

Techdays Korea 2014



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Unity Evangelist
Ji GukHwan



unity Evangelist 지국환

<http://www.jiguk.co.kr>

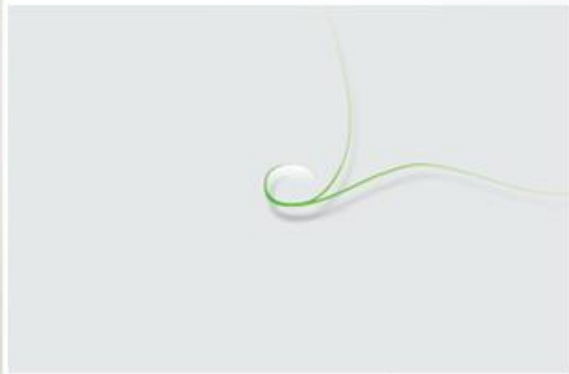
현 Unity Technologies 한국지사 에반젤리스트.
인디게임개발팀 “문틈” 운영 중.

대학생 서울시립대 산업디자인과 공업디자인 전공.
프리랜서로 영상, 애니메이션 회사 근무,
NexonOpenStudio 합격, NHN UXDP 5기

졸업후 NHN 영상디자인팀 입사.
창업욕심에 퇴사, 게임회사 차렸다가 바로 붕괴.
모바일 앱 스타트업 “Grape” 창업멤버. 두 개 서비스 만들고 결국 붕괴.
모바일 게임 스타트업 “모비딕스” 창업멤버. 첫 게임 “헬리벨리” 출시.
1인기업 “PLAN-B” 창업. “물리볼” 출시.
GGJ 2013 Seoul “어느날심장이사라졌다” 1인으로 Best5

요즘 유니티코리아 재직중.
유나이트, G-Star, KGC 등의 행사에서 유니티 Main Presentation 담당.
삼성, CJ, NHN, 네오위즈 등 회사와 대학교에서 유니티특강 및 교육.
게임 웹진 인벤에 기고칼럼 연재.
유니티 튜토리얼 제작 및 다양한 사례발굴과 유니티 에반젤리즘 진행.
“C#초보자를 위한 유니티 게임개발 스타트업” 집필.





