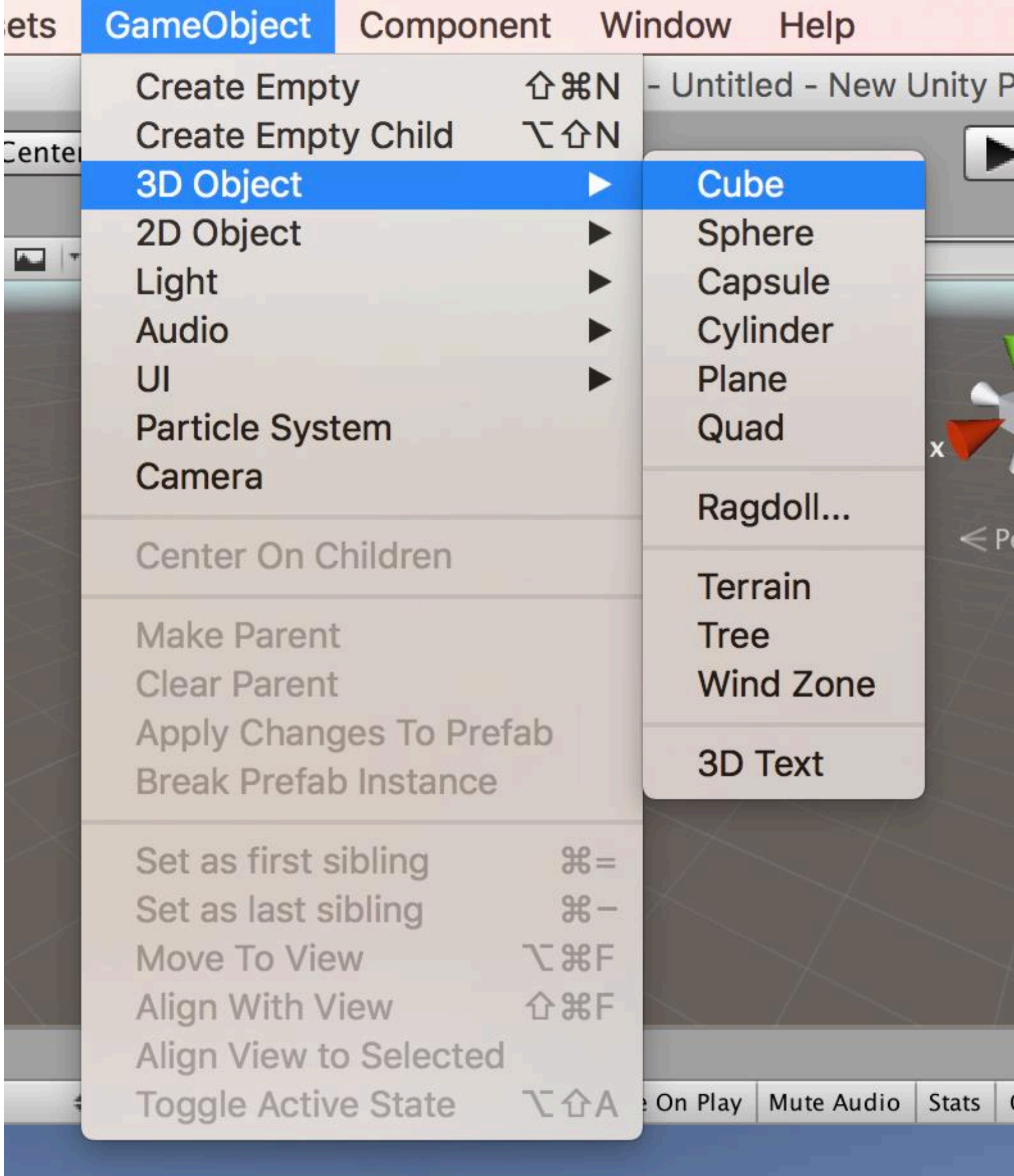
## GameObject

- 任何在遊戲中的物件，如模型、光、攝影機、粒子效果...

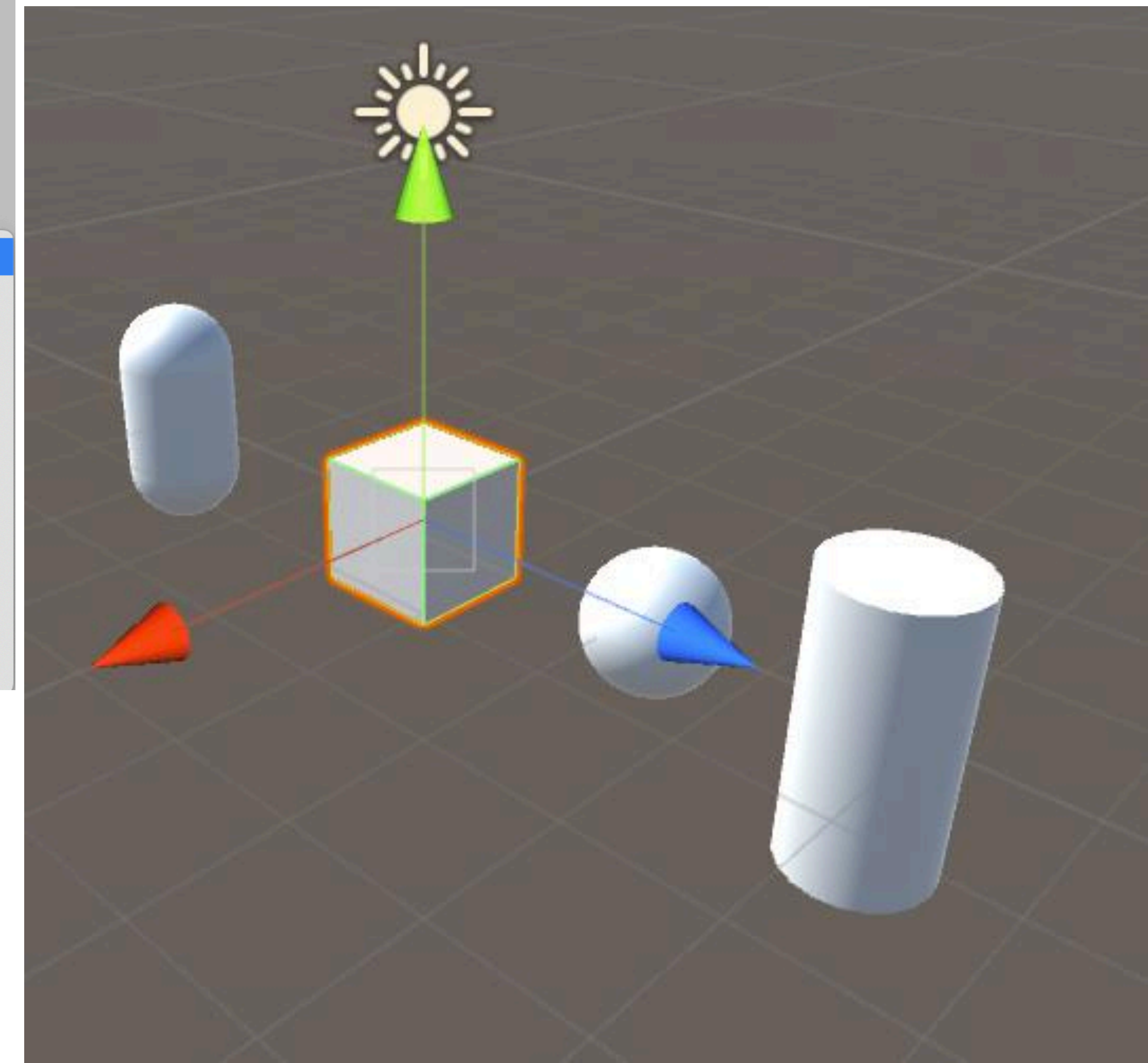
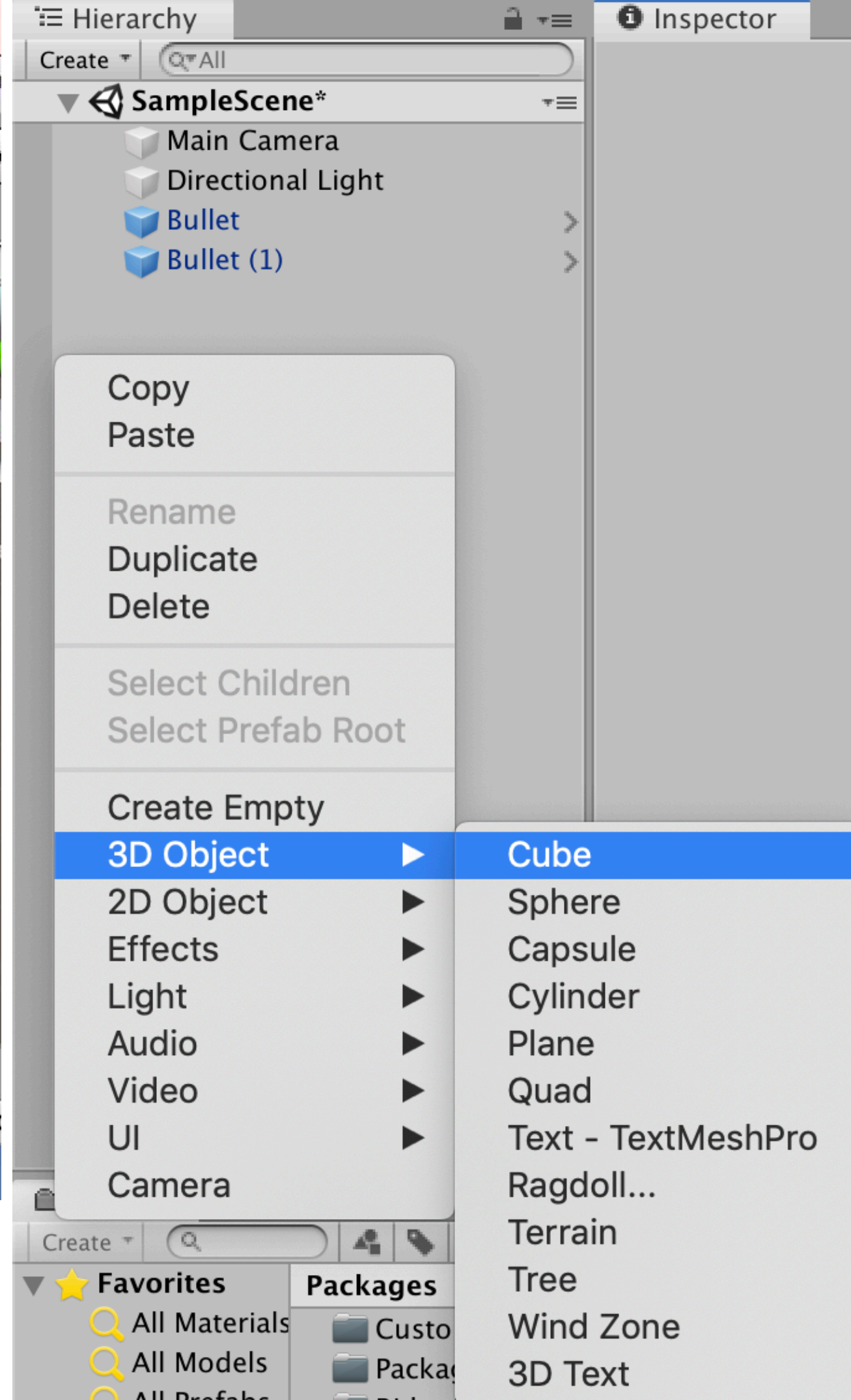
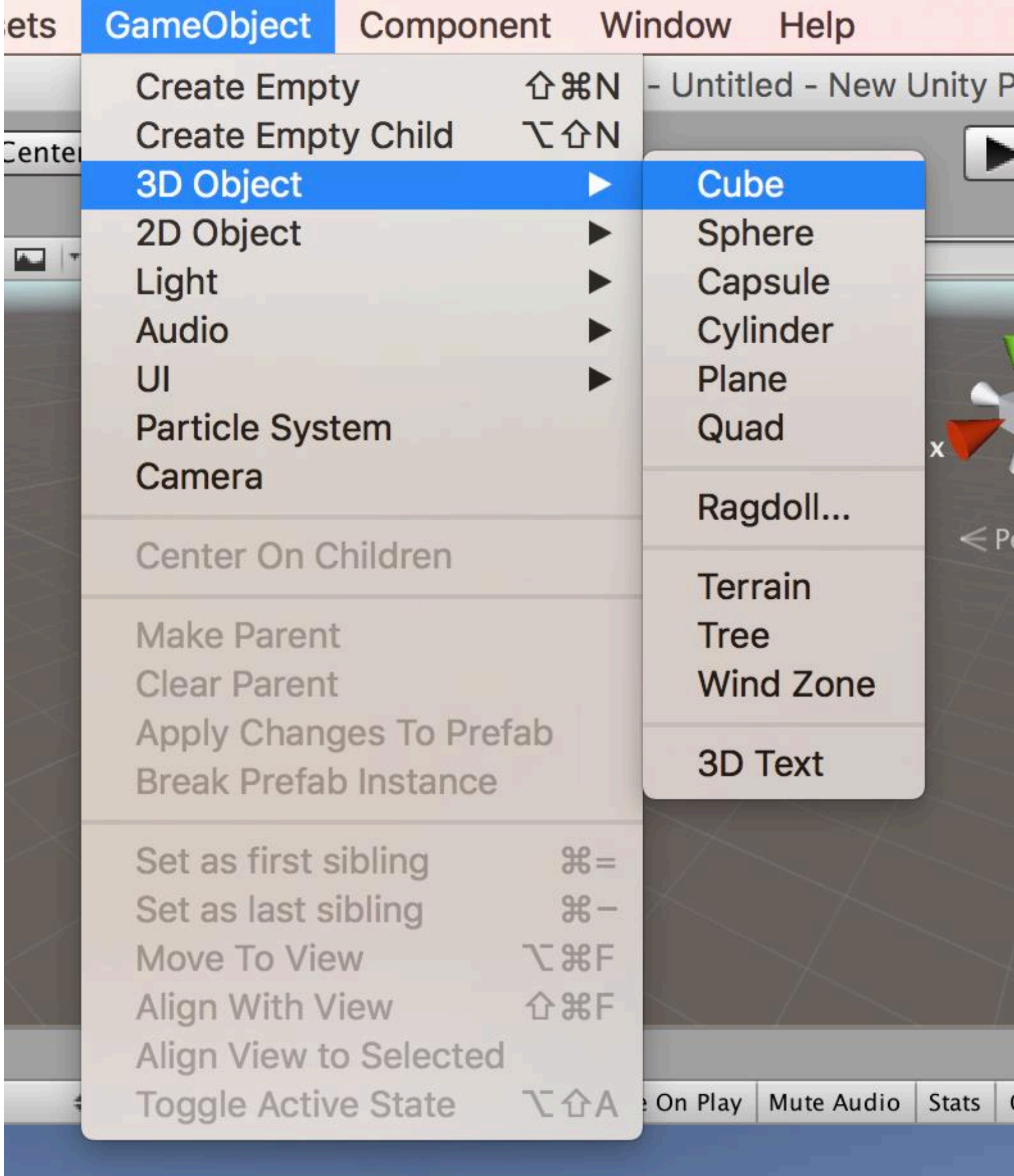




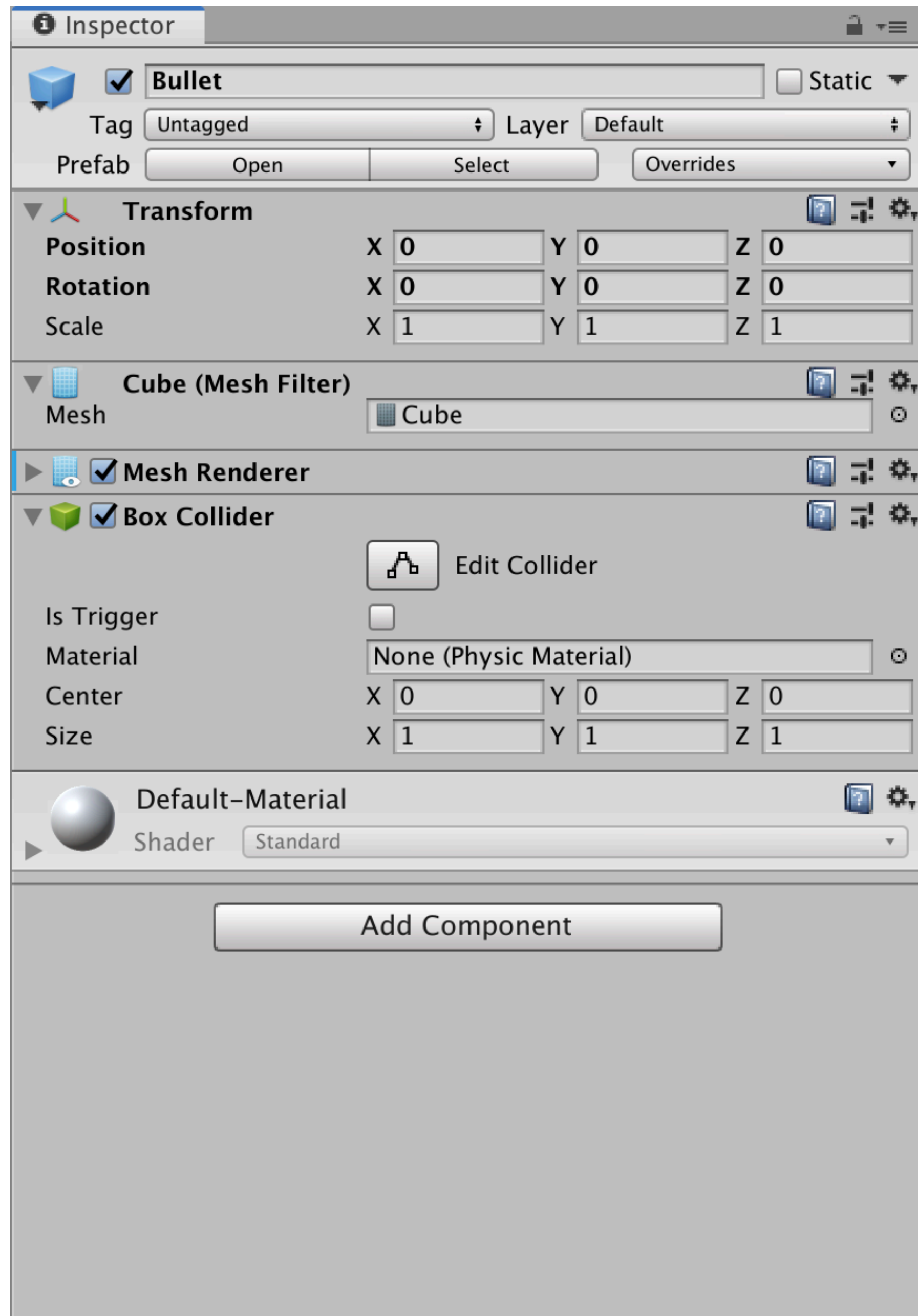












## GameObject

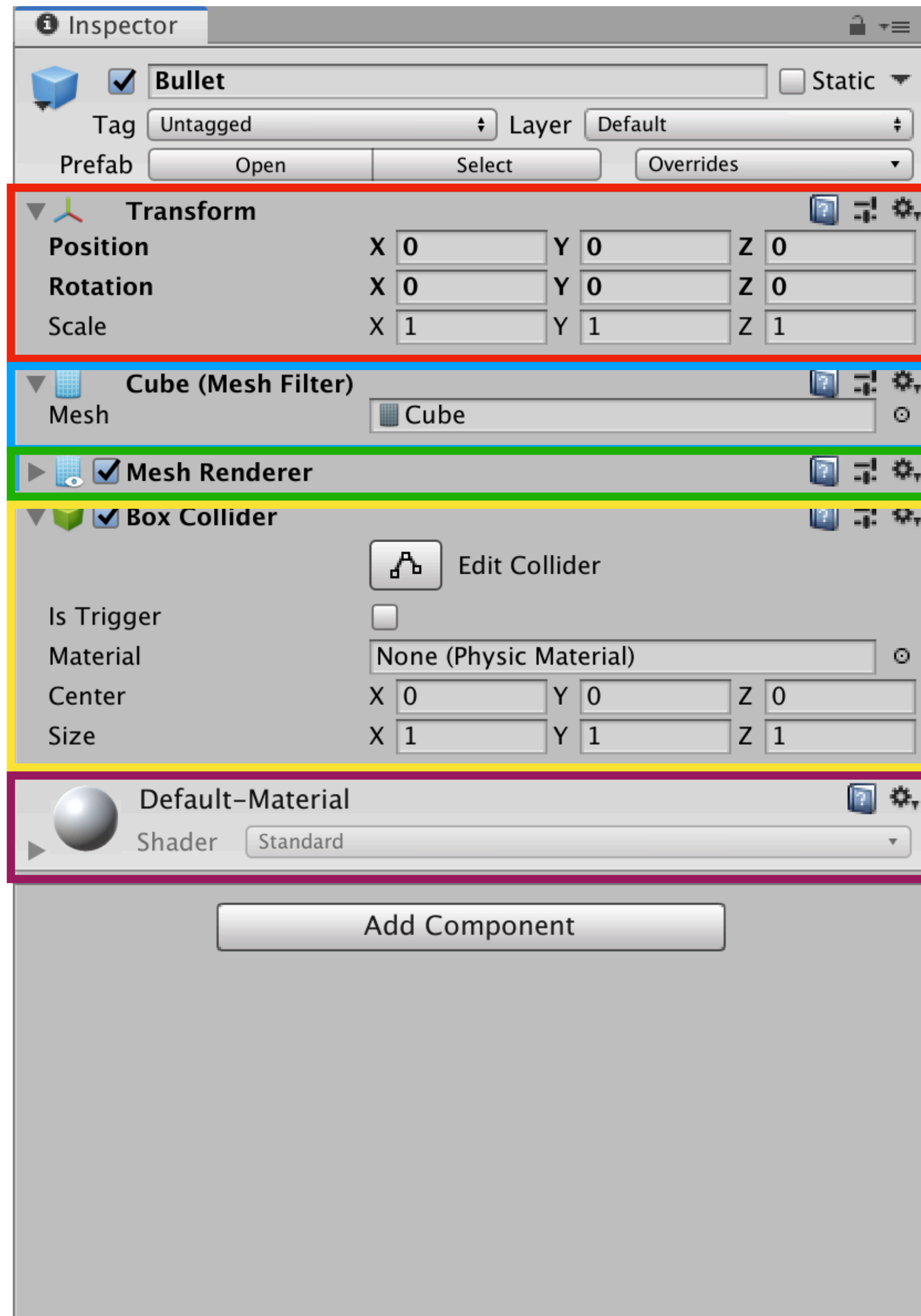
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## Components