SINGLE PLAYER





MULTIPLAYER







전 세계 250만명 이상이
사용중인 게임엔진



몬스터 길들이기



포코팡



다함께 차차차



삼국지를 품다



윈드러너



터치파이터



바이킹아일랜드



하스스톤



캔디팡



카트라이더 대쉬



언데드 슬레이어



스키러쉬



Rust



헬로히어로



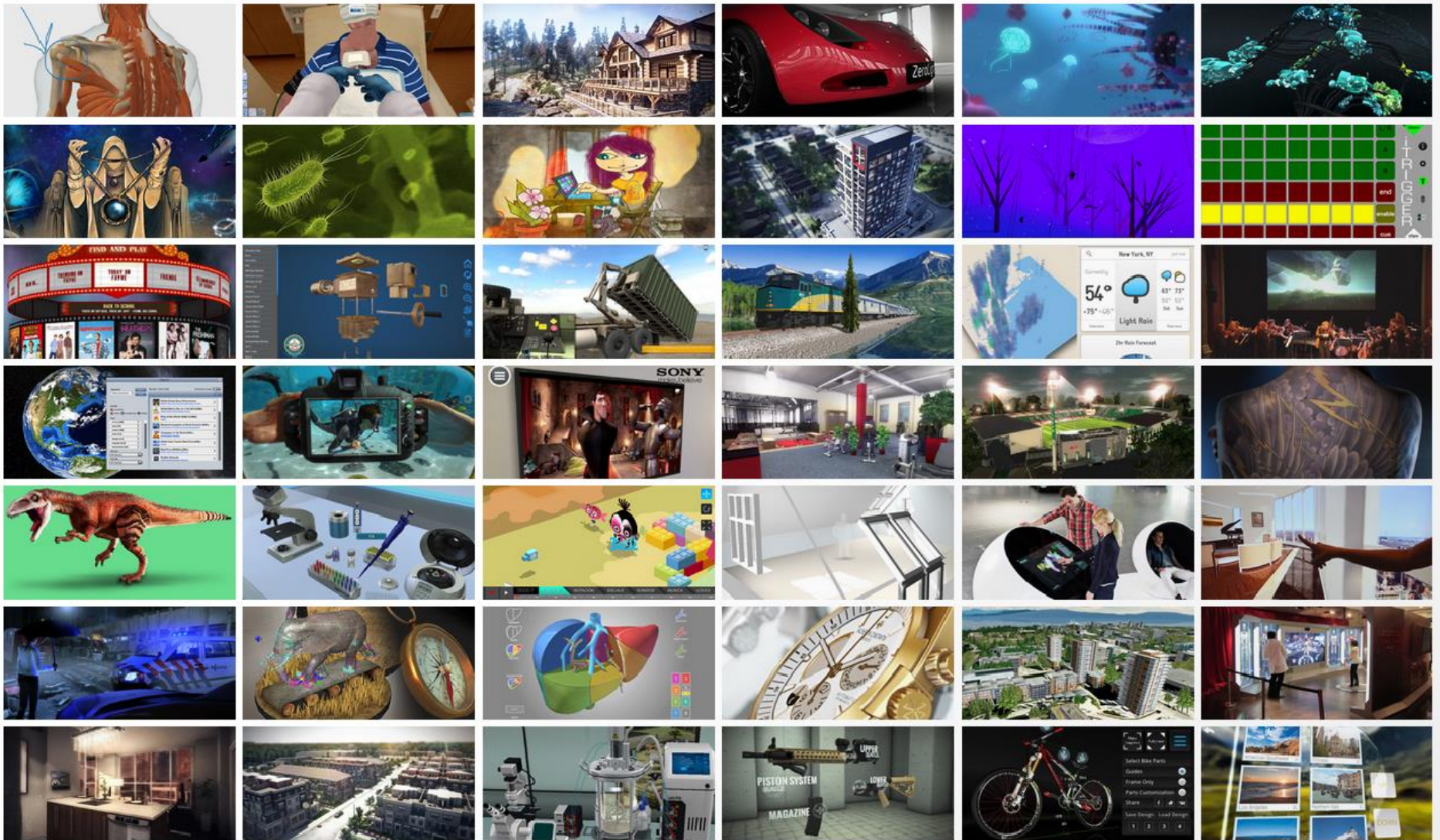
작룡문 모바일



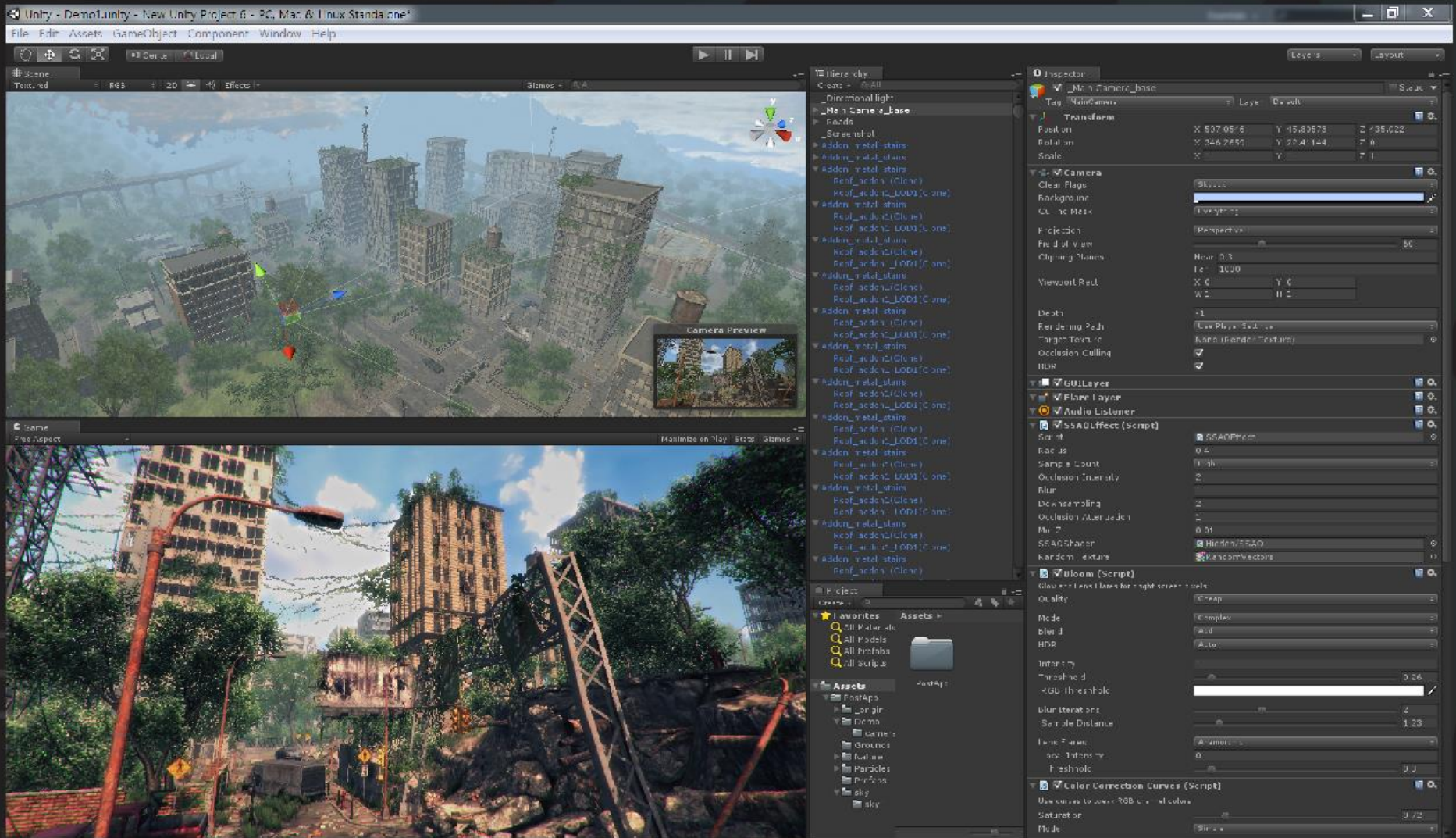
골든 글러브

·
·
·

국내에서도 역시나 엄청나게 많은 게임들이 유니티로 제작 중



- -
 -
- 게임 외 인터랙션이 사용되는 다양한 분야에서의 활용



어찌보면 그래픽 툴 같기도 하지만


```
[Moon]DiceDungeon-esharp - Microsoft Visual Studio
File Edit View Refactor Project Build Debug Team Data Tools Test Window Help
Debug Any CPU iOS
Unity Script Reference: NowData.cs Monster.cs PlayerData.cs GameData.cs Dice.cs PlayerCtrl.cs Waypoints.cs
PlayerCtrl Move()
1 using UnityEngine;
2 using System.Collections;
3
4 public class PlayerCtrl : MonoBehaviour {
5
6     public int Turn_Number = 0;
7     public int DirectionNumber;
8     public int FromDirection;
9     public Waypoint NowPoint;
10    public Transform NextPoint;
11    public int BackCount;
12
13    public void Move()
14    {
15        Camera_Follow.me.FollowObj = this.gameObject;
16        Camera_Follow.me.Stabilize = true;
17
18        if (PlayManager.me.Roll_Number > 0)
19        {
20            PlayManager.me.Waiting();
21
22            //은 방향을 구한다.
23            FromDirection = DirectionNumber + 2;
24            if (FromDirection > 3)
25            {
26                FromDirection = DirectionNumber - 2;
27            }
28
29            //최근 방향으로 가는데 길이 계속 있을 경우.
30            if (NowPoint.NearPoint[DirectionNumber] != null)
31            {
32                OneStep();
33            }
34            //최근 방향이 없고, 데 라이 없. 경우. 다음 건물 찾기를 시도한다.
35            else
36            {
37                //런번 떨어지 찾는다.
38                DirectionNumber += 1;
39                if (DirectionNumber > 3) DirectionNumber = 0;
40
41                //은 방향이랑 같은 경우에는 길을 나타한 것.
42                if (DirectionNumber == FromDirection)