- 遊戲中的物件的組成元素，如音樂、碰撞體....，用來控制GameObject的行為，

每個GameObject可以包含多個不衝突components





## GameObject

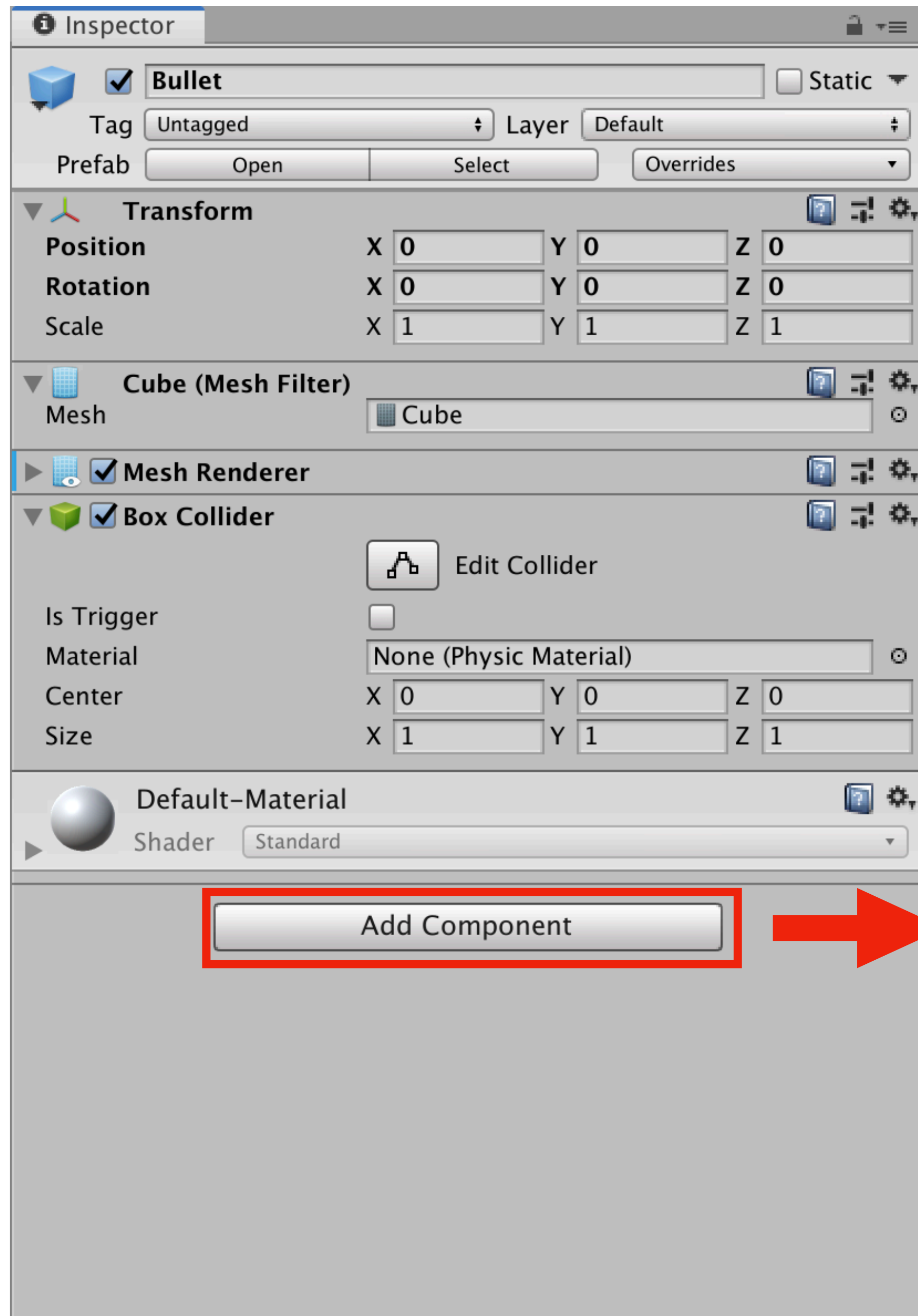
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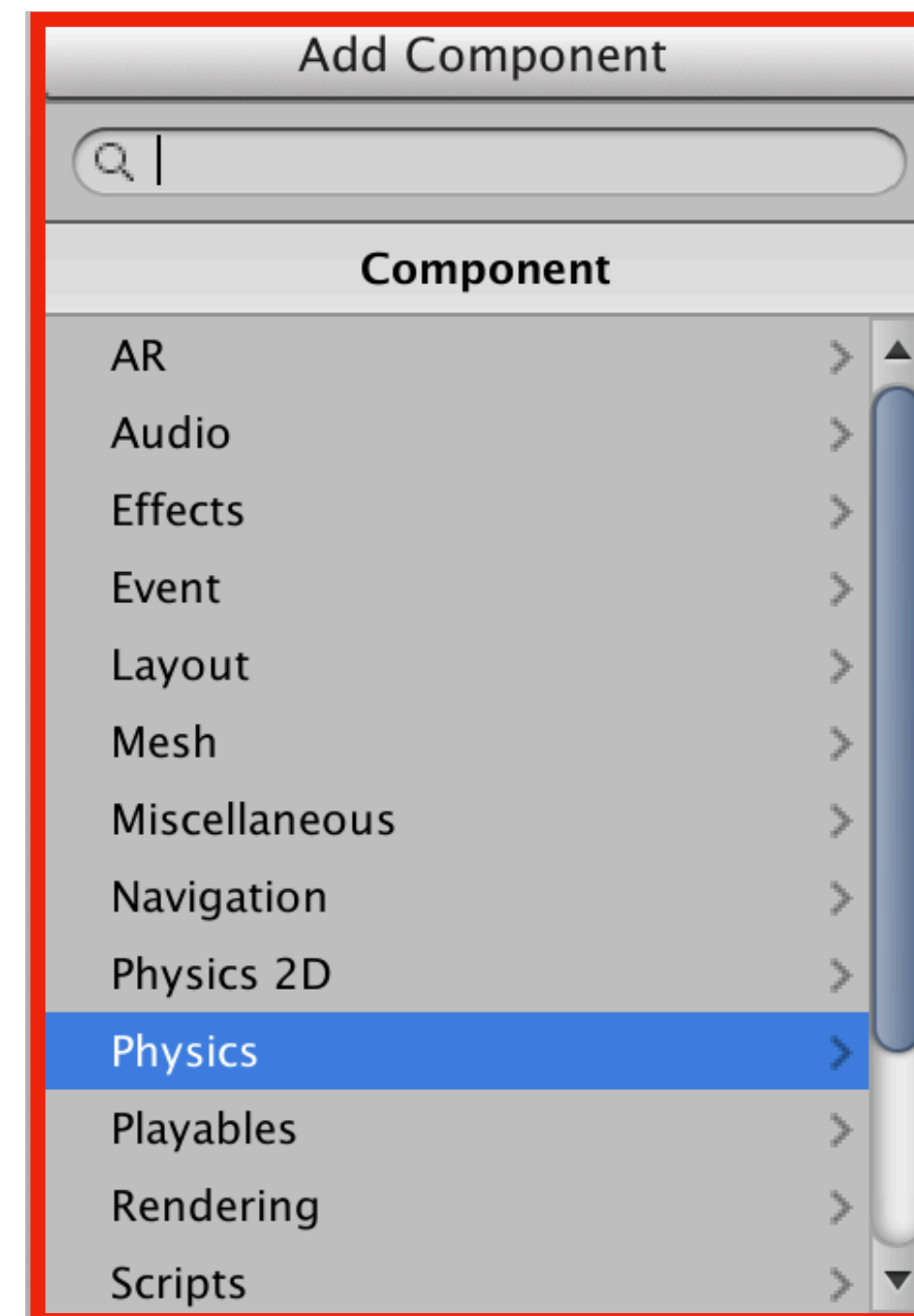


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常見components

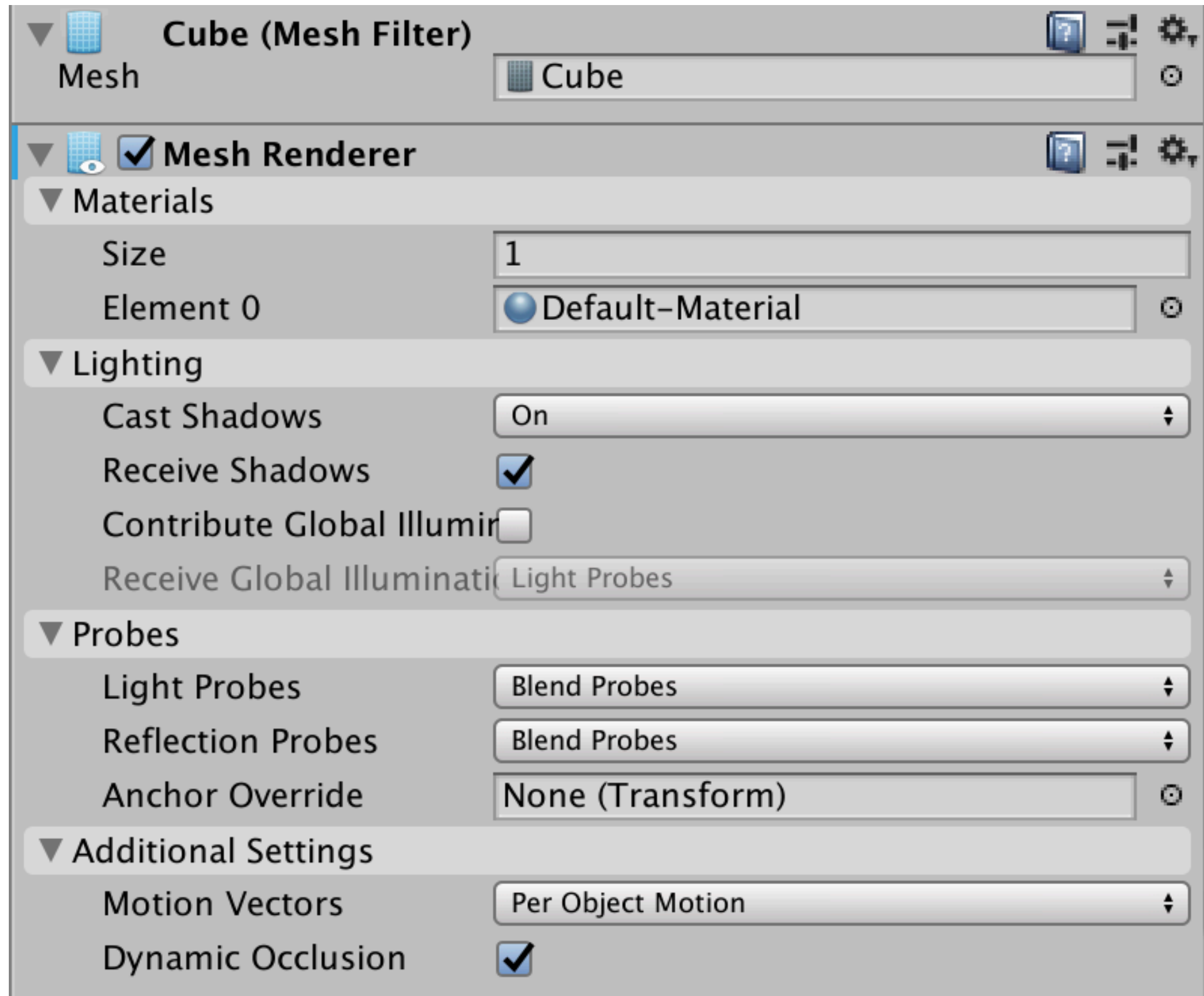




## Transform

- Transform是GameObject的Component的一種， Transform描述GameObject的位置(Position)、旋轉(Rotate)、縮放(Scale)，每個GameObject都會包含這個元件





## Transform

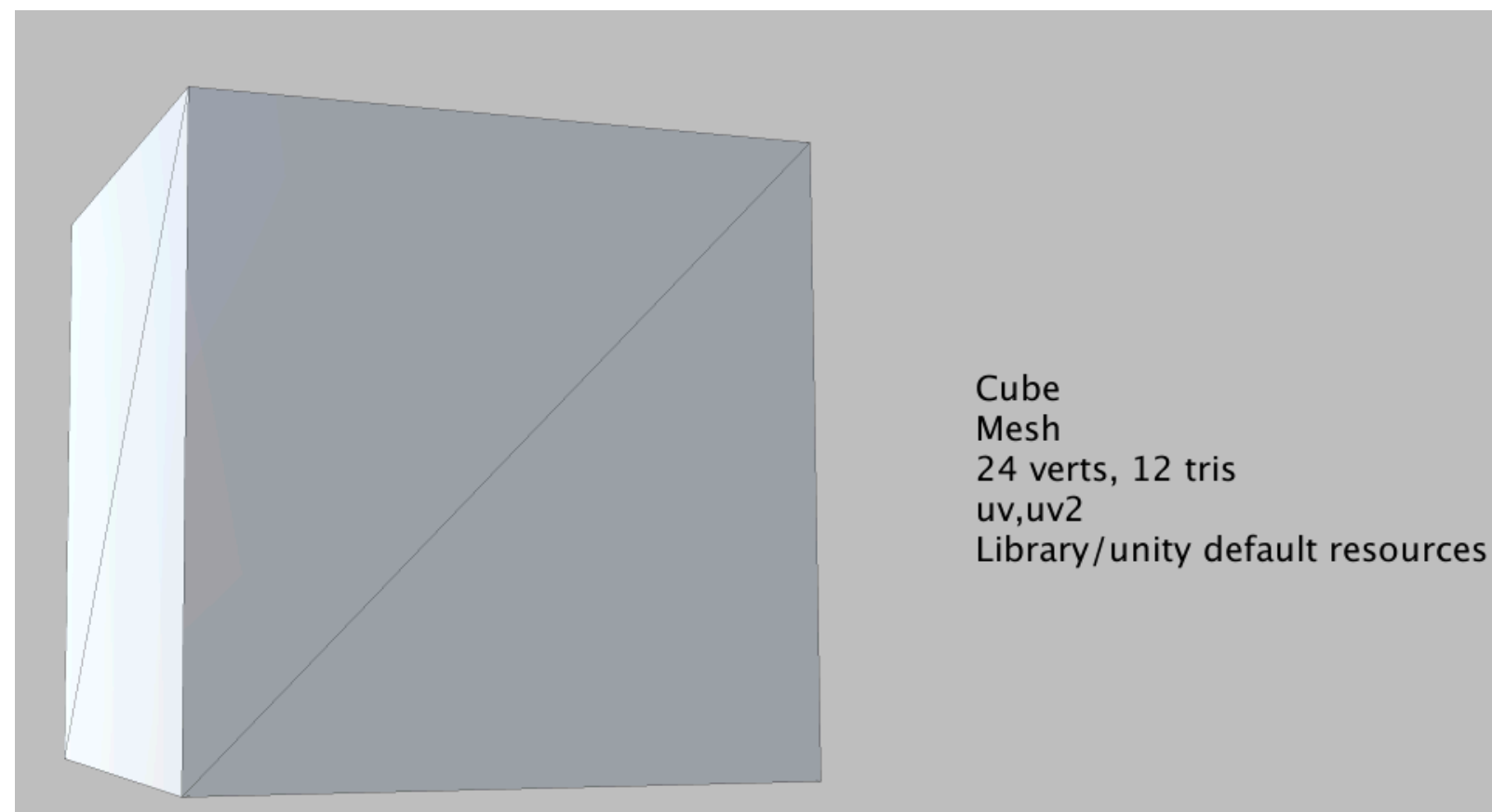
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## Mesh Filter

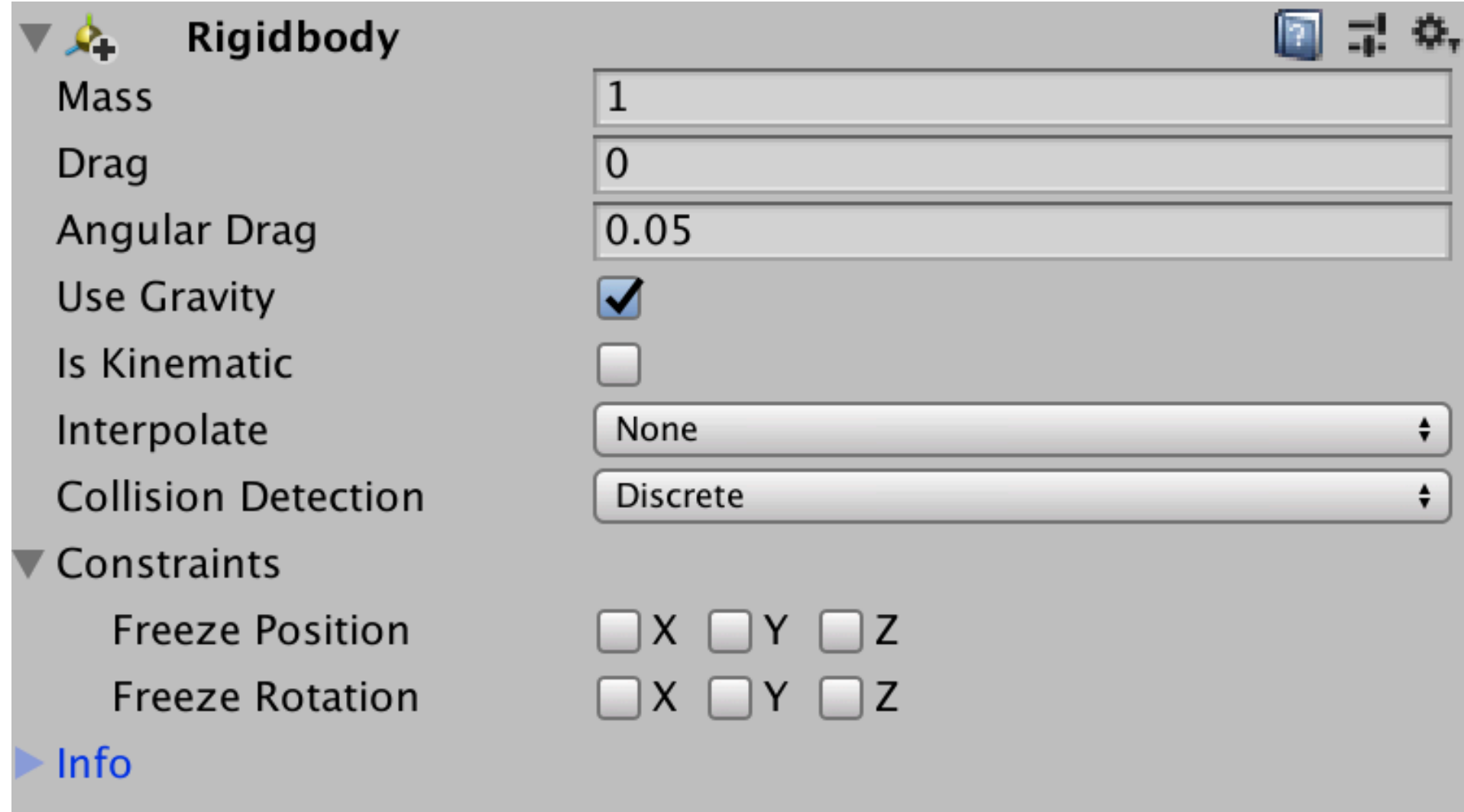
- 塑造GameObject的外觀， Mesh Filter從resource裡選一個Mesh當作外觀。  
一個model的mesh是很多個三角形所組起來的。

## Mesh Renderer

- 在畫面上呈顯GameObject的外觀。







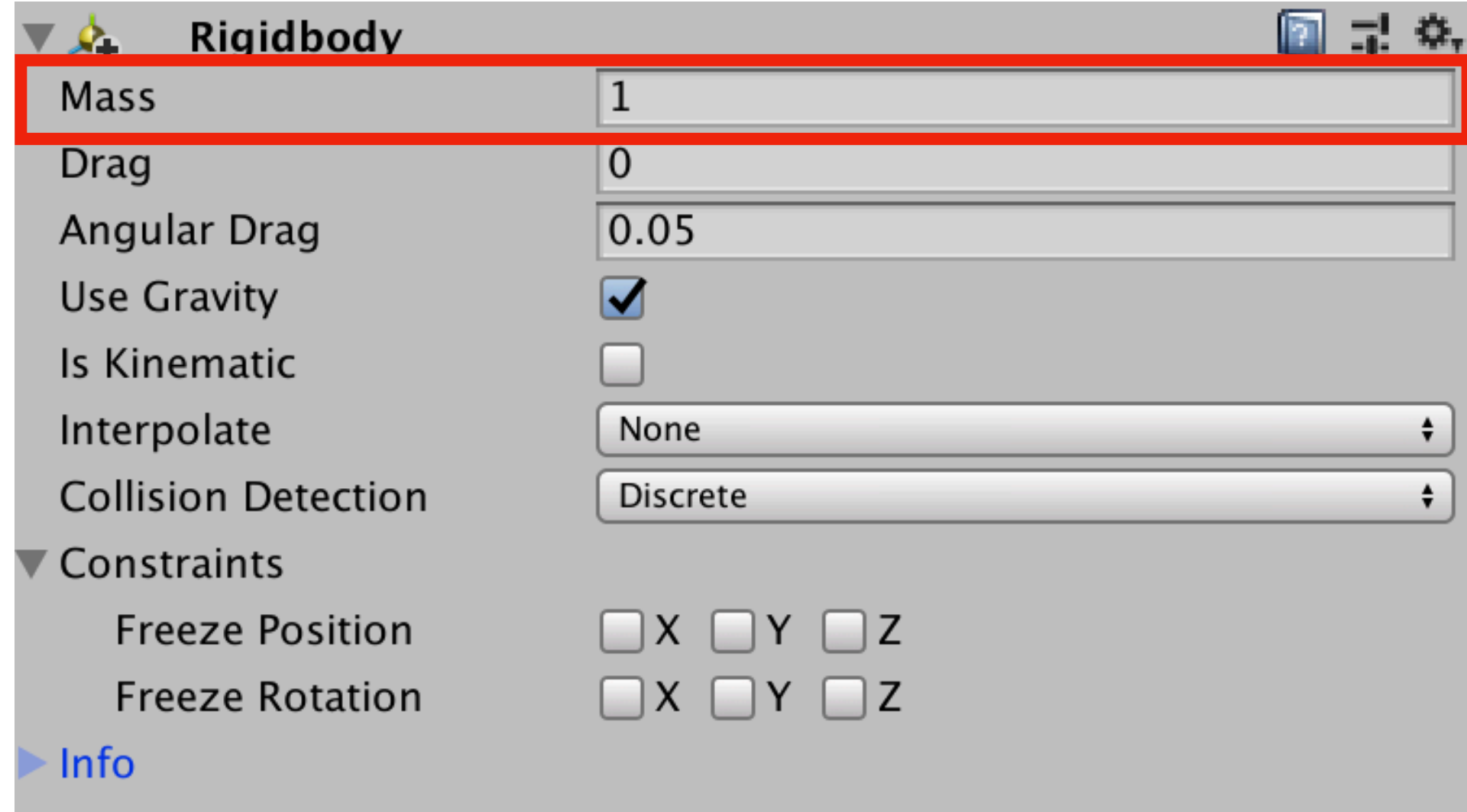
## Rigidbody

- 允許自身受到物理碰撞。

加了剛體的物件才會受到物理作用力，如受到重力而落下、被物理作用力推動／旋轉，也無法主動穿越其他碰撞器，這都是受到剛體的影響。

而對方若是沒加剛體，對方就不會受到碰撞的作用力推擠，但仍然可以判斷雙方有碰撞。

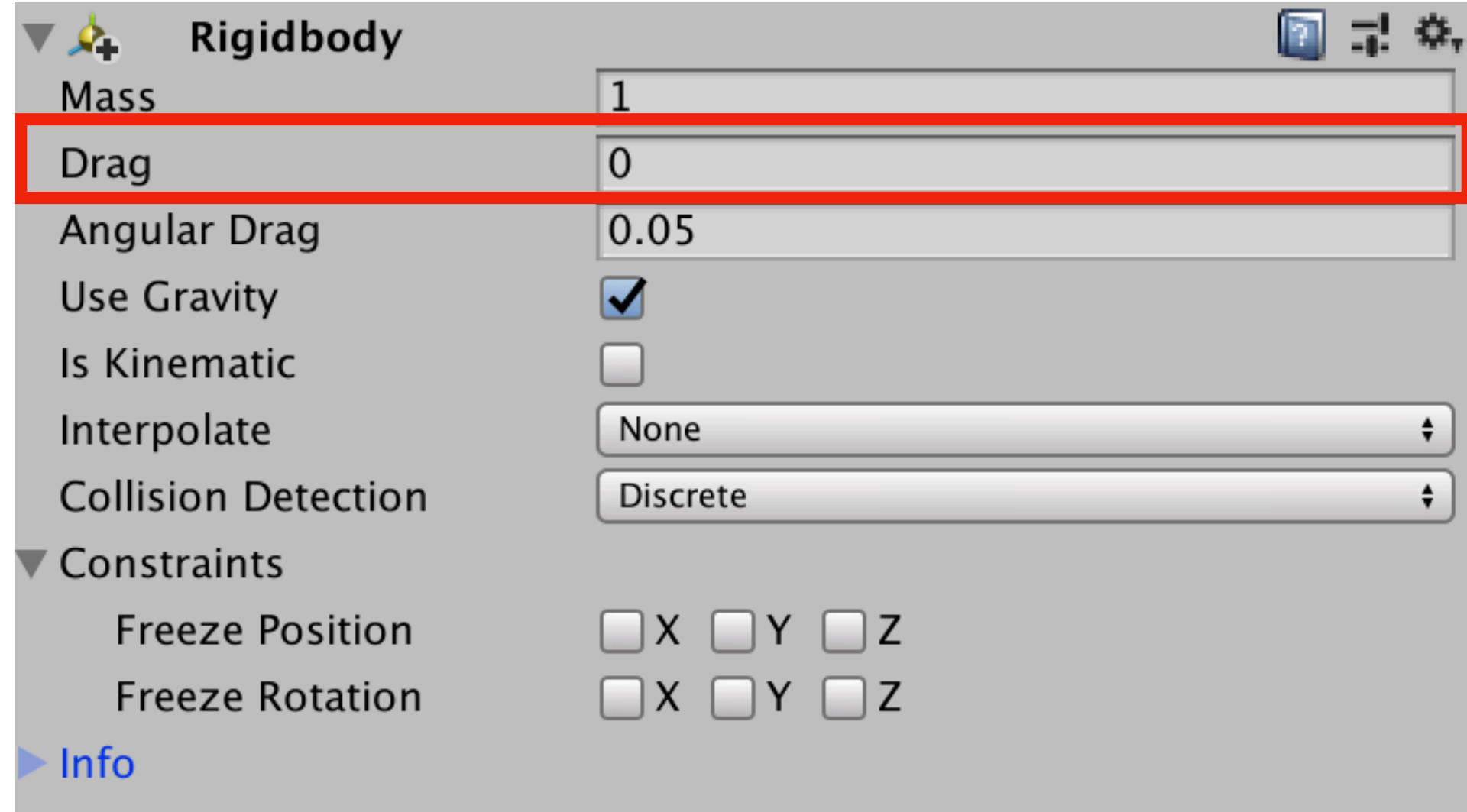




## a. Mass

- 物體質量，也可以說是重量。





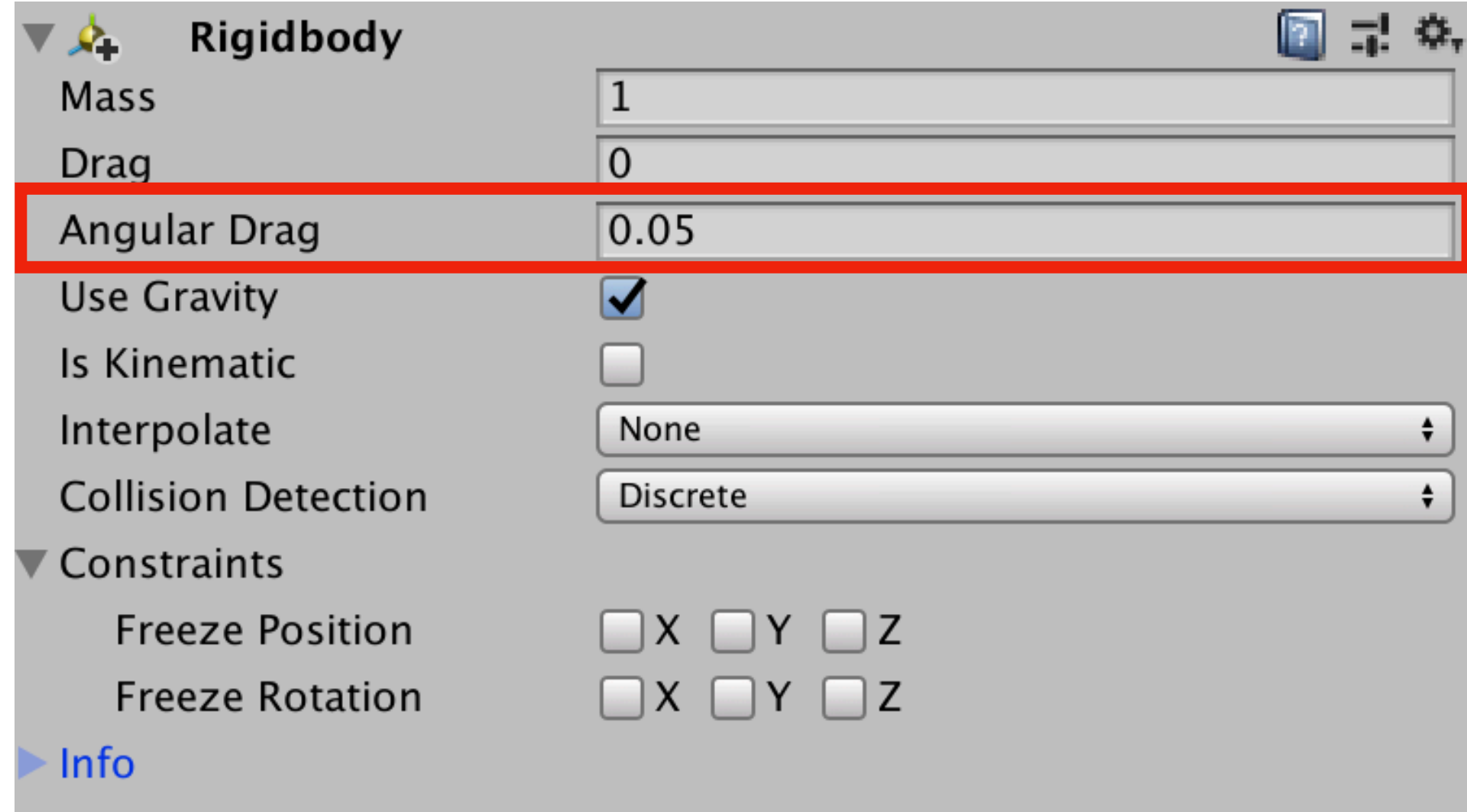
## a. Mass

- 物體質量，也可以說是重量。

## b. Drag空氣阻力

- 提高數值可減少落下速度、被撞飛距離。





### a. Mass

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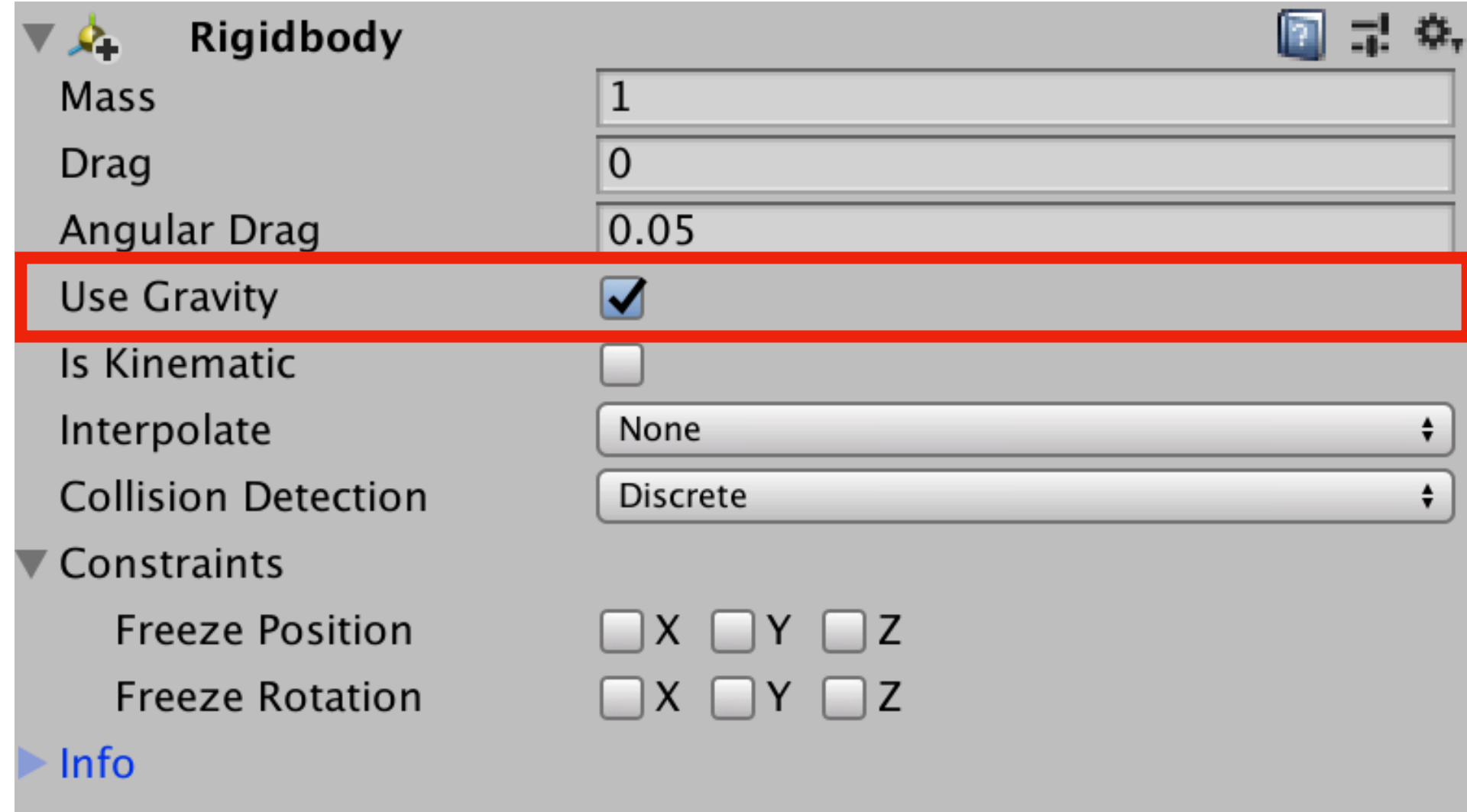
### b. Drag空氣阻力

- 提高數值可減少落下速度、被撞飛距離。

### c. Angular Drag角阻力

- 提高數值可減少旋轉速度。





### a. Mass

- 物體質量，也可以說是重量。

### b. Drag空氣阻力

- 提高數值可減少落下速度、被撞飛距離。

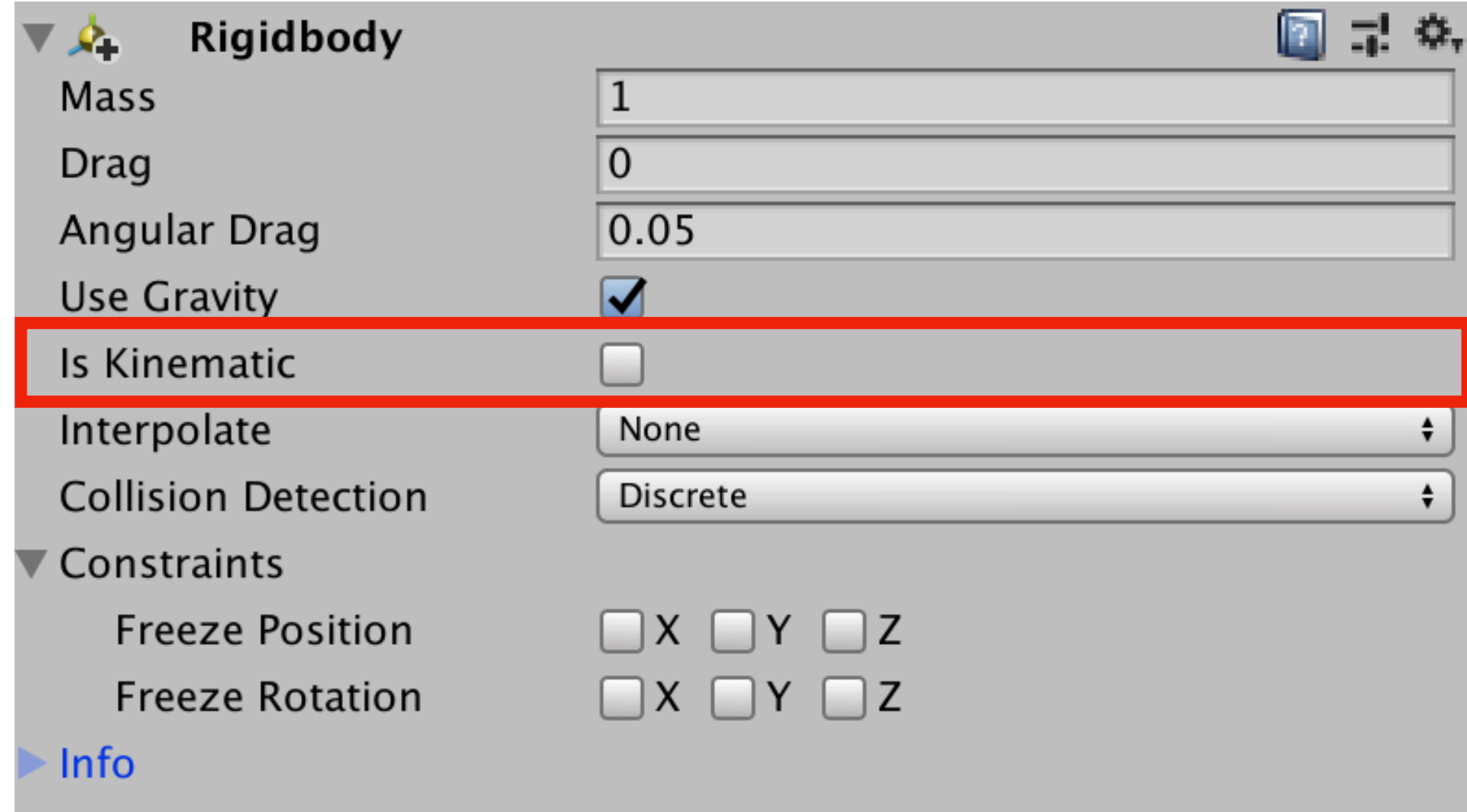
### c. Angular Drag角阻力

- 提高數值可減少旋轉速度。

### d. Use Gravity

- 物體是否受重力影響。





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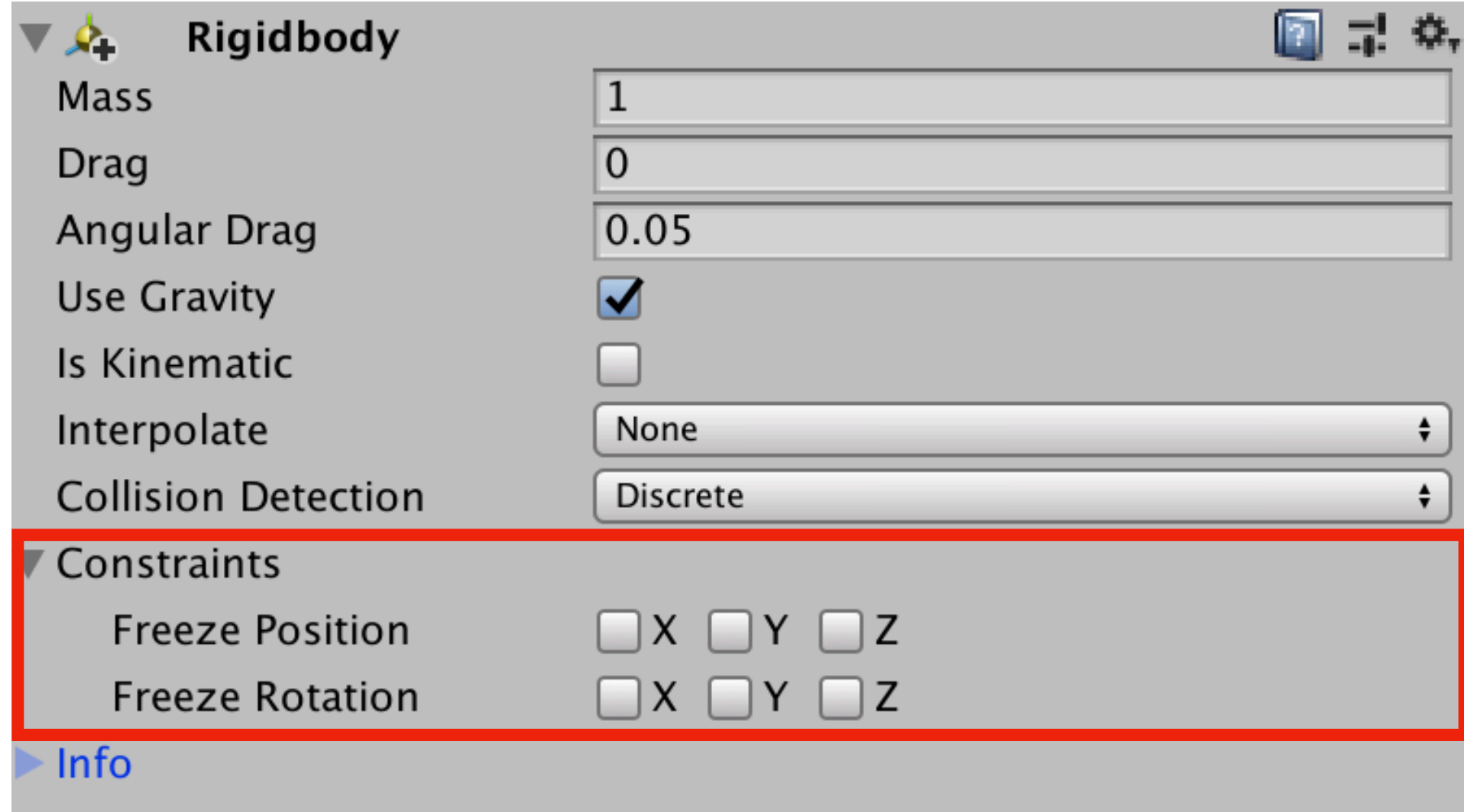
## e. IsKinematic運動學

- a. 不允許自身受到碰撞，也不會受到重力等物理影響，但會對其他物件造成碰撞。

- 雙方都勾運動學的話，雙方都不會受到碰撞，會直接穿越，因此會被視為沒有碰撞到，無法執行OnCollision函式。

- 對自身而言，剛體+運動學的效果，就等同於不加剛體，唯一差異是「剛體+運動學」去撞「靜止的碰撞體」時，仍可以執行碰撞、觸發函式；但雙方都不加剛體的話，則無法執行碰撞、觸發函式。





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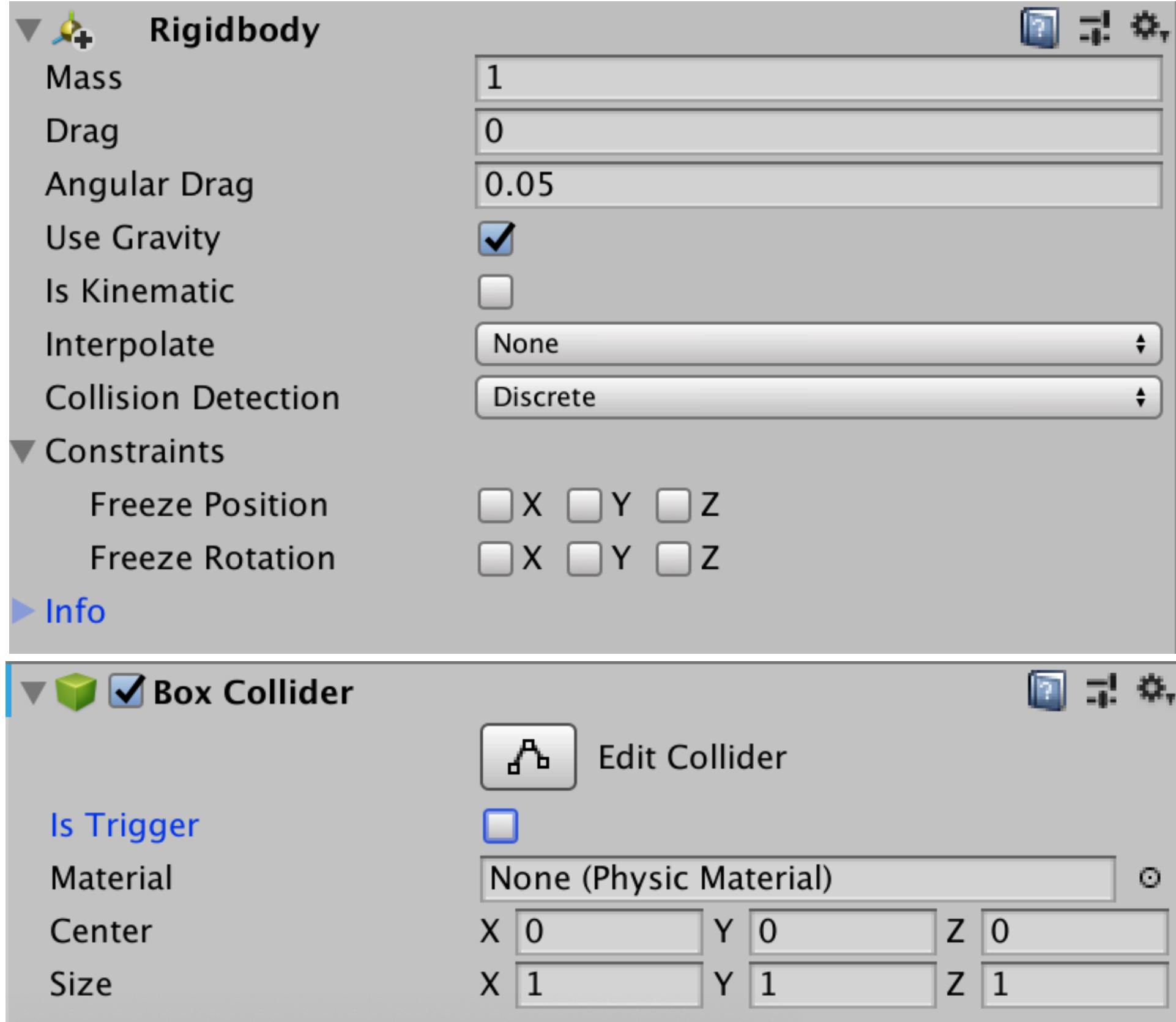
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## f. Constraints限制

- 自身受到碰撞時，勾選的位置（Position）、角度（Rotarion）不受力。

很類似把運動學拆成六個細項來設定，但唯一差別在於仍然算有碰撞，可以照常執行





## Rigidbody

- 允許自身受到物理碰撞。

加了剛體的物件才會受到物理作用力，如受到重力而落下、被物理作用力推動／旋轉，也無法主動穿越其他碰撞器。

而對方若是沒加剛體，對方就不會受到碰撞的作用力推擠，但仍然可以判斷雙方有碰撞。

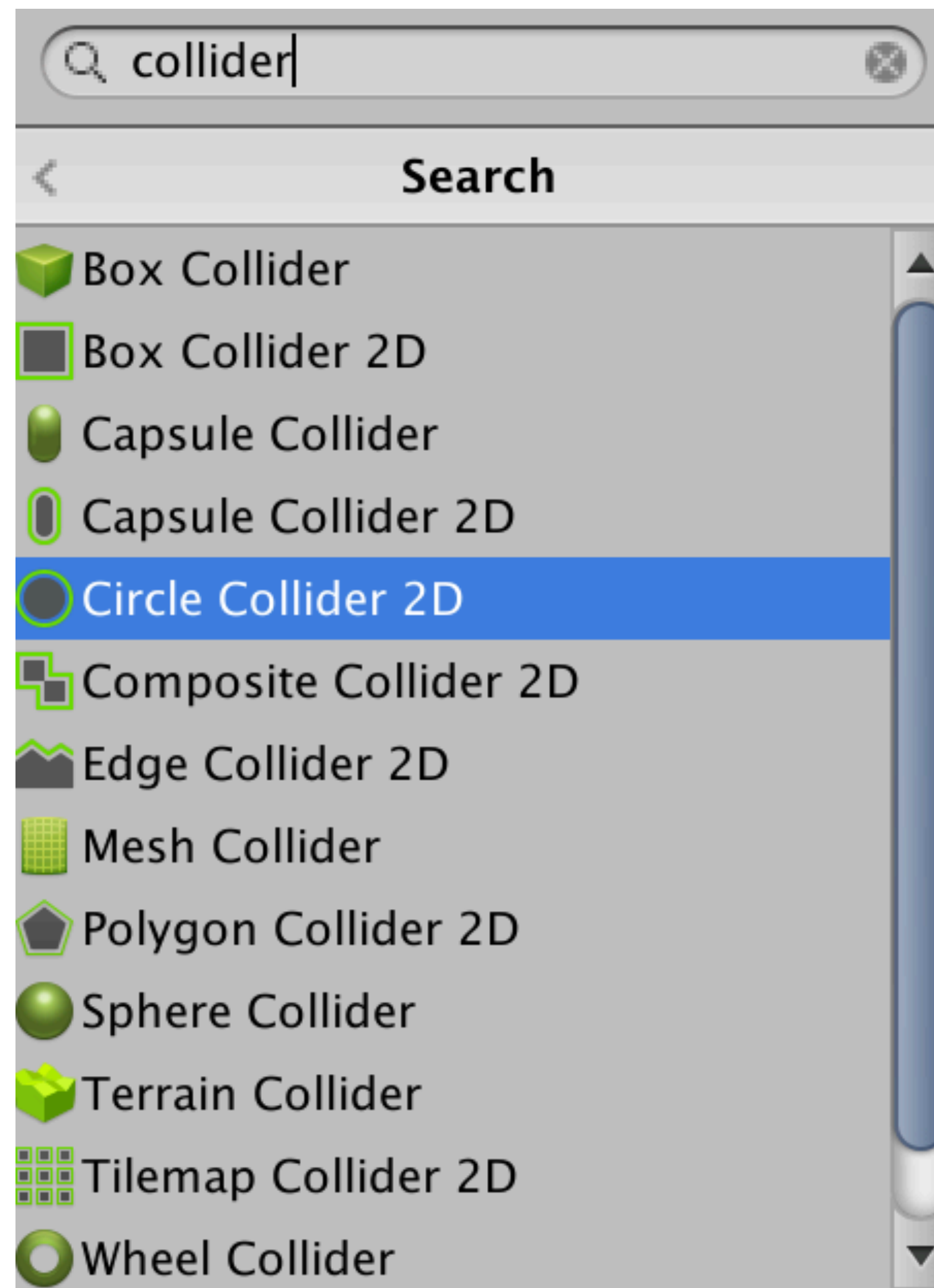
## Collider

- 只要有碰撞器就會對其他物件產生碰撞；

若物件自身要受到碰撞的話，則需要碰撞器+剛體，缺一不可。

若物件自身要受到程式Translate位移或Rotate旋轉，也至少需要碰撞器。





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兩者皆有Rigidbody



下面的方塊沒有Rigidbody



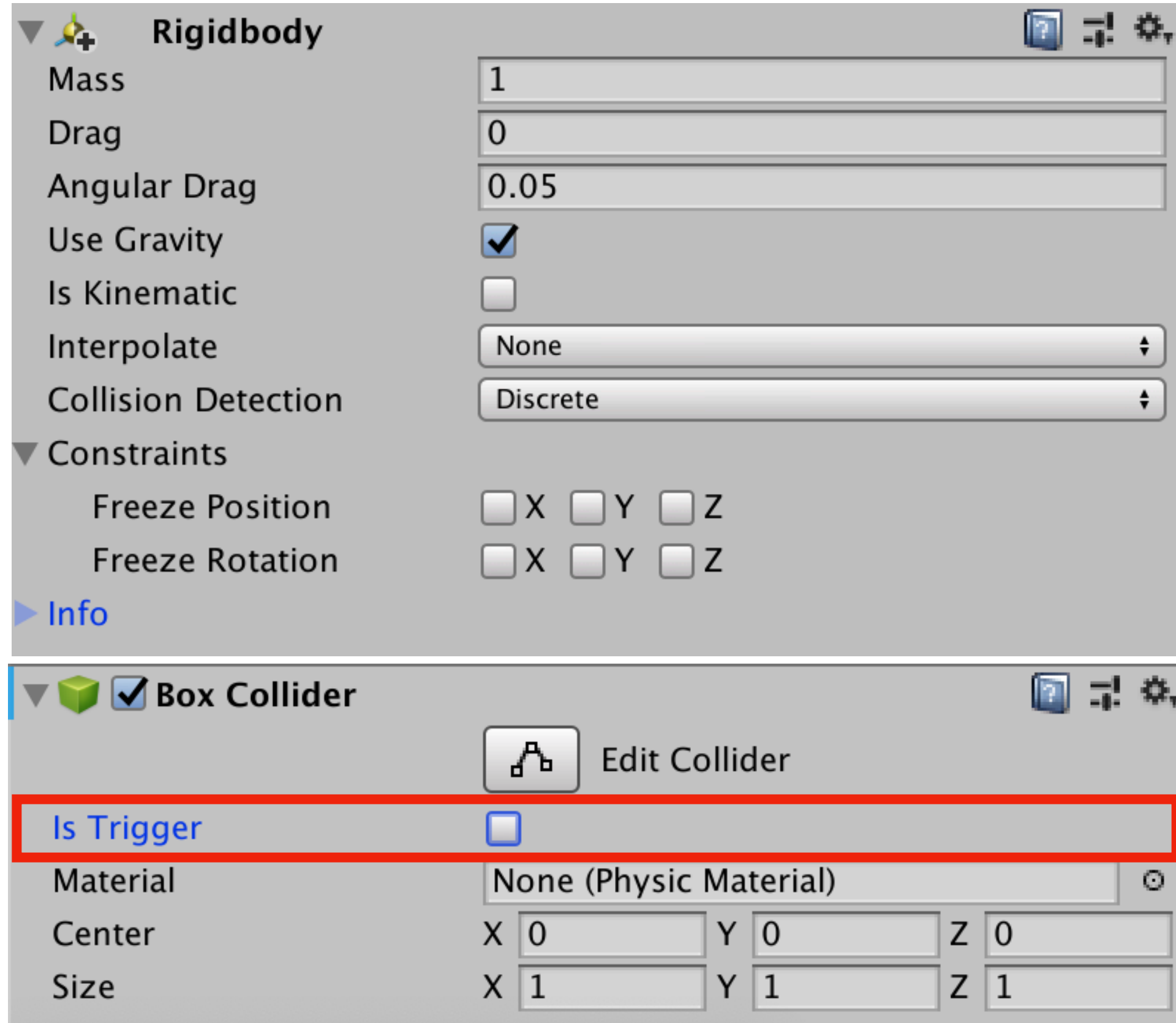
其中一個沒有collider





## a. IsTrigger觸發器

- 勾了就不允許自身受到／造成碰撞，也不會受到重力等物理作用力影響，而是改為Trigger觸發，雙方碰到時會直接穿越並執行Trigger函式，但自身還是可以受到程式位移或旋轉。