```

```
Waypoint NearPoint
1 using UnityEngine;
2 using System.Collections;
3
4 public enum BlockType
5 {
6     Normal,
7     Wall,
8     Door,
9     Crossroad,
10    Fight,
11    Lever,
12    Warp,
13 }
14
15 public class Waypoint : MonoBehaviour {
16
17     public BlockType Type;
18     public bool Block = false;
19     public Waypoint[] NearPoint = {null,null,null,null};
20     public GameObject[] Direction_Images;
21     public Monster HereMoo;
22     public bool SomebodyHere = false;
23
24     void OnDrawGizmos(){
25         Gizmos.color=Color.yellow;
26         Gizmos.DrawWireSphere(transform.position,0.1f);
27     }
28
29     public void Show_Direction(int From)
30     {
31         PlayManager.me.Waiting();
32         for (int i = 0; i < 4; i++)
33         {
34             if (Direction_Images[i] != null && i != From)
35             {
36                 Direction_Images[i].SetActive(true);
37             }
38         }
39     }

```

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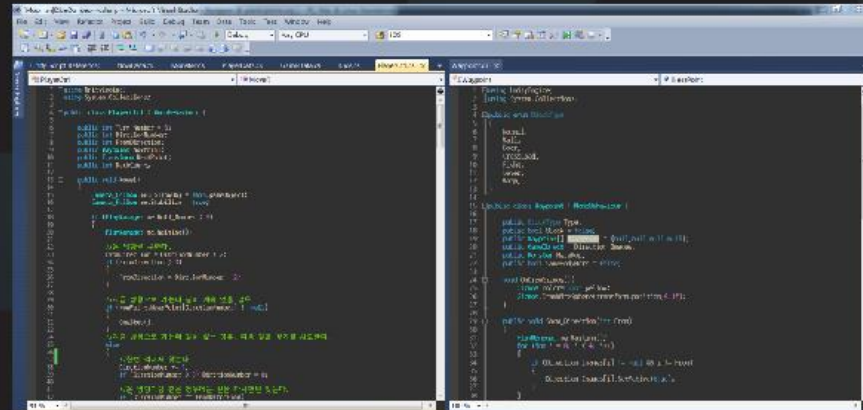
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3D 비주얼편집 툴

+



프로그래밍 툴

5.0

결국 이 두 가지가 합쳐진 프로그램

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누구나 소프트웨어를 편하게 만들기 위해 제작된 소프트웨어

Game Engine

Unity Gallery Asset Store Learn Community Company Buy Download

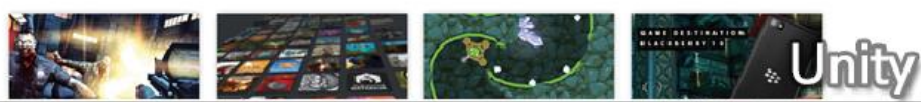
Unity dominates iOS awards

At Apple's year-end App Store USA Awards an incredible 17 games built using the Unity Engine were recognized across 10 categories. Hear from just a few of the developers about what it's like making awesome mobile content with small teams, tight budgets and lots of talent.

Learn more here

App Store BEST OF 2012

Unity Nordic Learn Unity 4.1 Mobile Games Mecanim



UNREAL ENGINE

FEATURES PLATFORMS UDK NEWS SHOWCASE LICENSING SUPPORT PARTNERS

Features

Unreal Engine 3 is a complete game development framework for PCs, Xbox 360®, iOS, and PlayStation®3, providing a vast array of core technologies, content creation tools, and support infrastructure content. Contact us for licensing opportunities.

Unreal Engine 3 Game Development Tools

Every aspect of the Unreal Engine 3 game development toolset has been designed with ease of content creation and programming in mind, with the goal of putting as much power as possible in the hands of artists and designers to develop assets in a visual environment with minimal programmer assistance, as well as giving programmers a highly modular, scalable and extensible framework for building, testing, and shipping games in a wide range of genres.

Unreal Engine 3 is integrated with numerous leading middleware technologies through Epic Games' Integrated Partners Program. Continual optimizations are made to the Unreal Engine's highly mature game development tool pipeline, massive world support and multi-processor performance. Unreal Engine 3's advanced toolset is designed specifically to accelerate developers' productivity for ultra-complex, next-generation content.