# Collision vs Trigger

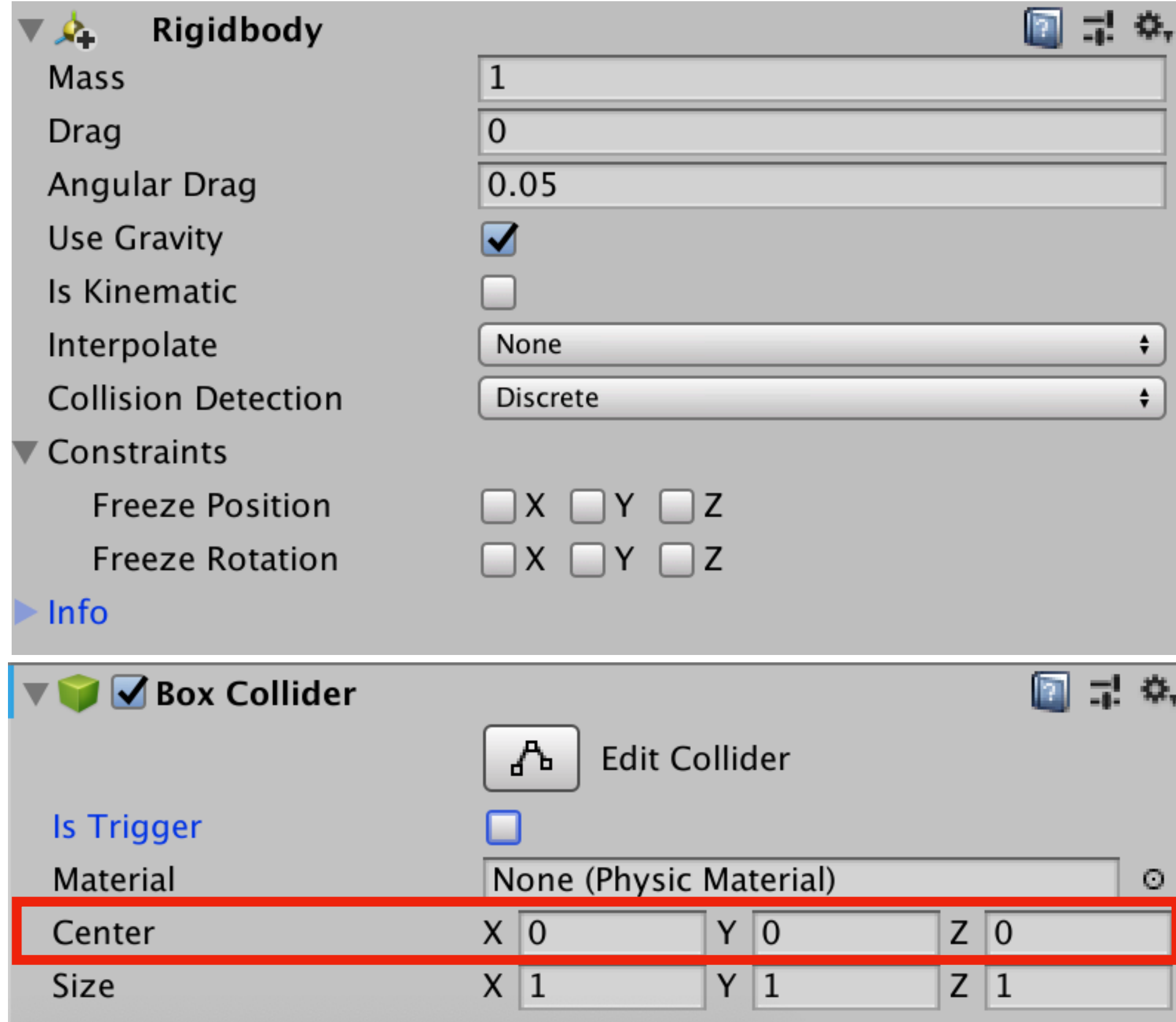
	Collision	Trigger
程式判斷接觸條件	A、B皆要有collider 且至少動的一方要有Rigidbody	A、B皆要有collider 且至少動的一方要有Rigidbody
物理性質	物理碰撞	無物理碰撞
Is Trigger	皆不開啟Trigger	至少一方的collider要開啟Trigger
Function	OnCollisionEnter OnCollisionStay OnCollisionExit	OnTriggerEnter OnTriggerStay OnTriggerExit

兩個物件A跟B接觸時，不可能同時產生碰撞+觸發，最多產生其中一種，但是可以辦到讓A跟B產生碰撞，A跟C產生觸發。如果動的一方沒有剛體，它去撞的靜止一方即使有剛體，也是當作沒接觸。

※若雙方都勾了Kinematic運動學，或任一方勾了Trigger觸發器，則碰撞無效。

Enter函式是當兩個物件接觸的瞬間，會執行一次這個函式；Stay函式是當兩個物件持續接觸時，會不斷執行這個函式；Exit函式是當兩個物件分開的瞬間，會執行一次這個函式。





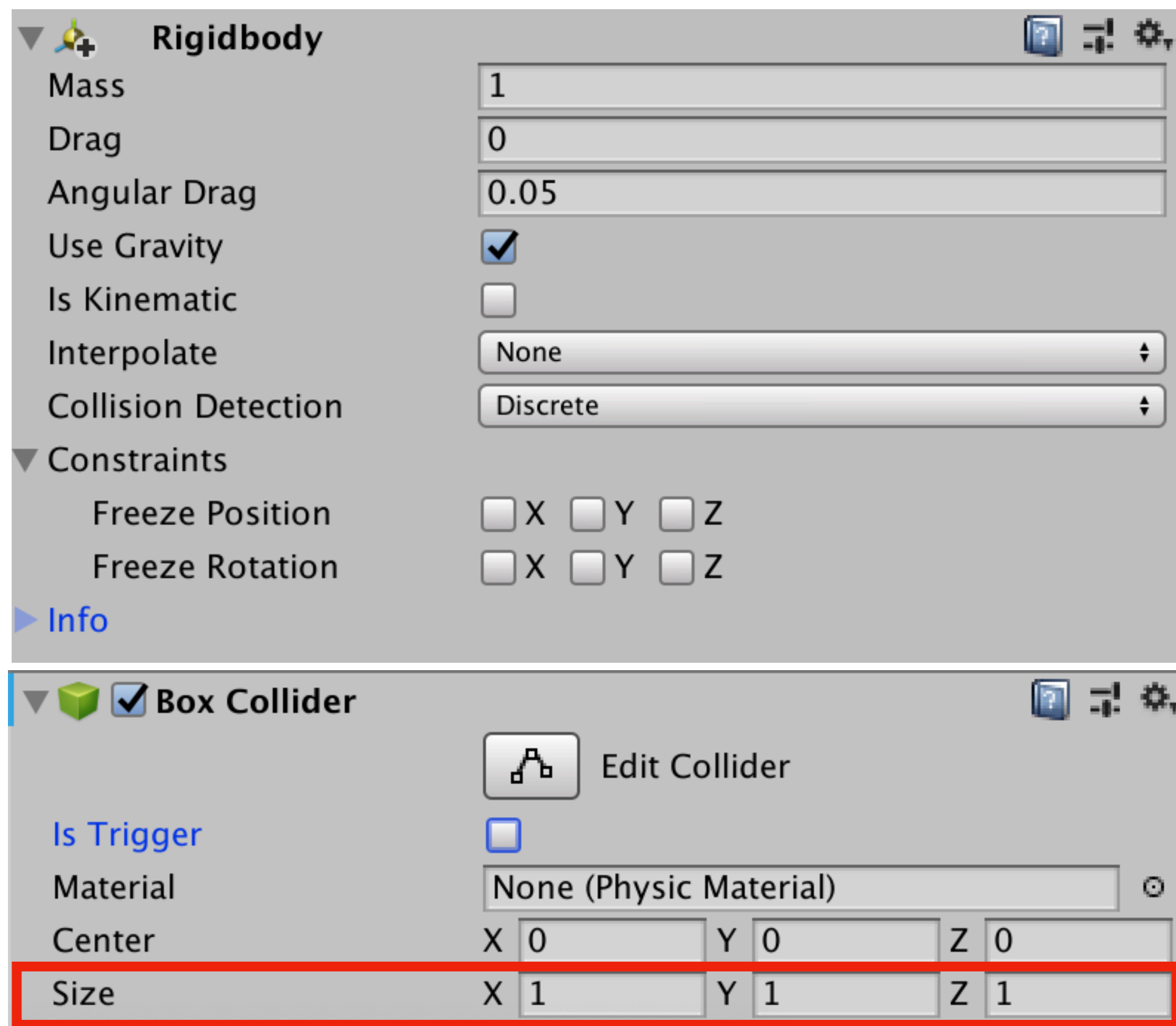
## a. IsTrigger觸發器

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## b. Center

- 調整collider的中心位置。





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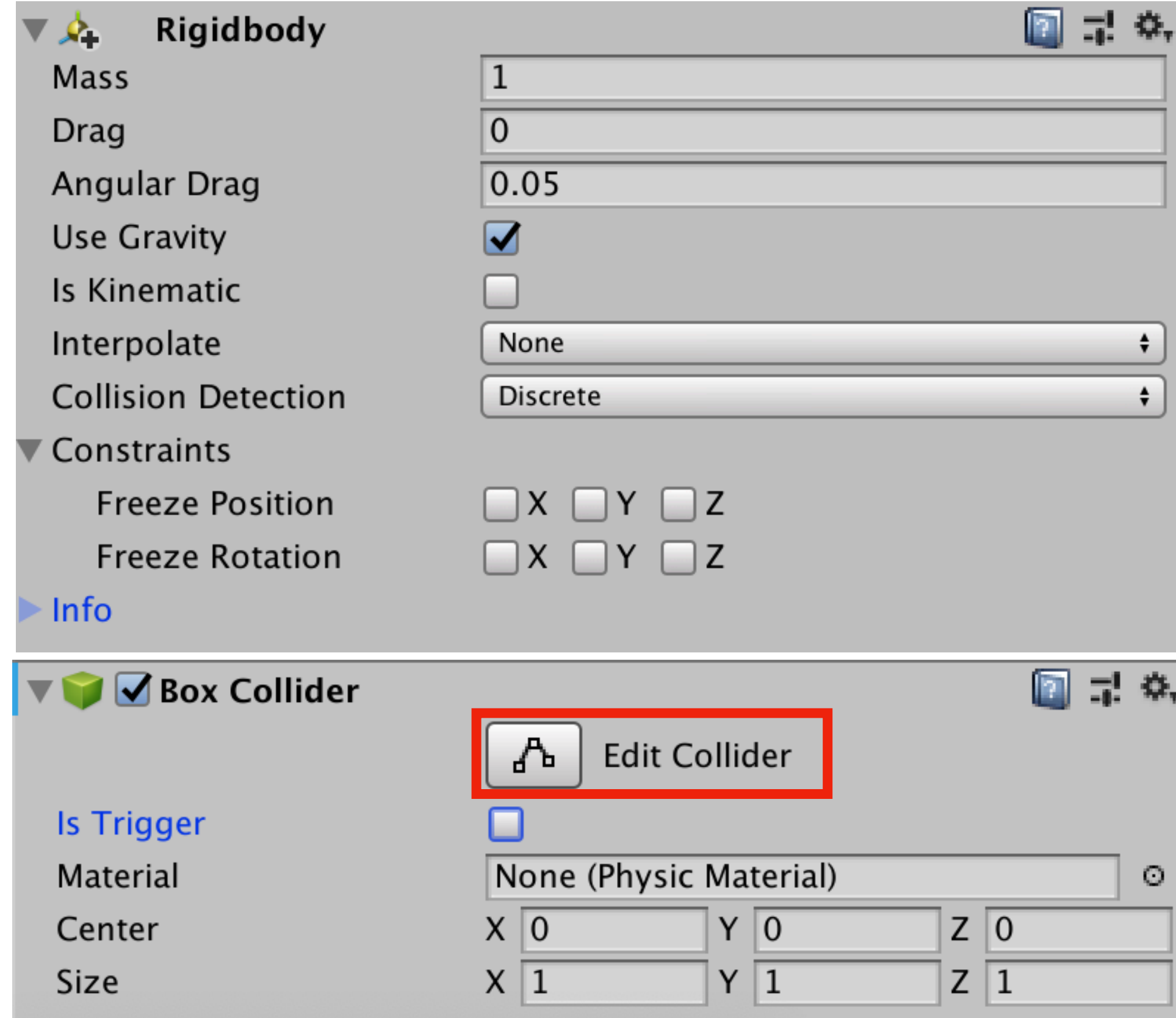
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- 調整collider的中心位置。

## c. Size

- 調整collider的大小。





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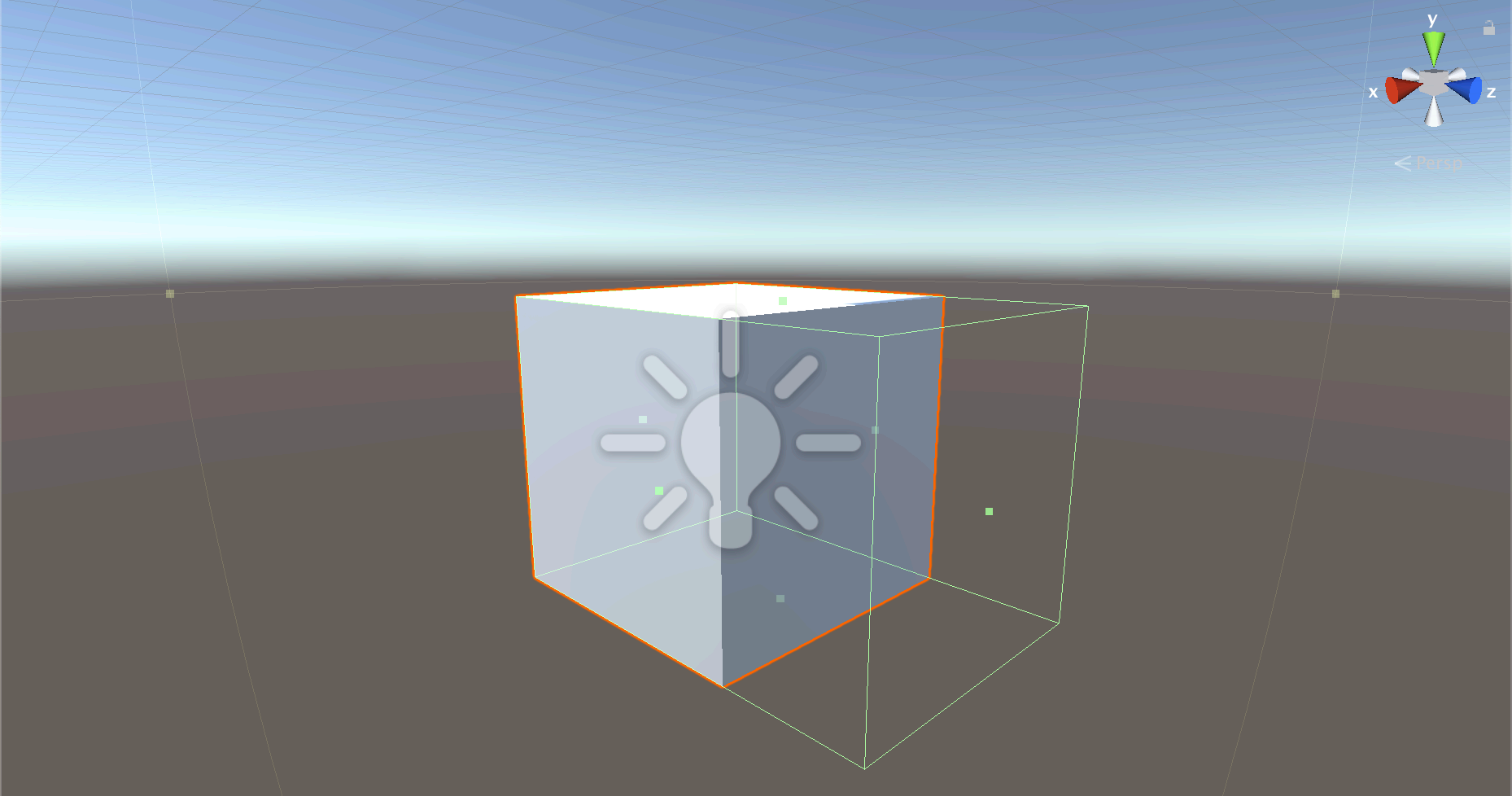
## c. Size

- 調整collider的大小。

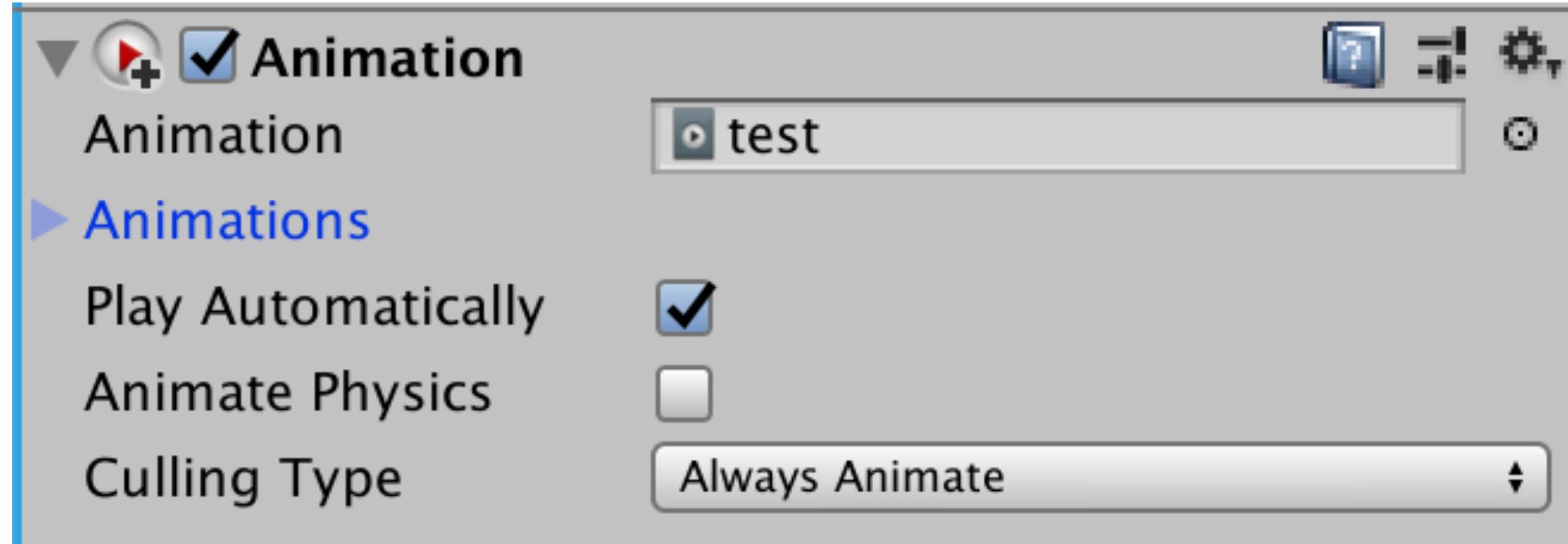
## d. Edit Collider

- 在Scene直接調整物件的collider。





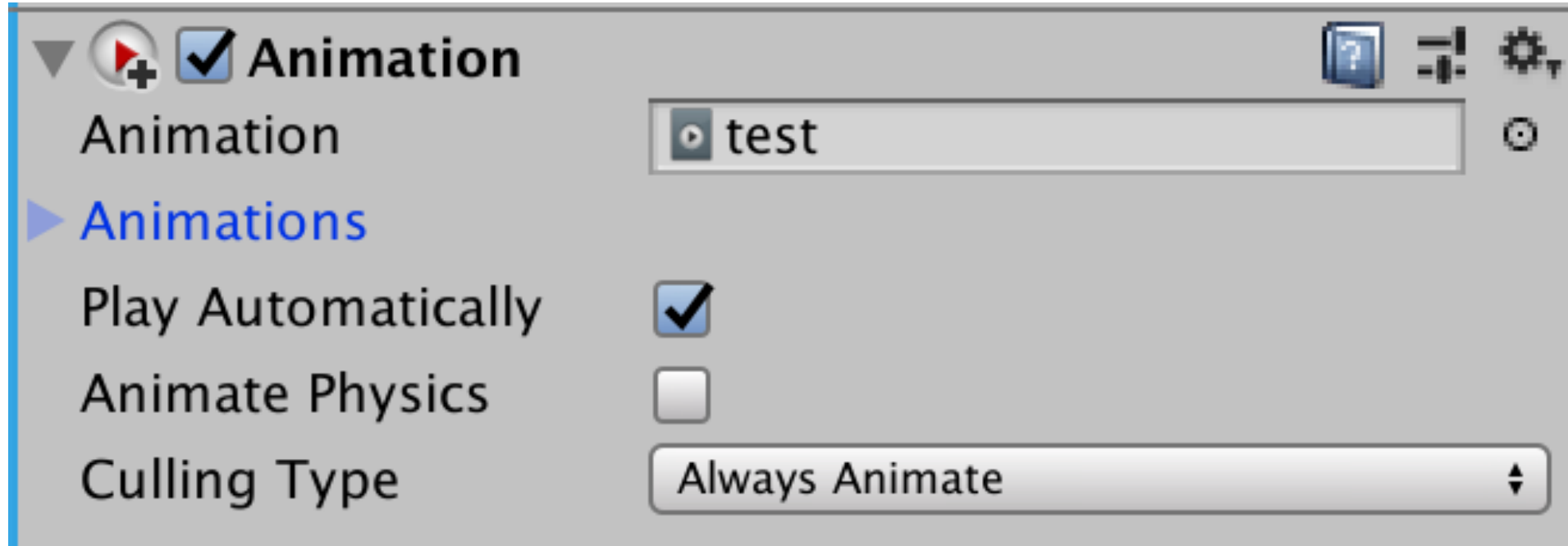




## Animation

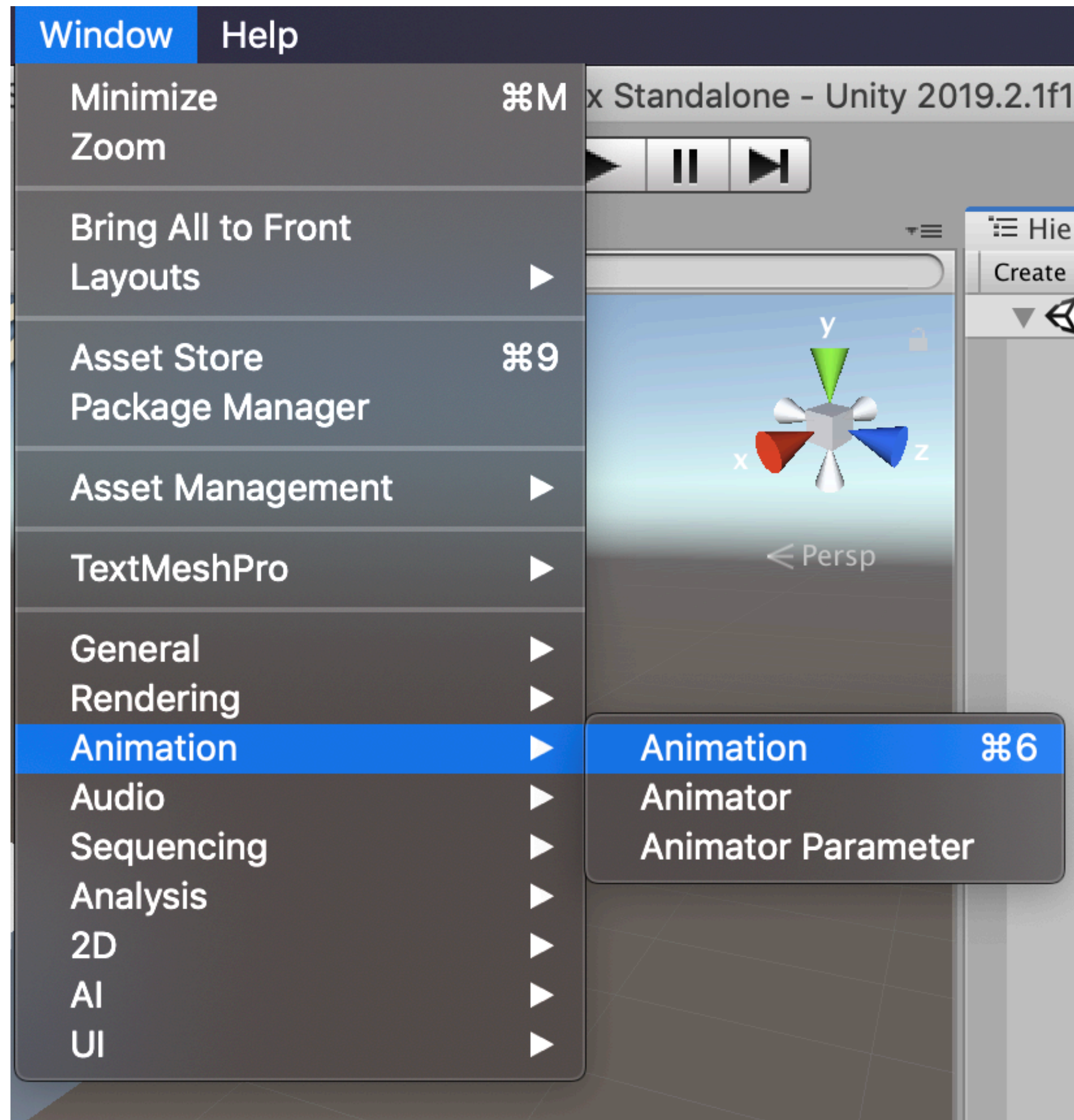
- 為物件製作動畫



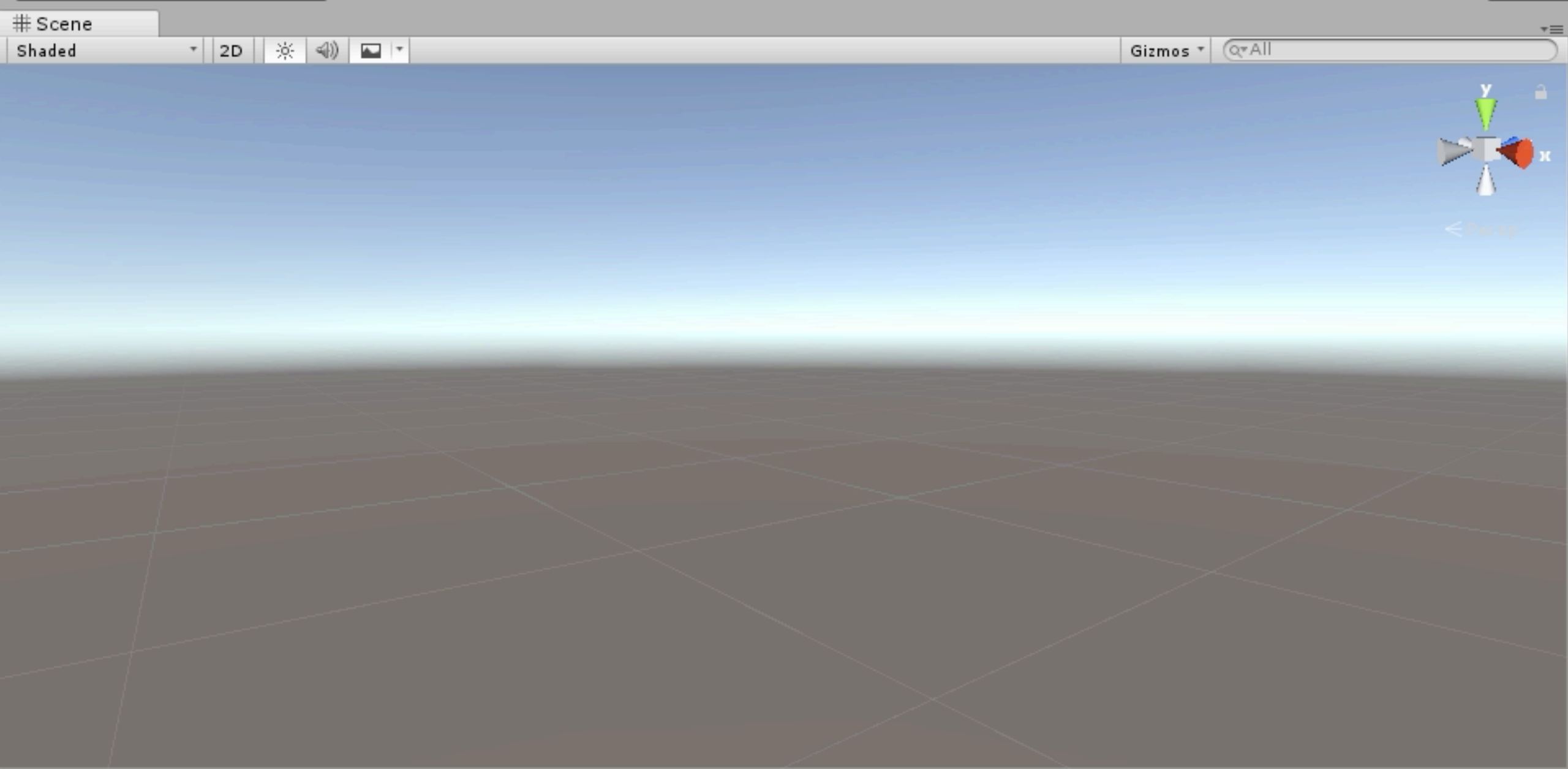


## Animation

- 為物件製作動畫





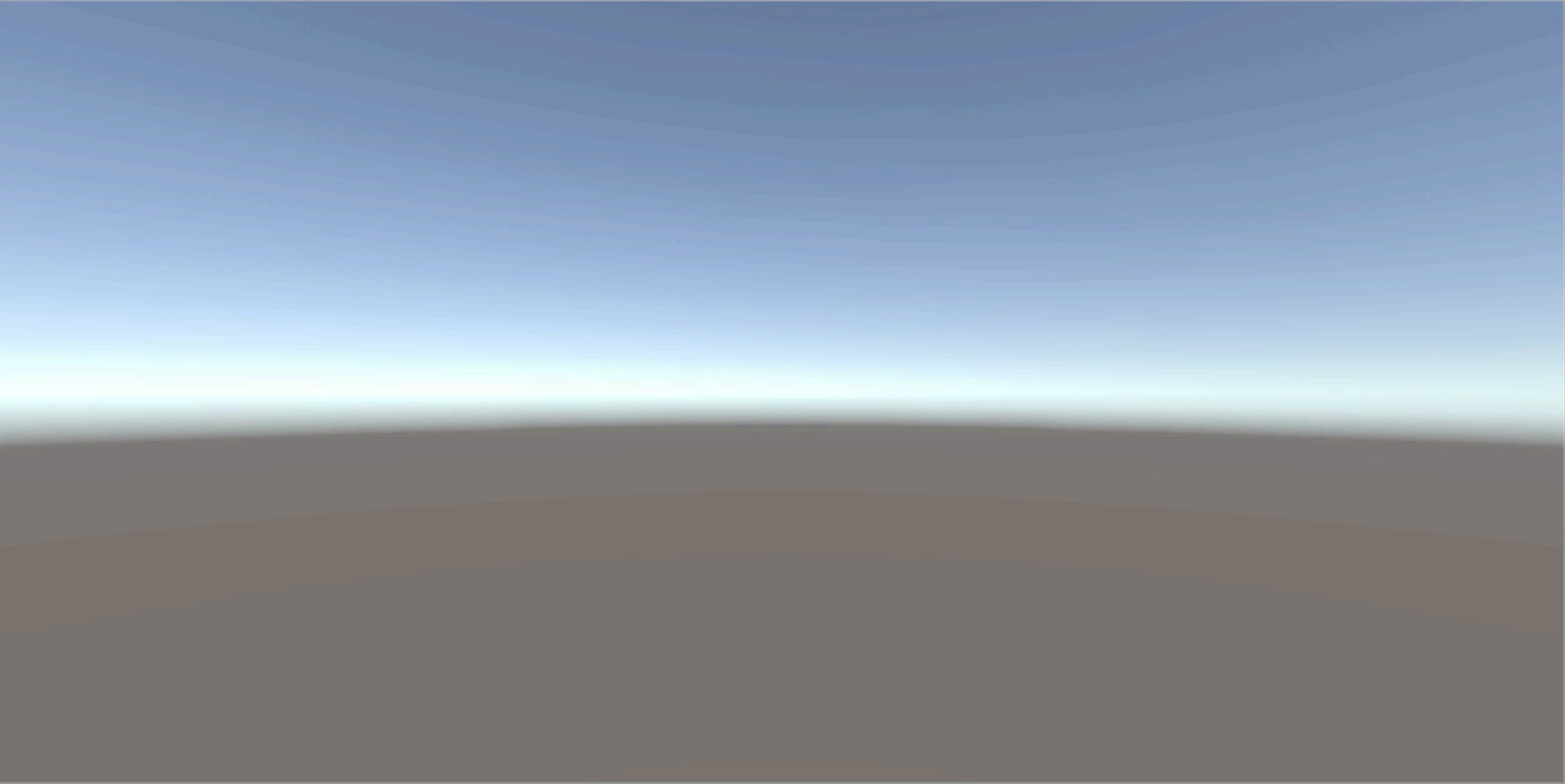


Hierarchy

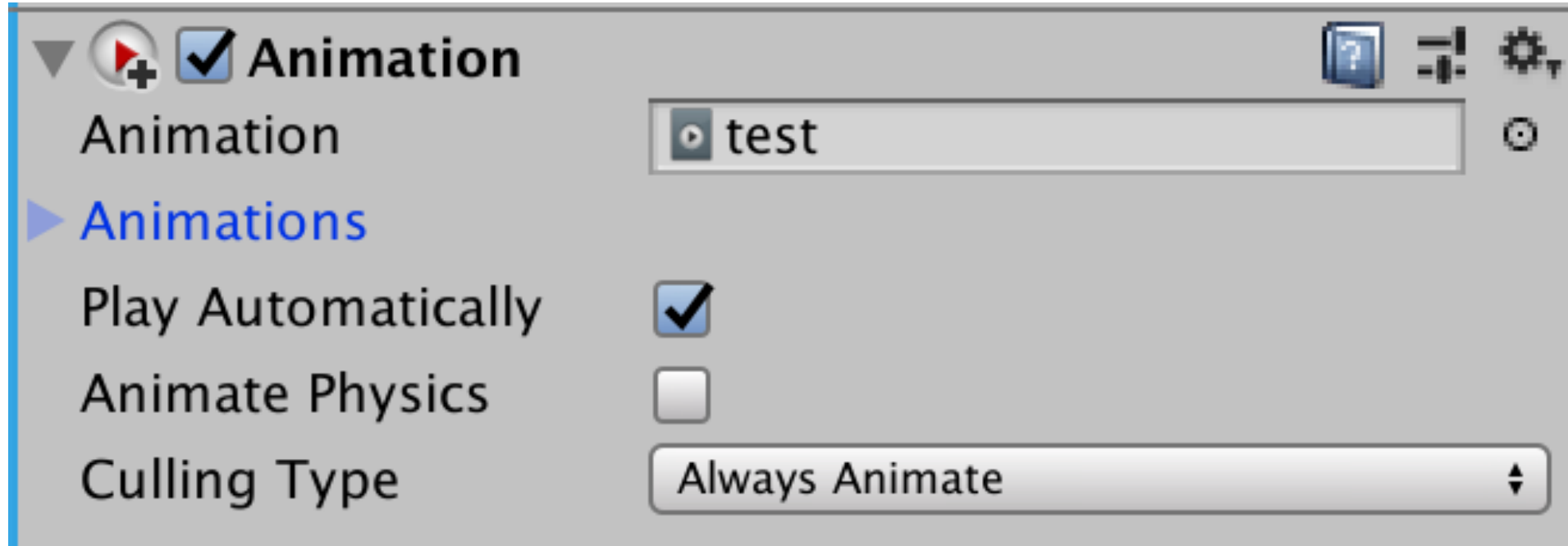
Create Qr All

- Untitled\*
  - Main Camera
  - Directional Light

Inspector

The inspector panel shows a green rectangular object. The object's name and properties are not visible in this view.



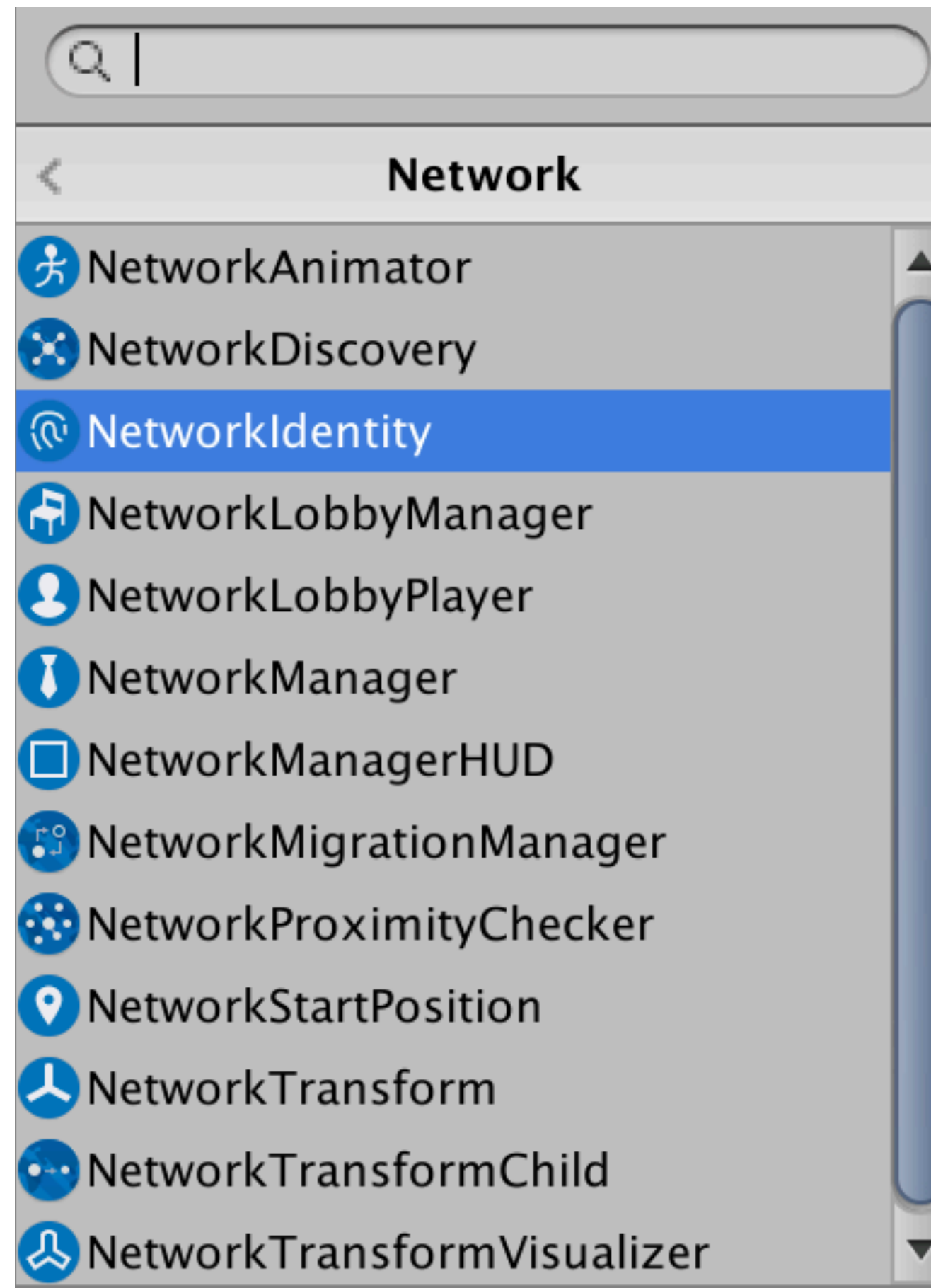


## Animation

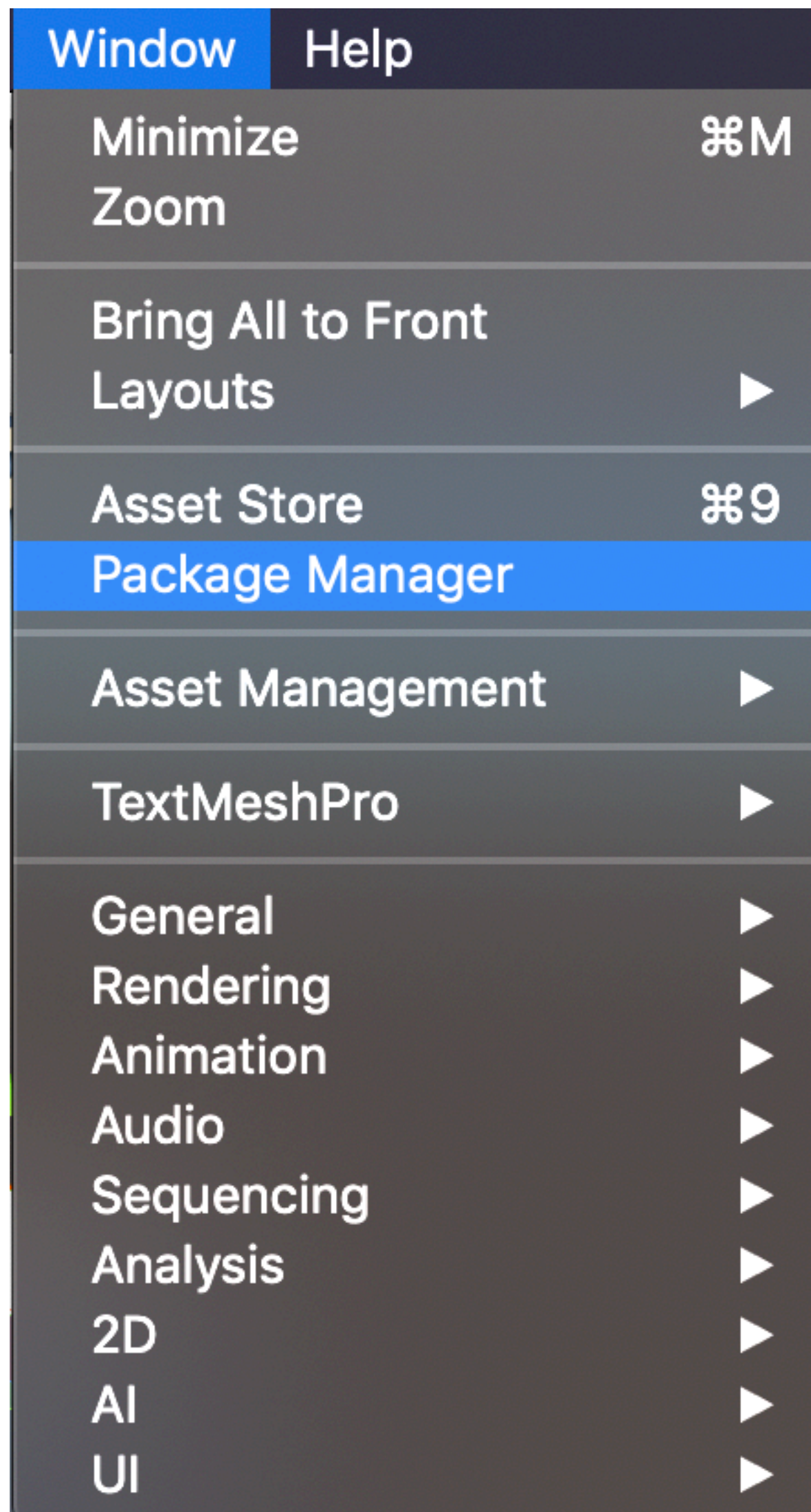
- 為物件製作動畫

## Network

- 多人連線遊戲









Window Help

- Minimize ⌘M
- Zoom
- Bring All to Front
- Layouts ▶
- Asset Store ⌘9
- Package Manager**
- Asset Management ▶
- TextMeshPro ▶
- General ▶
- Rendering ▶
- Animation ▶
- Audio ▶
- Sequencing ▶
- Analysis ▶
- 2D ▶
- AI ▶
- UI ▶

Packages

+ All packages ▾ Advanced ▾ 🔍 Search by package name, verified, preview or version number...

▶ Film and TV Toolbox	preview.1 - 0.2.0
▶ Google Resonance Audio	1.18.3
▶ Google VR Android	1.18.4
▶ Google VR iOS	1.18.5
▶ High Definition RP	preview - 6.9.1
▶ Hybrid Renderer	preview - 0.1.1
▶ Immediate Window	preview.3 - 1.1.0
▶ In App Purchasing	2.0.6
▶ Input System	preview - 0.9.4
▶ Jobs	preview - 0.1.1
▶ Lightweight RP	6.9.1
▶ Mathematics	1.1.0
▶ Memory Profiler	preview.7 - 0.1.0
▶ Mobile Notifications	1.0.3
▶ Mono Cecil	preview - 0.1.5 ⬇
▶ <b>Multiplayer HLAPI</b>	<b>1.0.4 ✓</b>
▶ Oculus Android	1.38.2
▶ Oculus Desktop	1.38.2
▶ OpenVR (Desktop)	1.0.5
▶ Package Manager UI	2.2.0 ✓
▶ Package Validation Suite	preview - 0.6.1
▶ PlayableGraph Visualize	preview.3 - 0.2.1
▶ Polybrush	1.0.0

*Last update Aug 26, 13:06*

## Multiplayer HLAPI

Version 1.0.4

[View documentation](#) - [View changelog](#) - [View licenses](#)

*com.unity.multiplayer-hlapi*

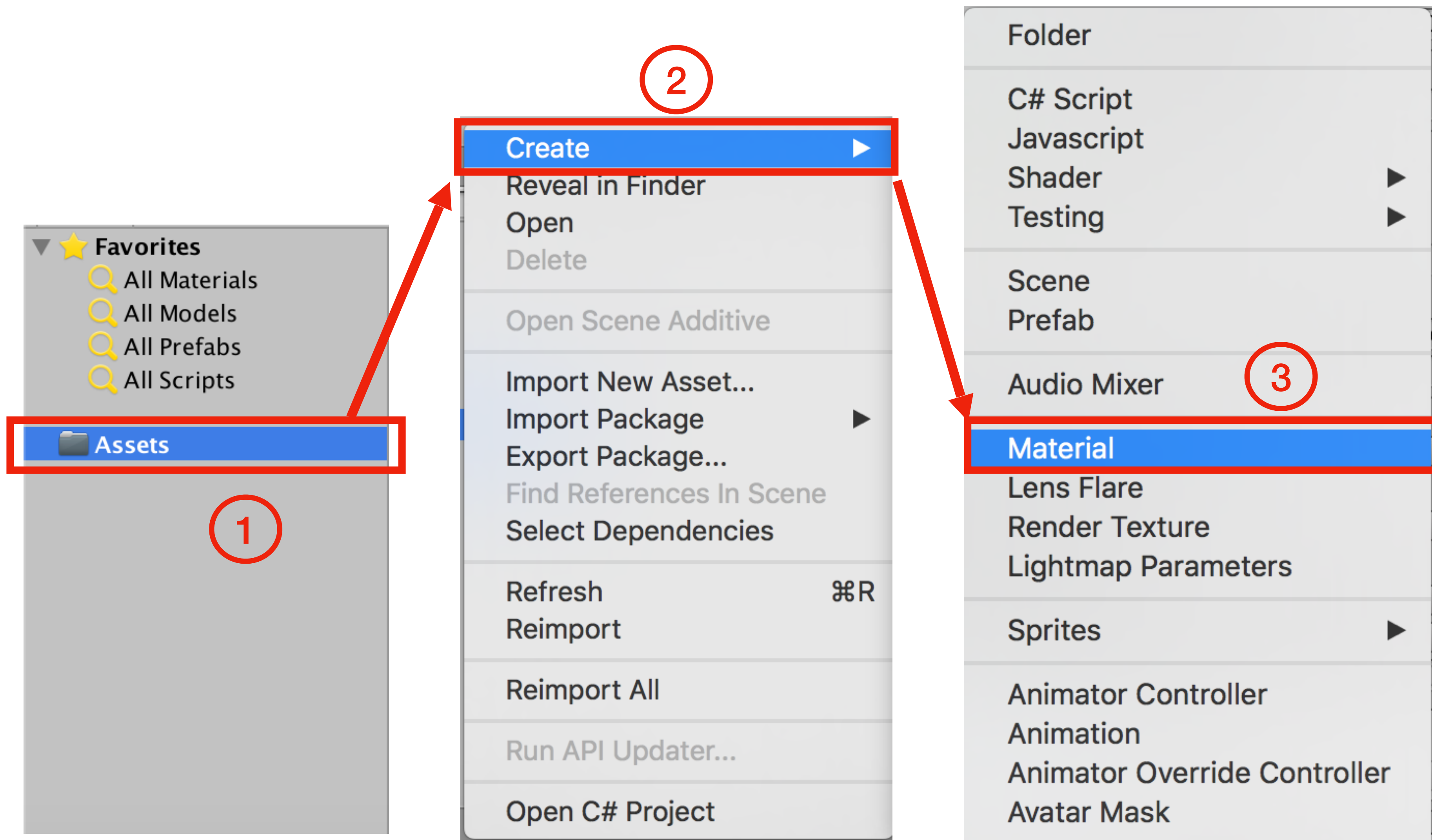
Author: Unity Technologies Inc.

The high level API component of the Unity Multiplayer system.

Up to date Remove

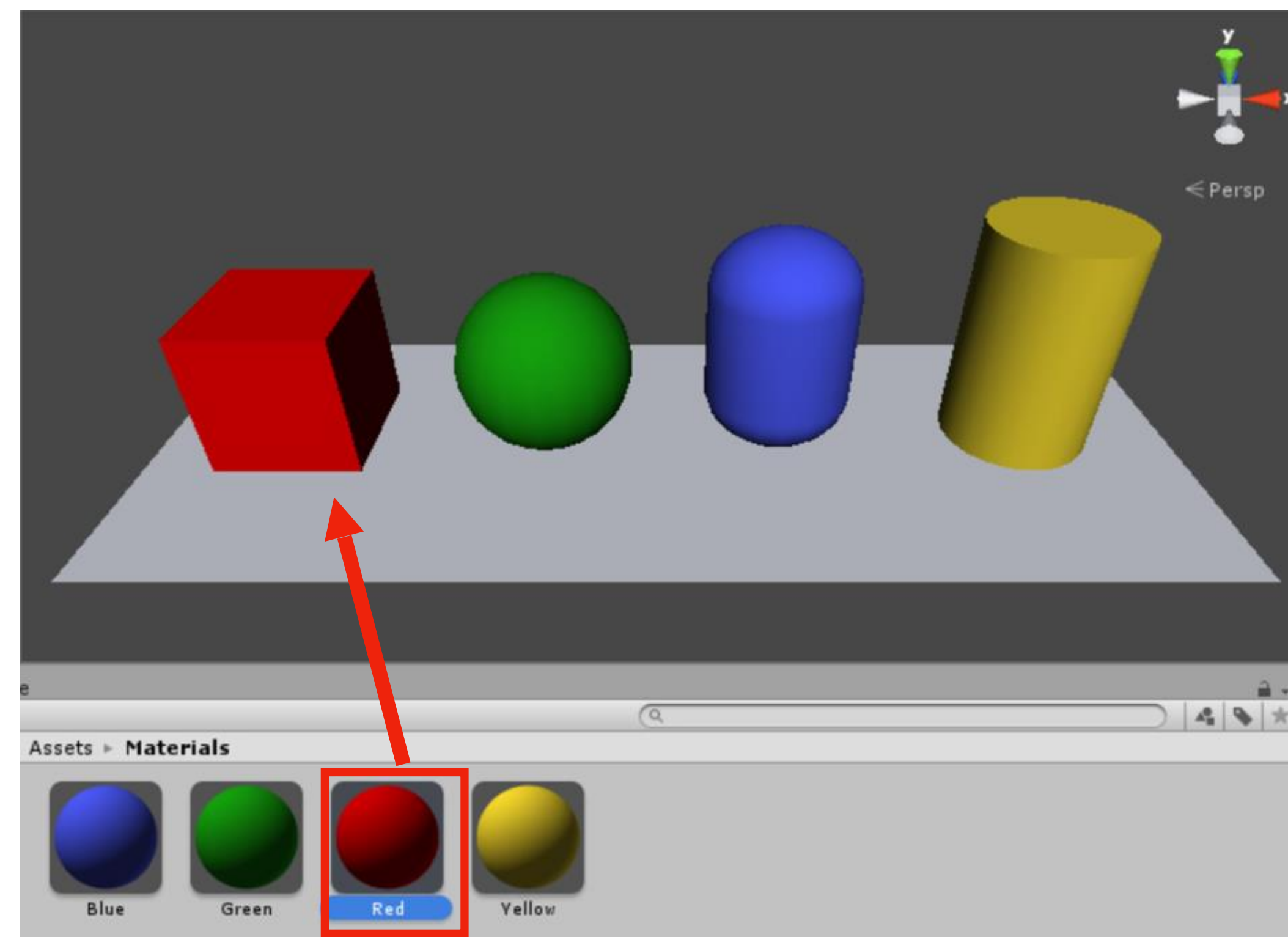
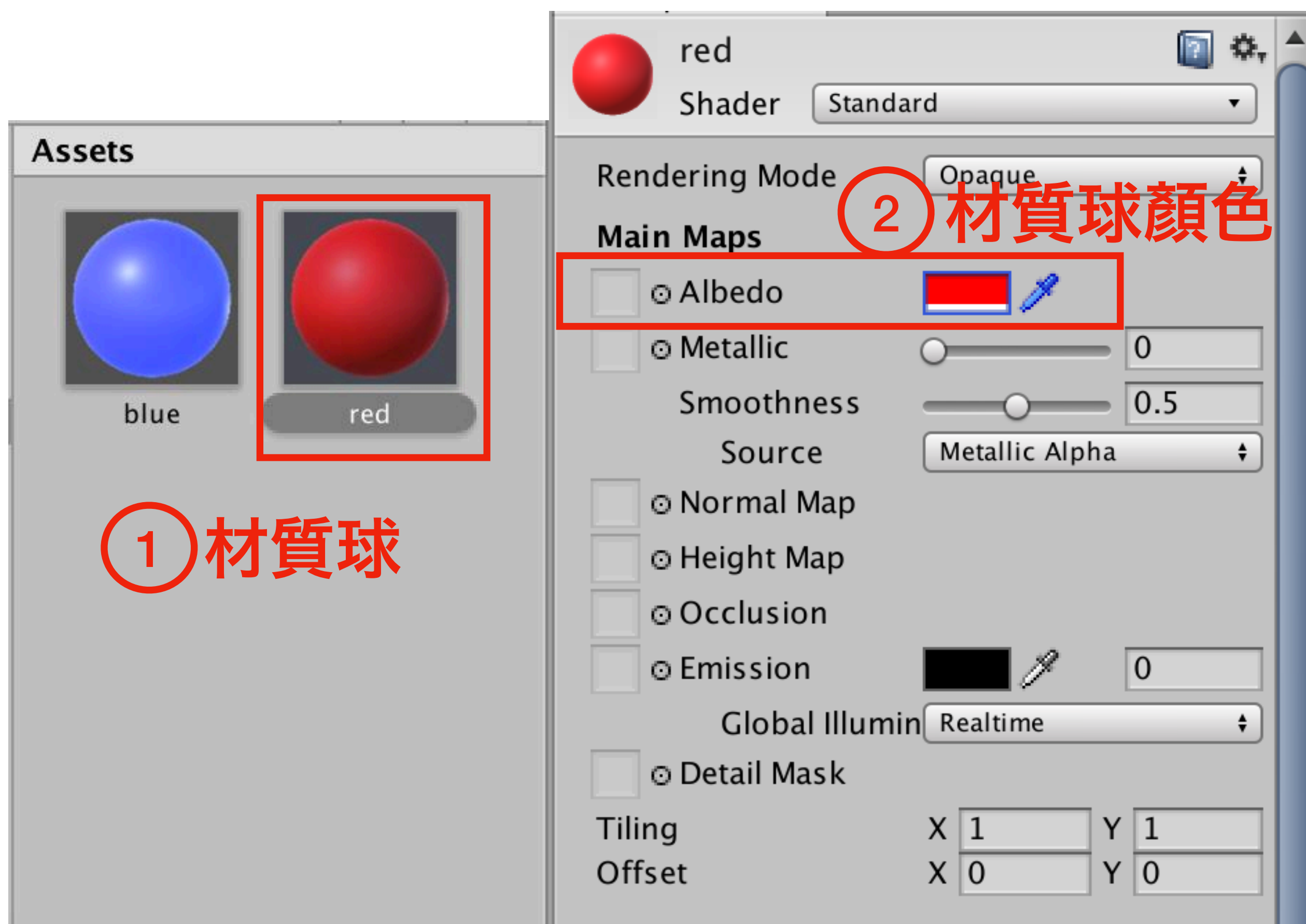


# 新增材質

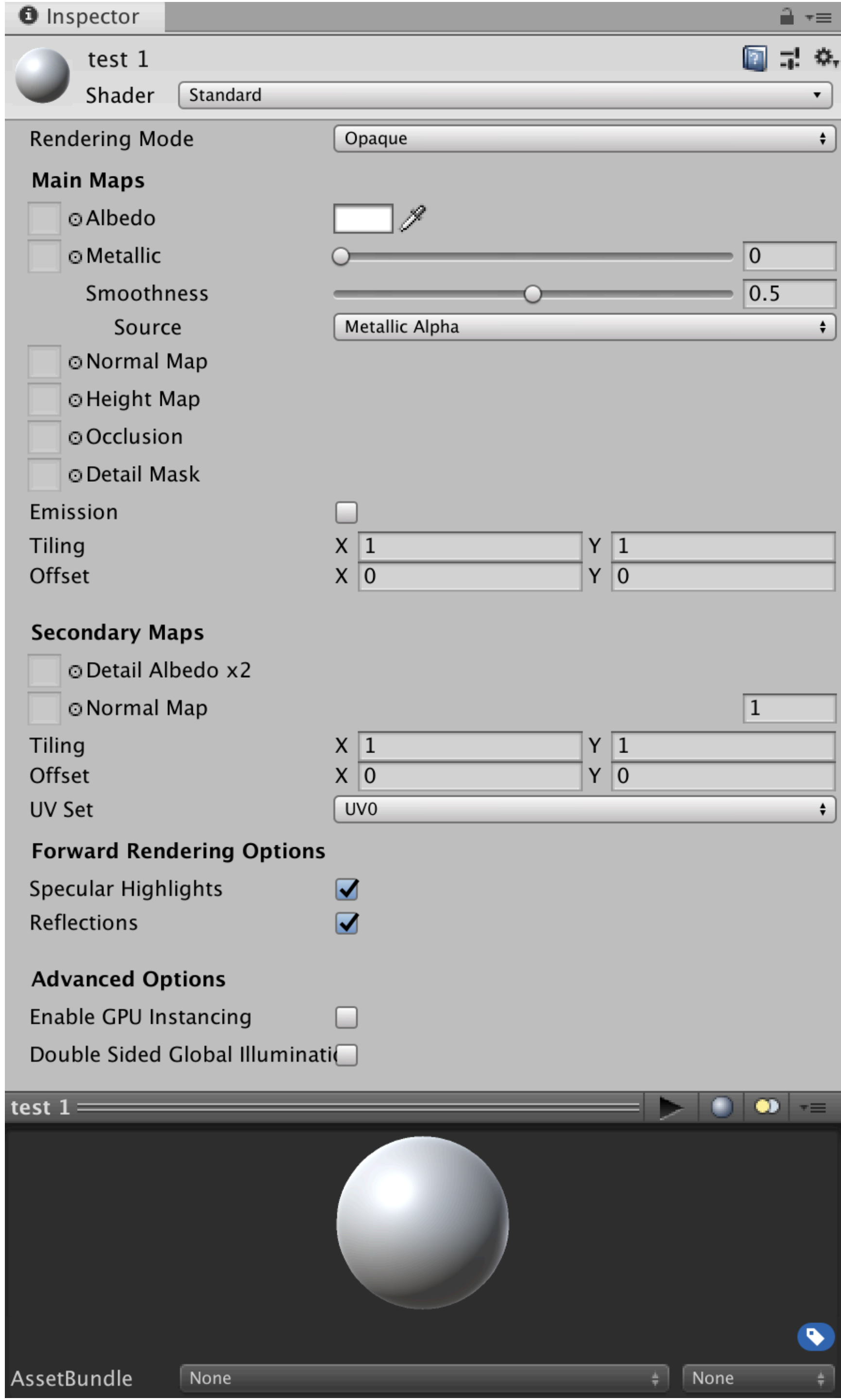




# 材質設定



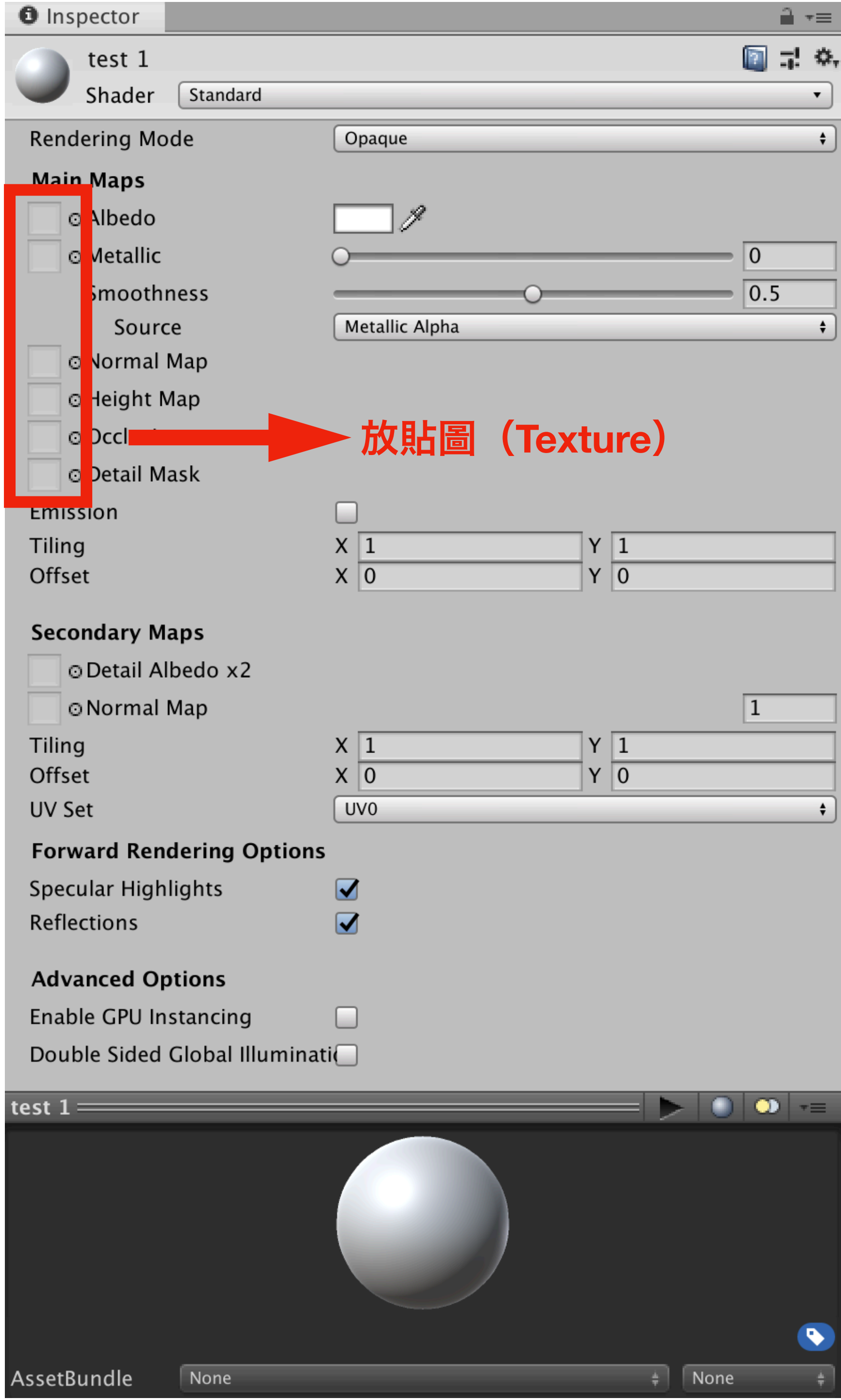




# Material

- a. Albedo
  - 物件的基礎色
- b. Metallic
  - 物件像金屬的程度
- c. Smoothness
  - 光照後平滑的程度
- d. Normal Map
  - 法向量貼圖
  - 製造立體的視覺
- e. Height Map
  - 高度貼圖
  - 增強立體感
- f. Emission
  - 物體本身發光程度

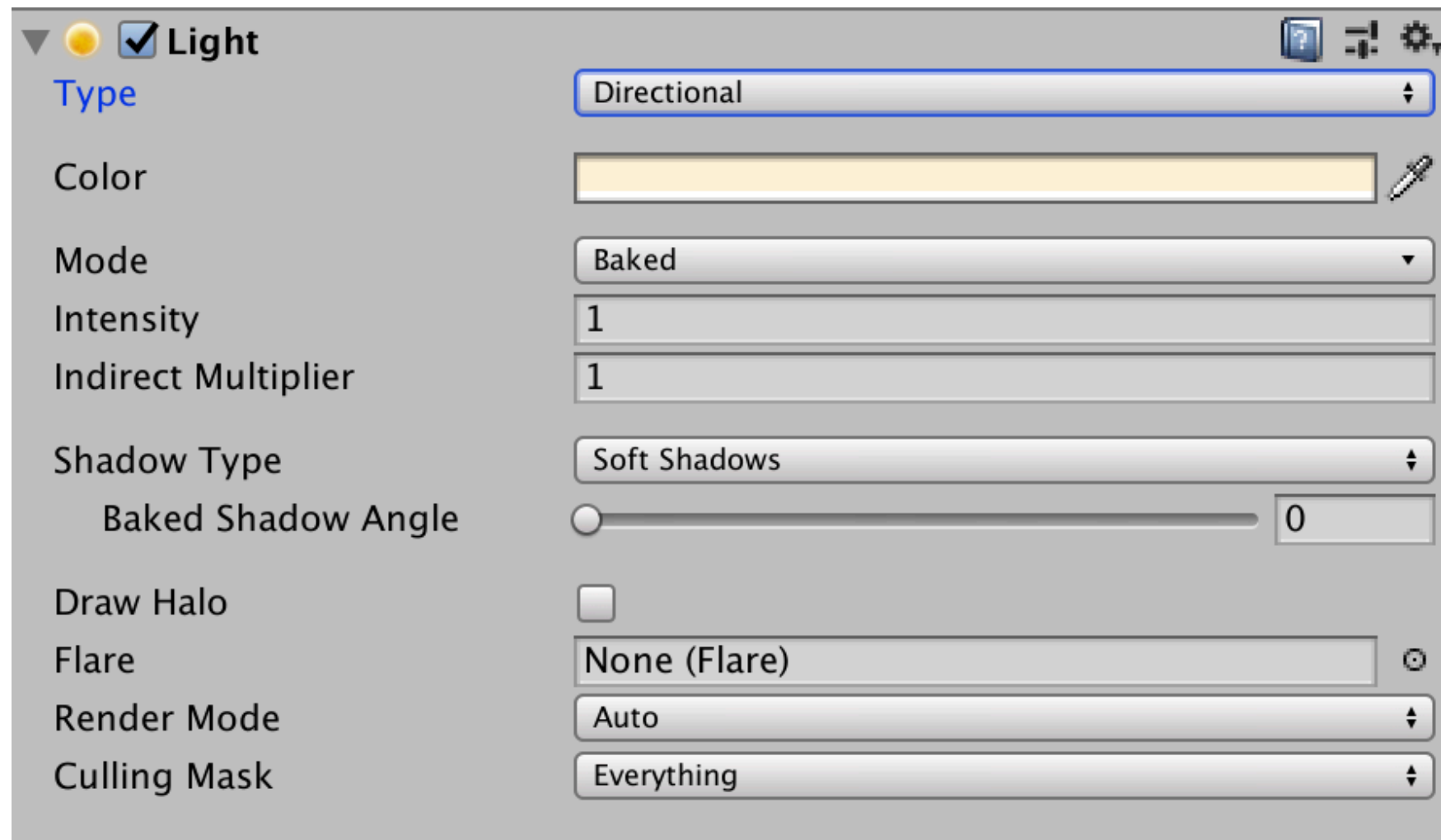




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# Material

## a. Type 光源種類

- Directional
- Spot
- Point
- Area

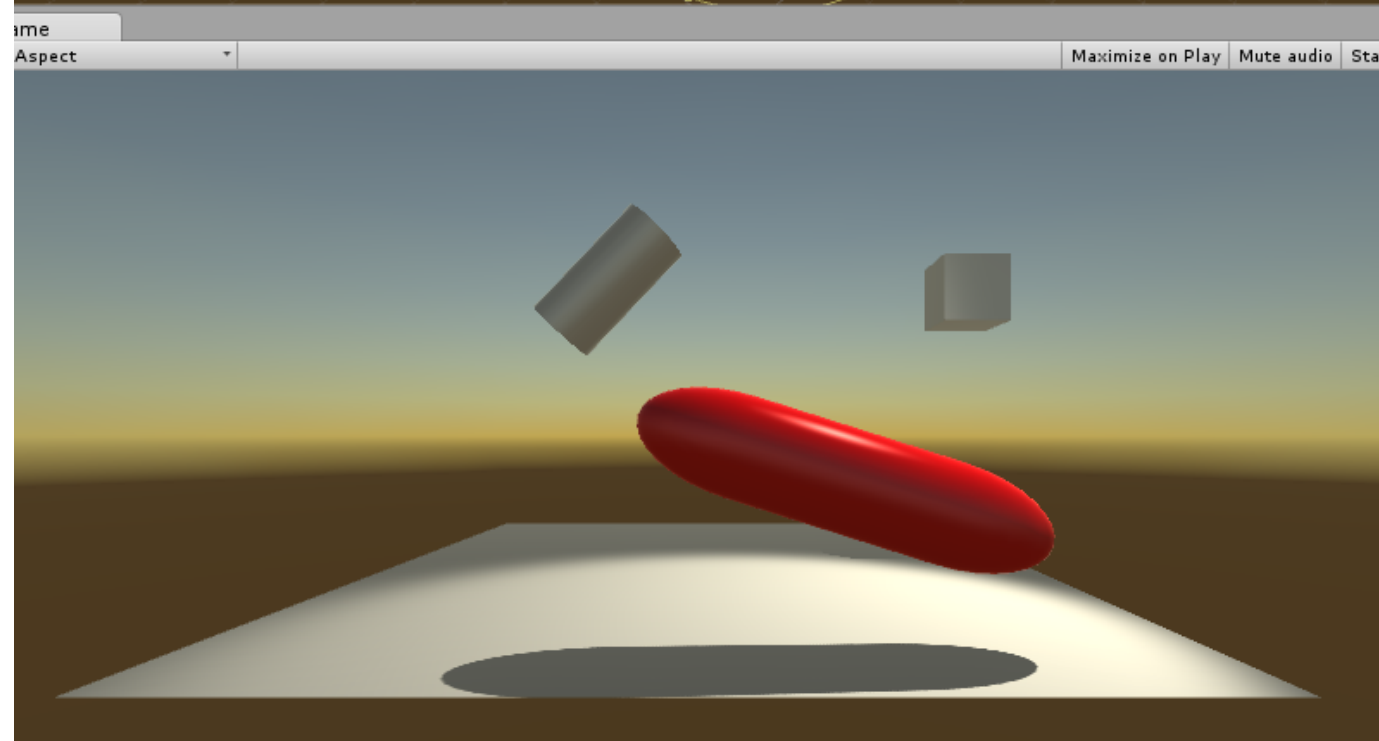
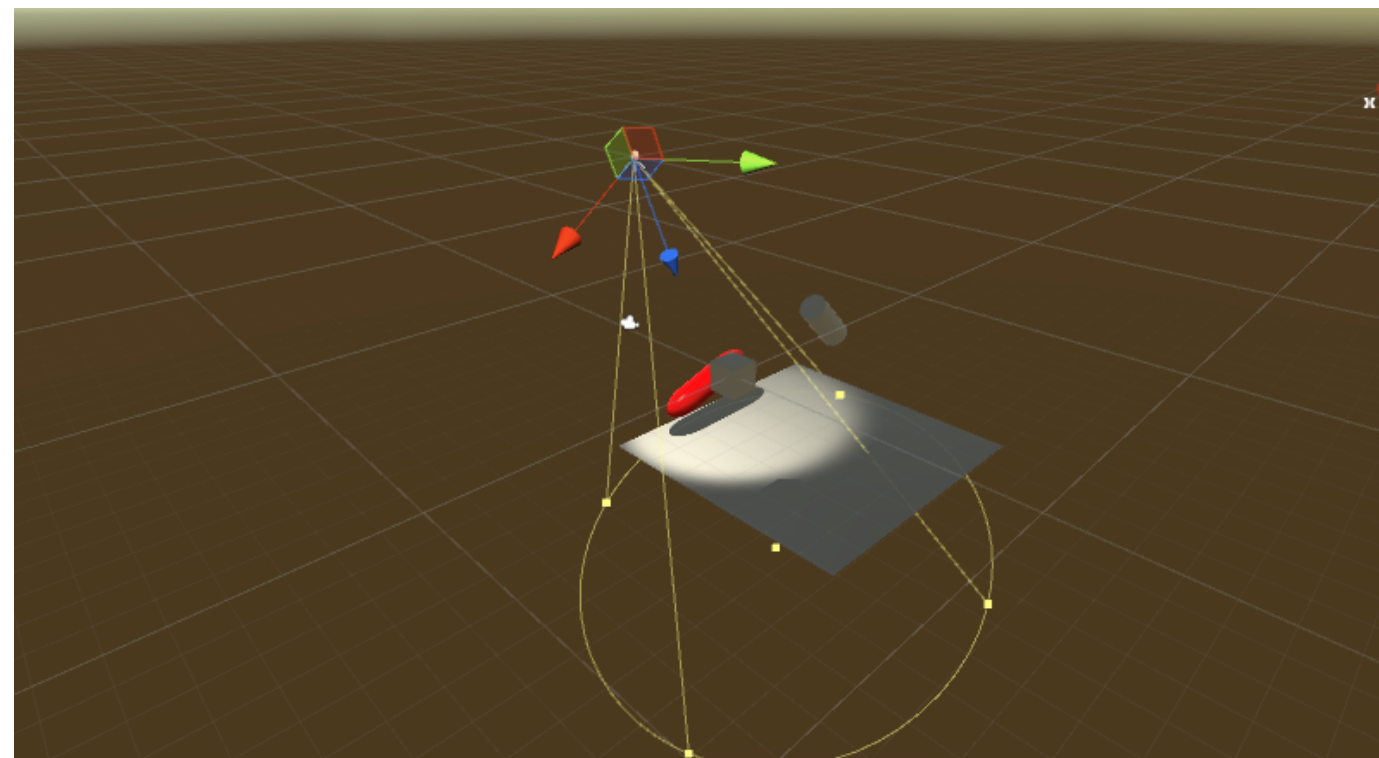
## b. Color 光源顏色

## c. Intensity 光源強度(亮度)

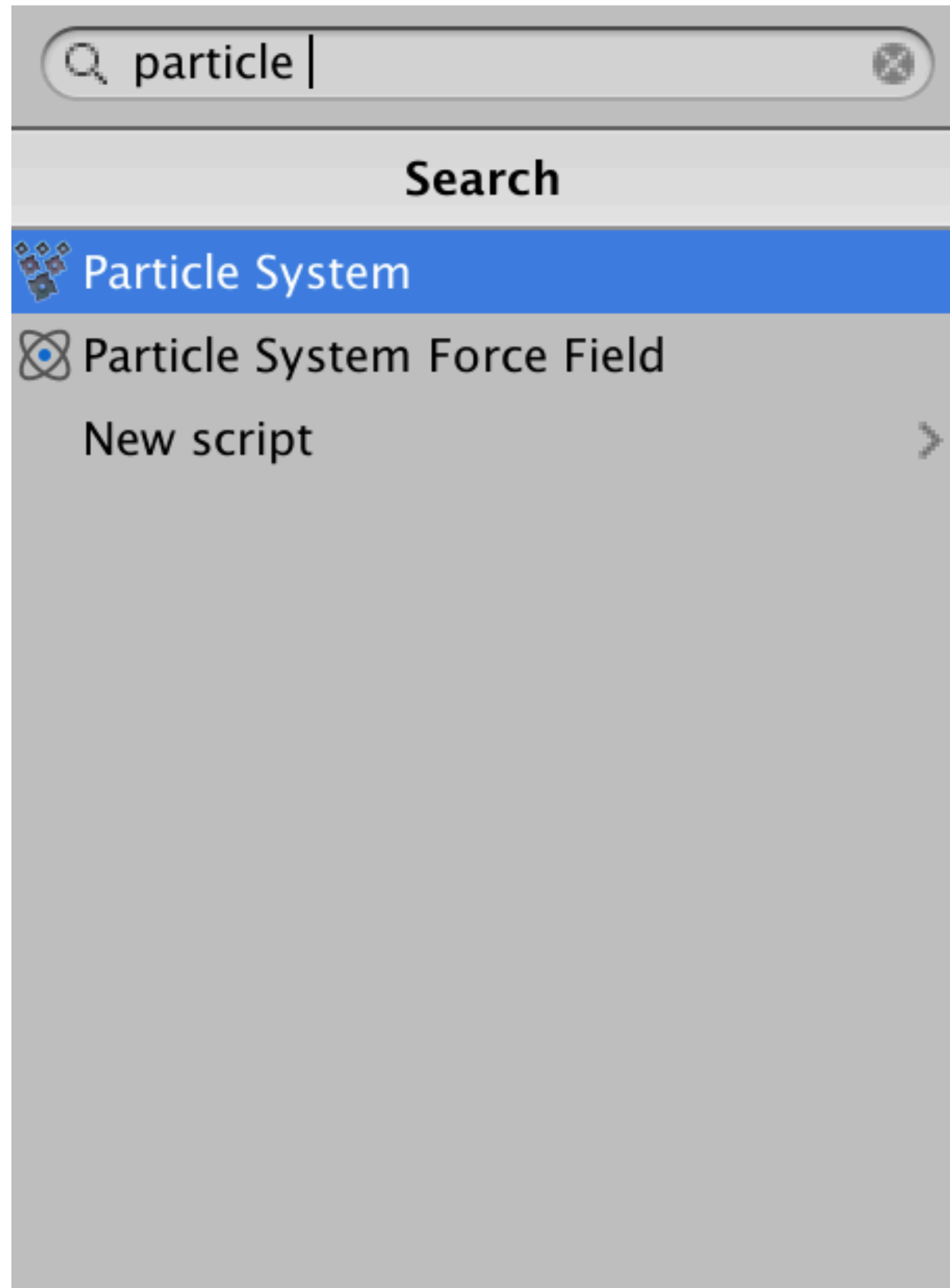
## d. Shadow Type 產生的影子類型(Pro版才可使用)

## e. [Point/Spot] Range 光線可照到的最大範圍(黃圈)

## f. [Spot]Spot Angle 聚光燈的展開角度(黃圈)

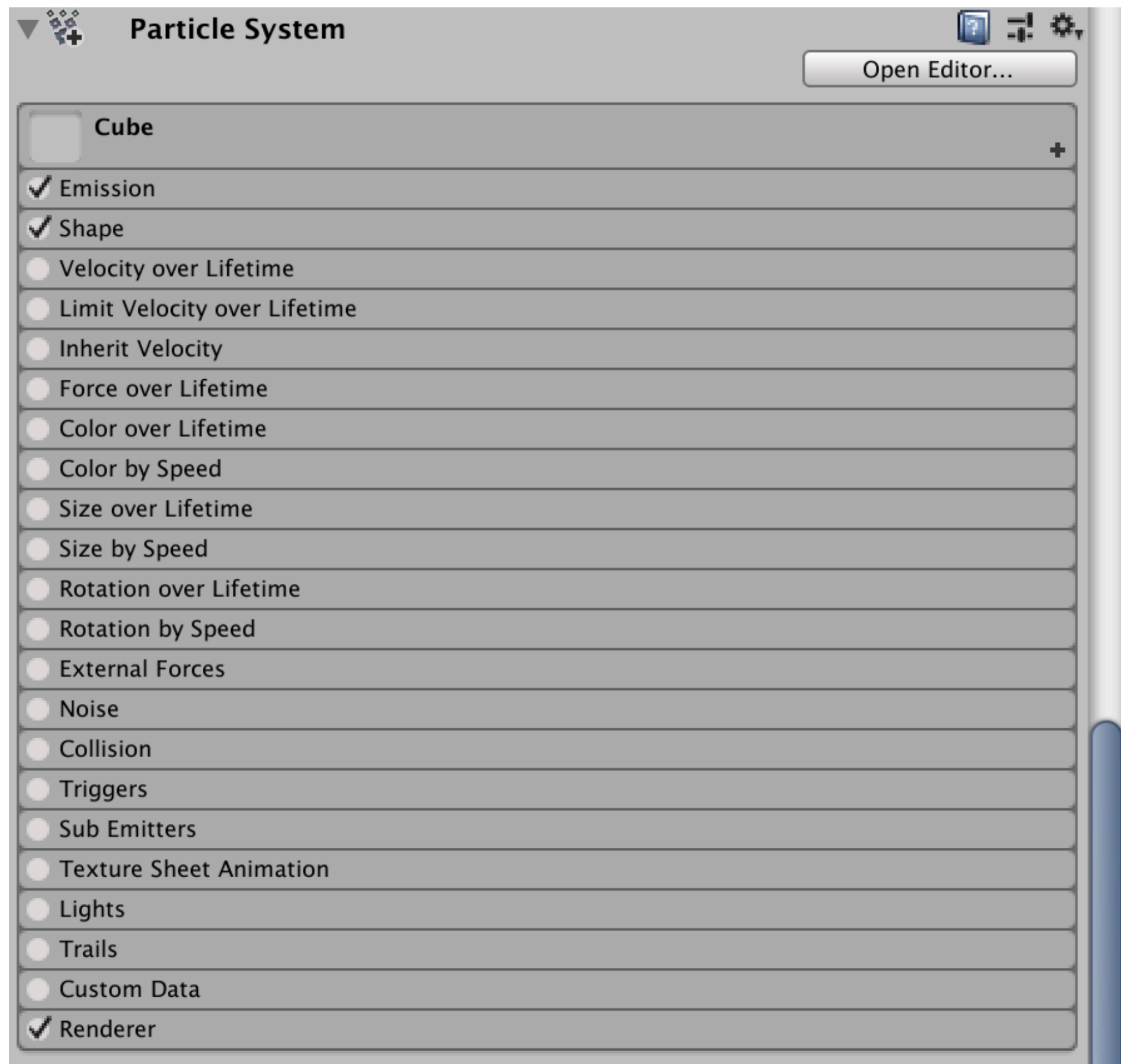






## Particle System



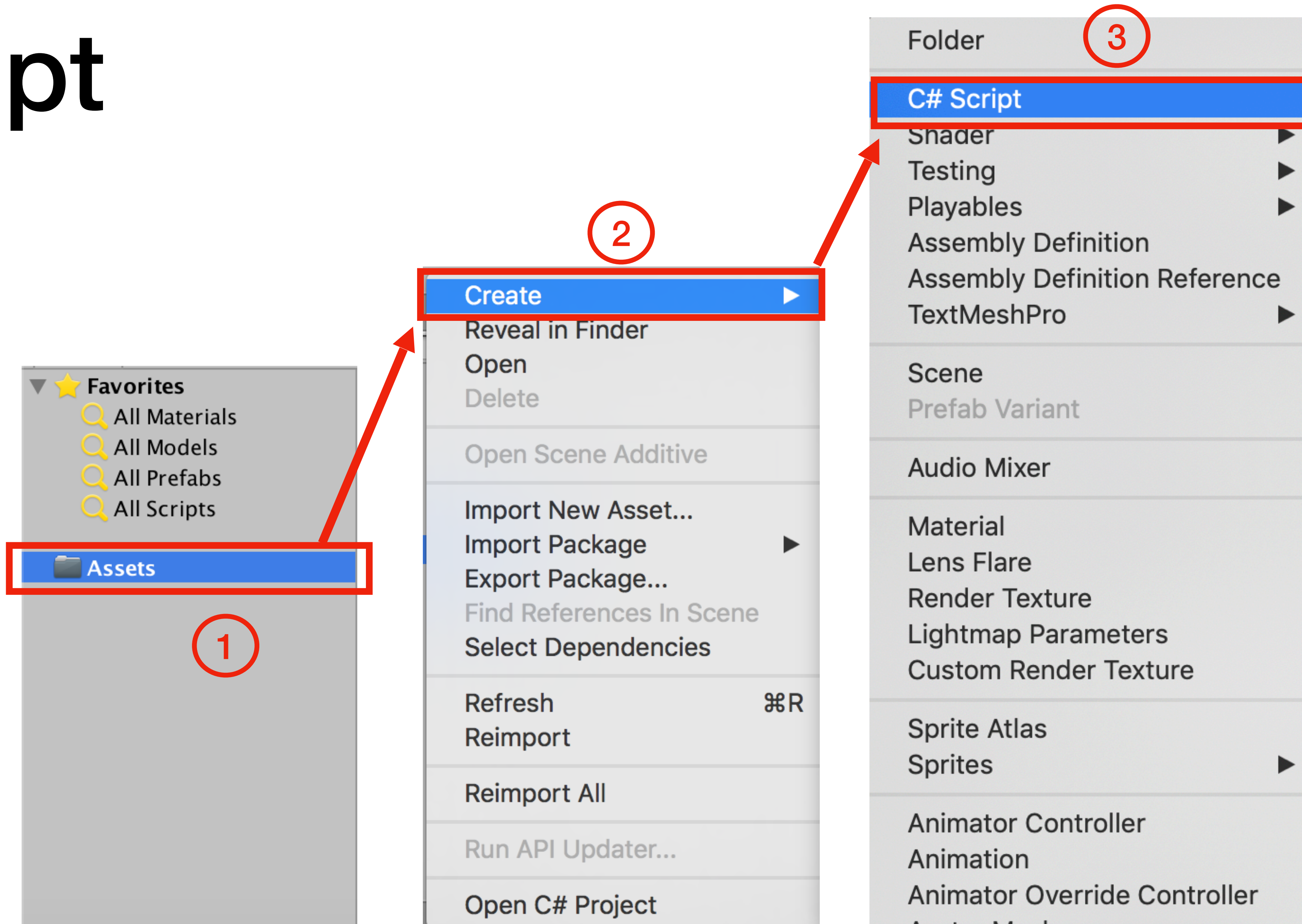


# Particle System

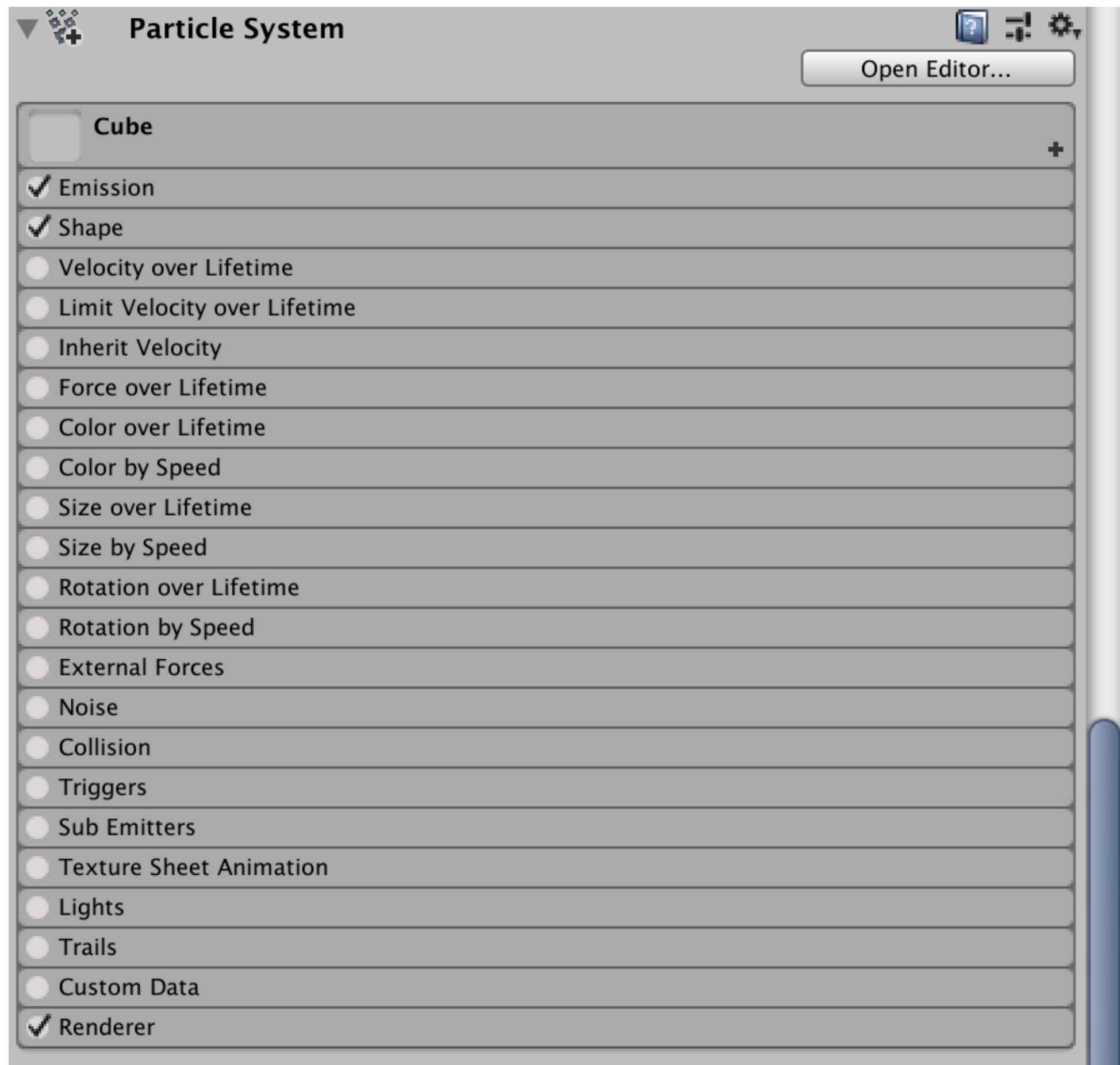
- 特效參數



# Script







## Particle System

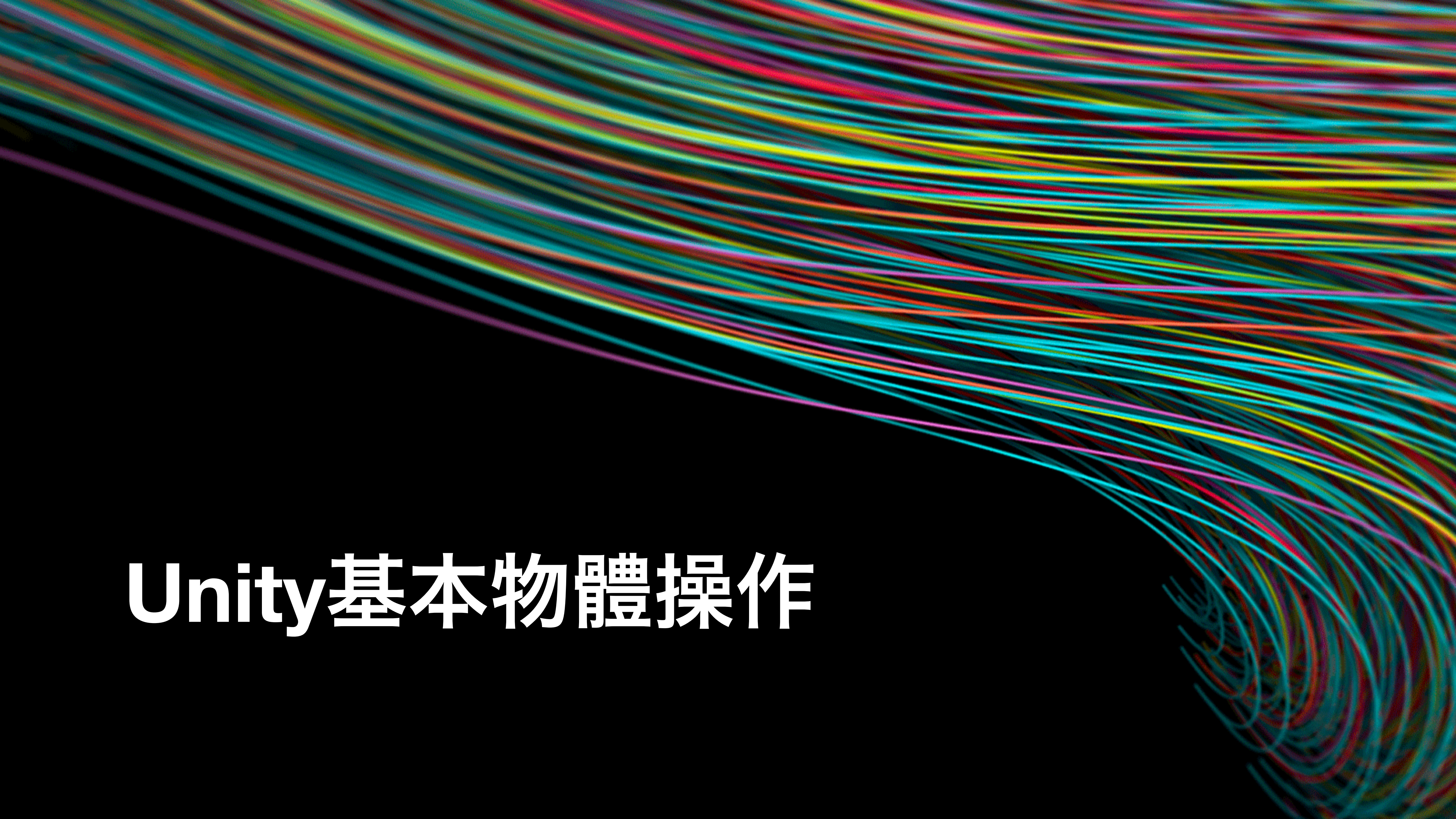
- 特效參數

## Script

- 程式



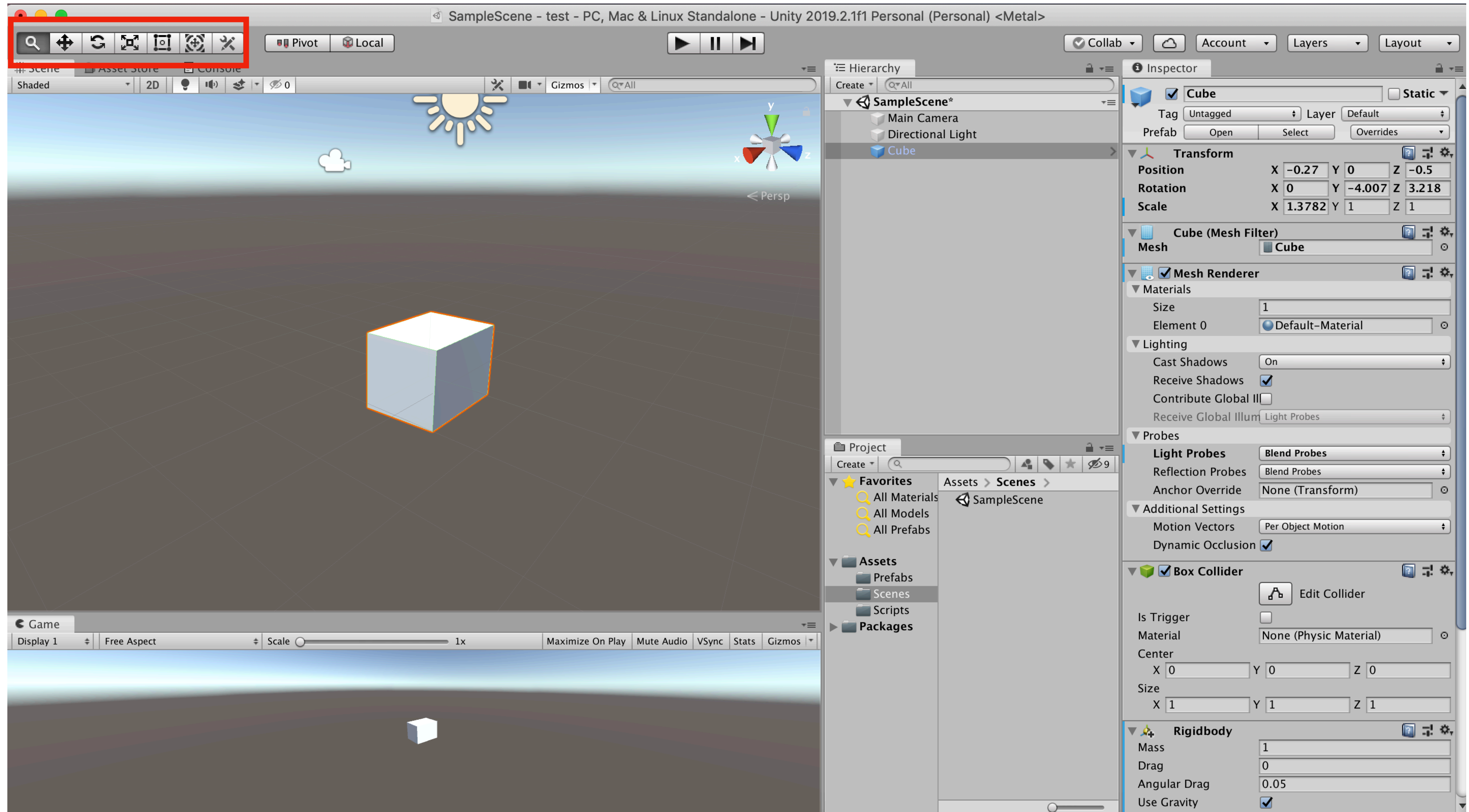




# Unity基本物體操作



# 基本操作





# 基本操作



Q

W

E

R

T

Y

移動場景

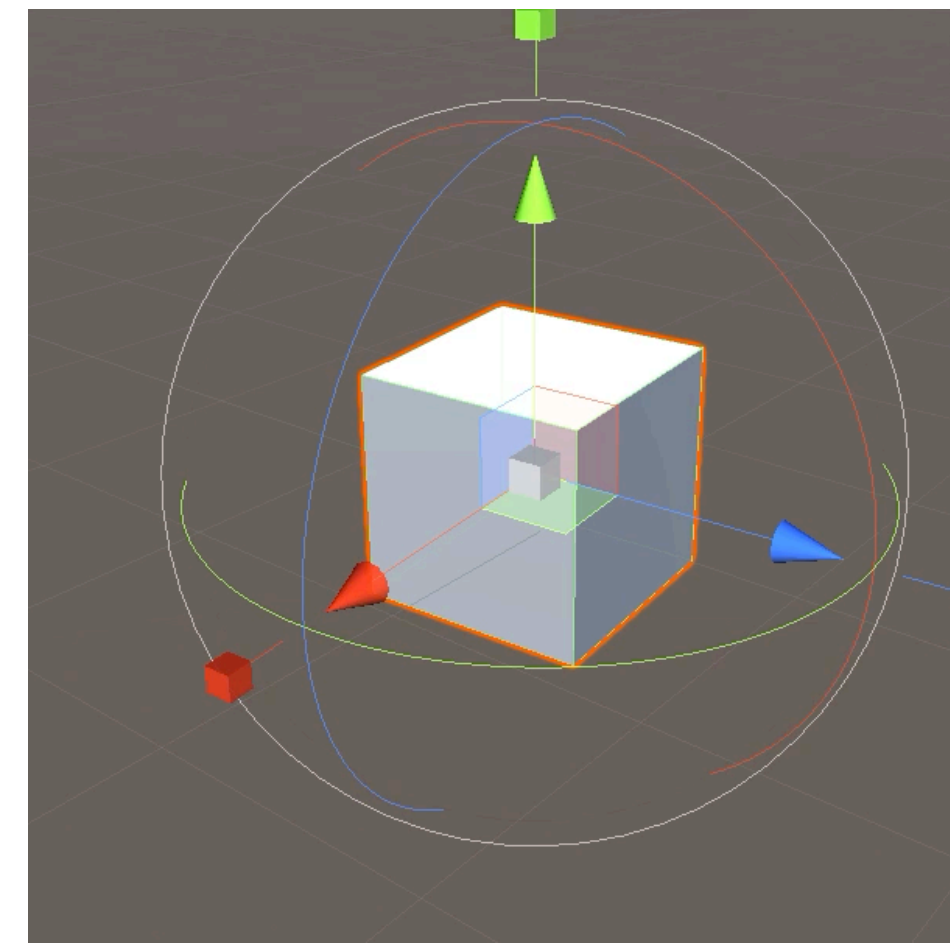
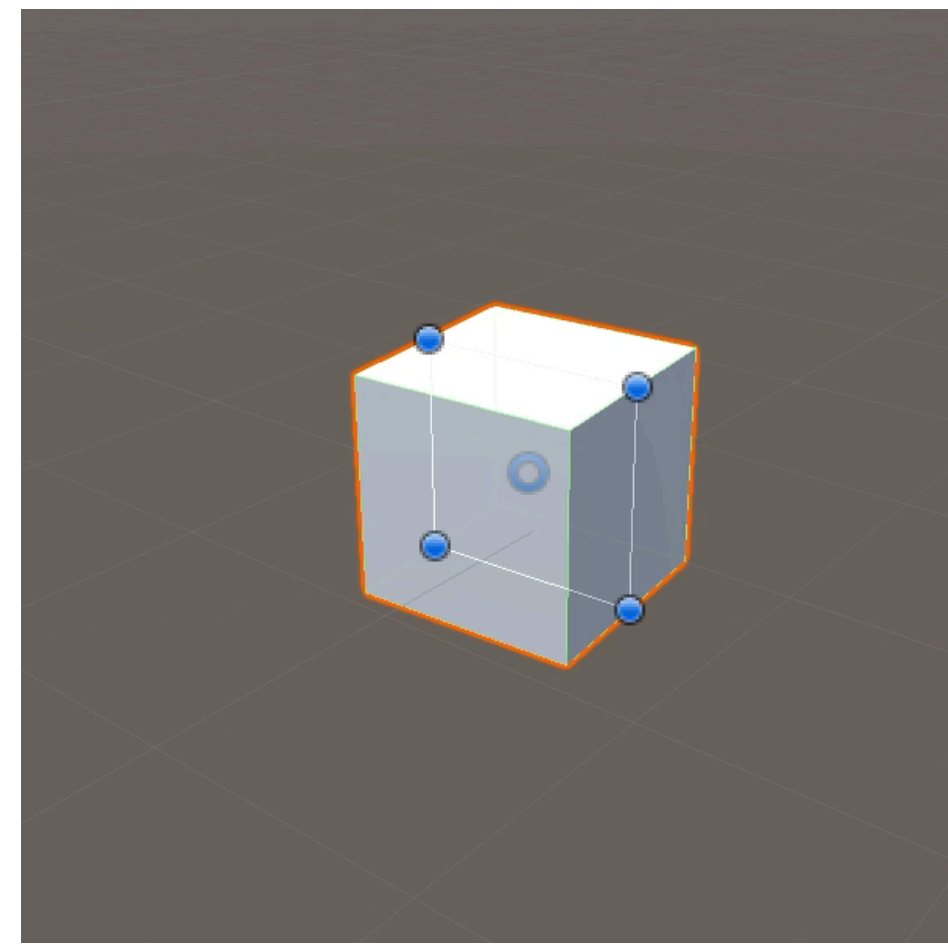
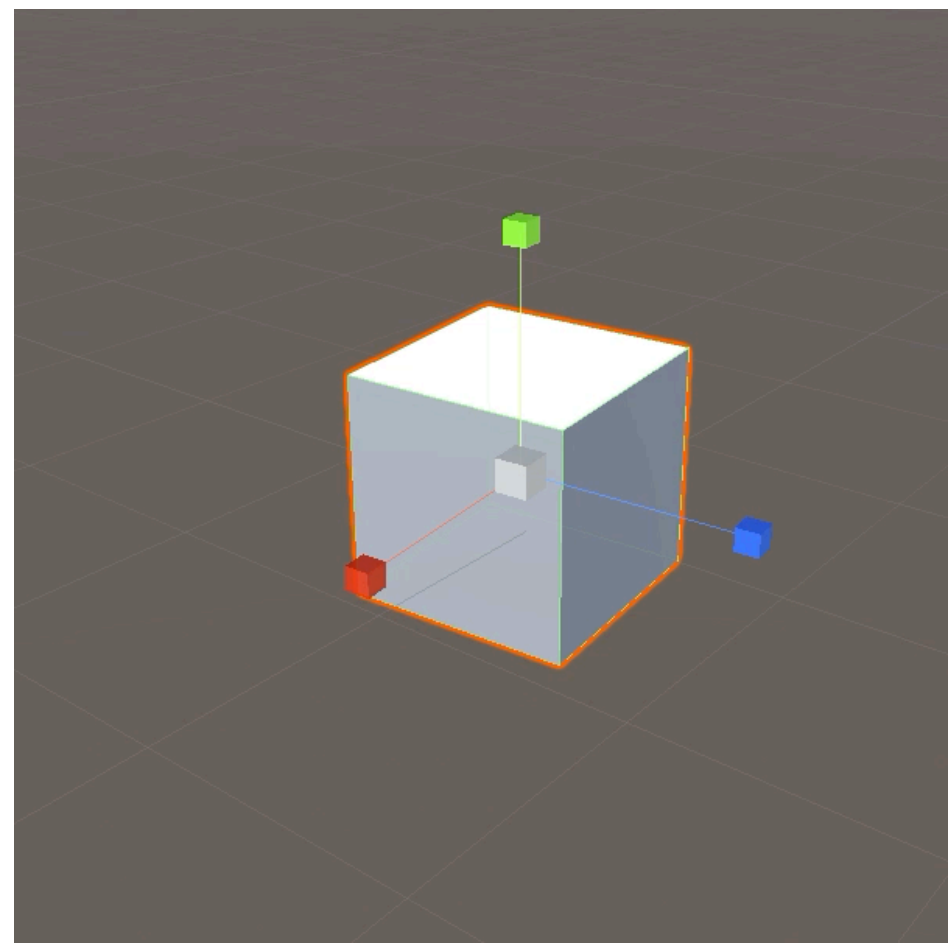
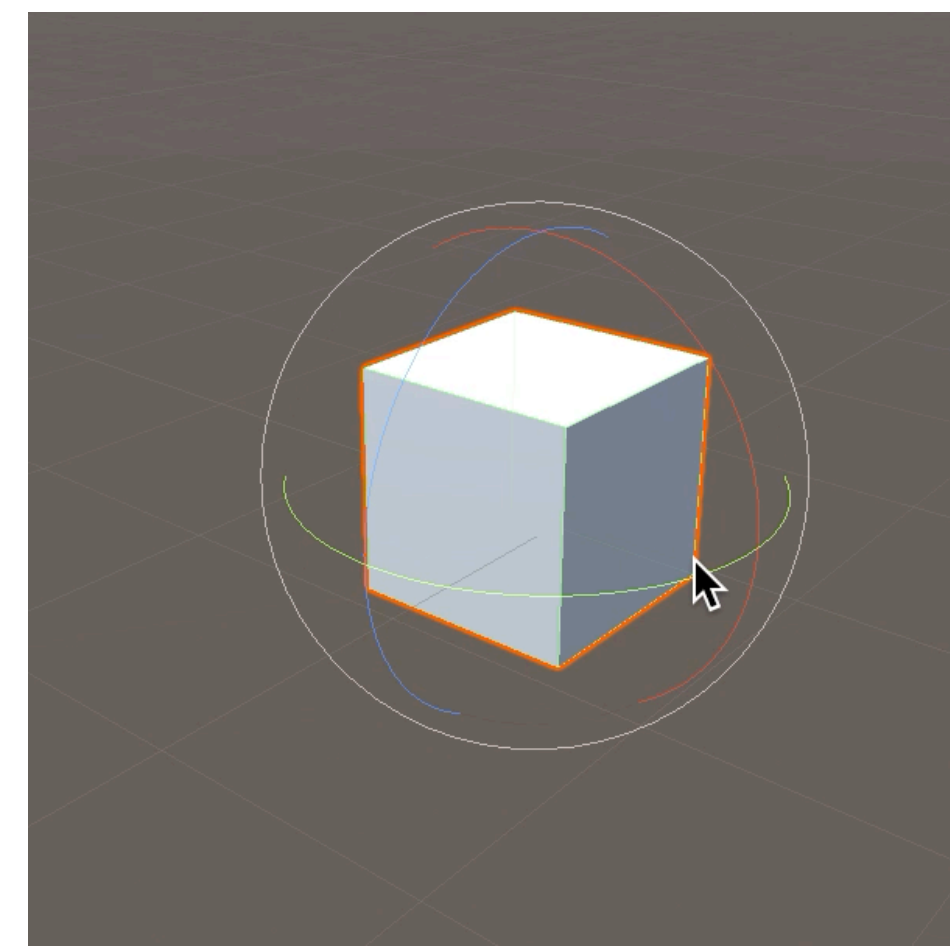
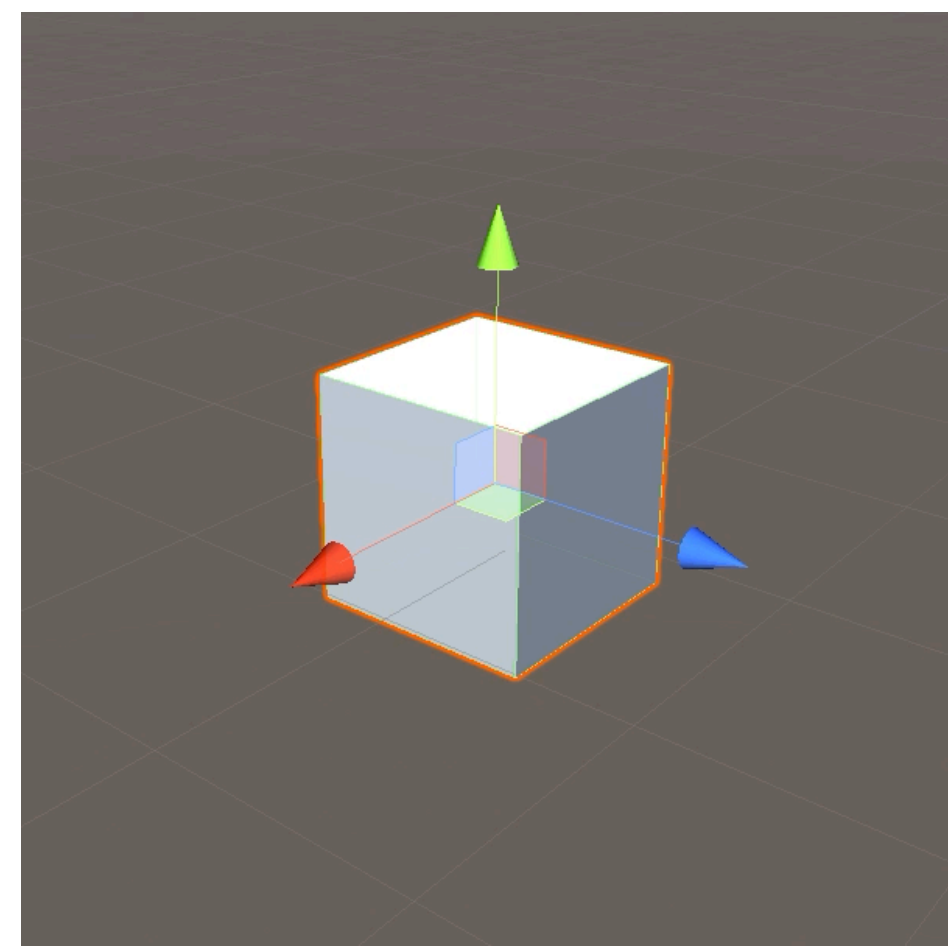
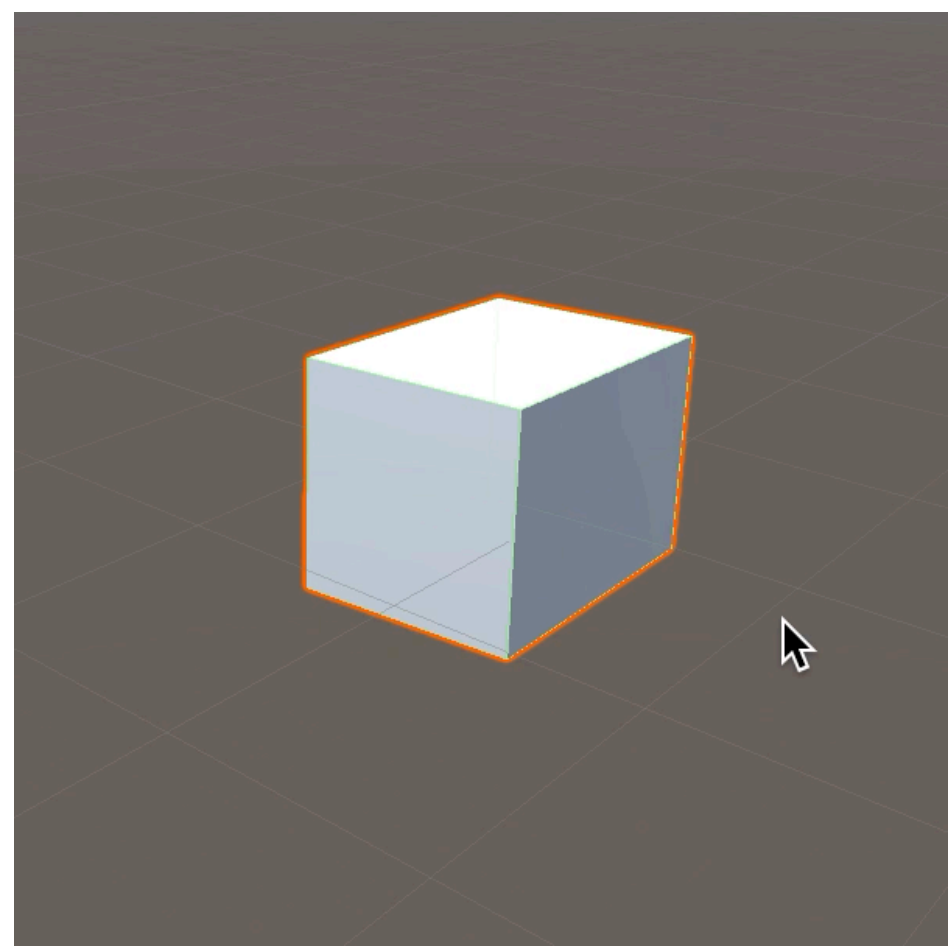
移動物件

旋轉物件

縮放物件

自由縮放

全部







參考網站



# Asset store

Window Help

⌘M

Minimize

Zoom

Bring All to Front

Layouts ▶

**Asset Store ⌘9**

Package Manager

Asset Management ▶

TextMeshPro ▶

General ▶

Rendering ▶

Animation ▶

Audio ▶

Sequencing ▶

Analysis ▶

2D ▶

AI ▶

UI ▶

SampleScene - test - PC, Mac & Linux Standalone - Unity 2019.2.1f1 Personal [PREVIEW PACKAGES IN USE] (Personal) <Metal>

Asset Store

unity Asset Store

Search for assets

Refine by clear filters

All Categories

- 3D (30226)
- 2D (6868)
- Add-Ons (40)
- Audio (5120)
- Essentials (80)
- Templates (2577)
- Tools (7821)
- VFX (2171)

Game

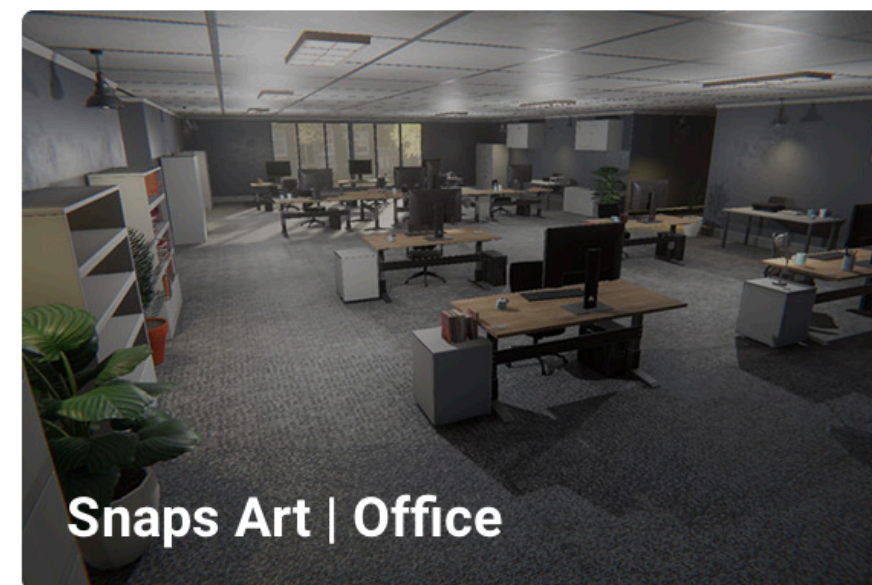
Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio VSync Stats Gizmos

Asset Labels

AssetBundle None + None +



# Asset store



Refine by [clear filters](#)

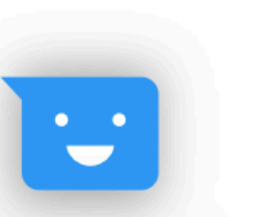
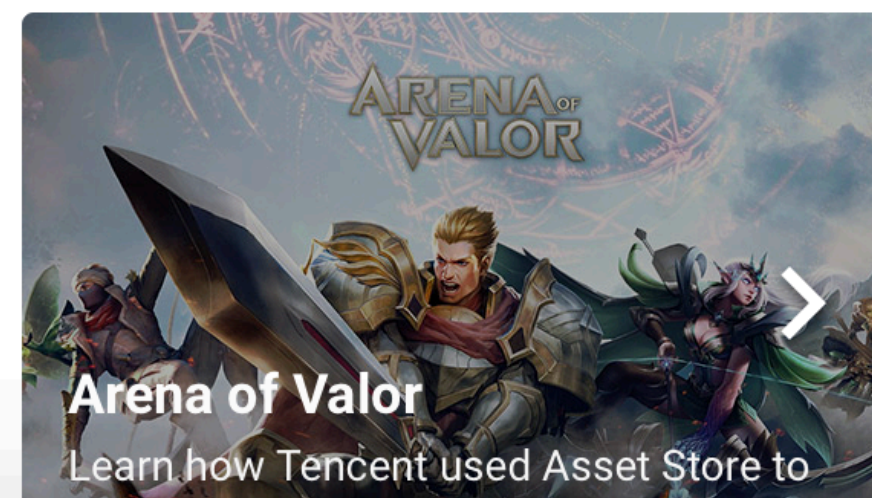
### All Categories

- 3D (30226) ▾
- 2D (6868) ▾
- Add-Ons (40) ▾
- Audio (5120) ▾
- Essentials (80) ▾
- Templates (2577) ▾
- Tools (7821) ▾
- VFX (2171) ▾

Pricing +

Unity Versions +

Publisher +





# Unity Tutorial



## Space Shooter tutorial (19)

Blast some Asteroids!



## Survival Shooter tutorial (12)

They mostly come at night..



## 2D UFO tutorial (9)

New? Want to make 2D games? Start here.



## Space Chicken (19)

Never tried Unity? No coding skills? Perfect! Make your first game & share using "Ready."



## Tanks tutorial (8)

2-players, 1 keyboard, Tank vs Tank.



## Adventure Game tutorial (7)

Learn to create the systems used to develop an adventure game in this intermediate level project.



## 2D Roguelike tutorial (14)

Procedural level Survive-em-up!



## Tower Defense Template (10)


Learn how to create your own Tower Defense game



# Unity Answer

全部问题 



 Twinklier 已解答  
**"The associated script cannot be loaded" on every Script in every GameObject in the project. Corrupted Project.** [维基百科](#)  
3 分前 [error](#) · [project](#) · [compile](#)


6 0  
回复 喜欢

 dzarrah 已评论  
**My code is right but the movement is very strange** [已关闭](#)  
23 分前 [unity 5](#) · [movement](#) · [vector2](#)

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