Animation Artificial Intelligence Audio Cascade Cinematics



Warface

Crytek's first FREE next Generation online FPS!

Powered by GFORCE

Visit warface.com

CRYENGINE 3 STUDIO SHOWCASE

FMX 2013 PRESENTATION THE ART AND TECHNOLOGY BEHIND CRYISIS 3

OPEN BETA IN SOUTH KOREA

Interview: Chris Roberts Building a New Future with CryENGINE 3

The Art and Technology behind Crysis 3

Players in South Korea Lock and Load Ahead of Warface Open Beta

Crytek

havok Company Solutions Products Services Support Sales Careers

PROJECT ANARCHY

Free 3D mobile game engine! Coming this spring... Learn More

Featured Events

Tekken Tag Tournament 2

Technology View:

Developers Mamco Bandar utilized Havok Cloth to help bring the visceral fighting of these hardened warriors to life.

News

Havok to Bring Project Anarchy Game Engine to Developers on the Tizen Platform for Free

Project Anarchy C++ Game Engine to be optimized and available free-of-charge for devices powered by the Tizen software platform including smartphones, tablets and connected devices

Date: Mon, 03/25/2013 - 23:00

Havok offers

Complete 3D Mobile Game Development Engine Available for Free this Spring

Date: Mon, 03/25/2013 - 23:00

Havok offers

Careers

Featured Career Opportunity

EU 2013

Havok

게임 개발을 위한 다양한 게임엔진

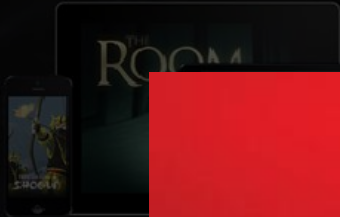


Unity dominates iOS awards

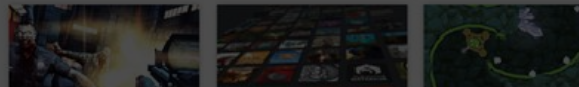
All Apple's year-end App Store USA Awards an incredible 17 games built using the Unity Engine were recognized across 10 categories. Hear from just a few of the developers about what it's like making awesome mobile content with small teams, tight budgets and lots of talent.

[Learn more here](#)

Apple's BEST OF 2012



Unile Nordic | Learn



Free 3D mobile game engine Coming this spring... [Learn More](#)

<p>Team Tag Entertainment 2</p>	<p>Technology Vant.</p> <p>Developers Namco Bandai utilized Havok Cloth to help bring the visceral fighting of these hardened warriors to life.</p>	<p>Havok to Bring Project Anarchy Game Engine to Developers on the Xbox Platform for Free</p> <p>Project Anarchy C++ Game Engine to be optimized and available free-of-charge for developers powered by the Havok software platform including:</p> <p>Date: Mon, 03/25/2013 - 23:00 Read more</p>	<p>Havok Libraries Mobile Developers with Project Anarchy!</p> <p>Complete 3D Mobile Game Development Engine Available for Free this Spring</p> <p>Date: Mon, 03/25/2013 - 23:00 Read more</p>
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Havok

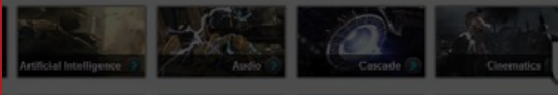
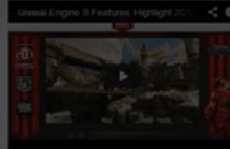
Features

Unreal Engine 3 is a complete game development framework for PC, Xbox 360, PS3, iOS, and PlayStation 3, providing a vast array of core technologies, content creation tools, and support infrastructure content. [Contact us for licensing opportunities.](#)

Game Development Tools

The 3 game development toolset has been designed with ease of content creation in mind, with the goal of putting as much power as possible in the hands of the artists in a visual environment with minimal programming assistance, as well as a highly modular, scalable and extensible framework for building, testing, and shipping games.

With numerous leading middleware technologies through Epic Games, continual optimizations are made to the Unreal Engine's highly mature, reliable, massive world support and multi-processor performance. Unreal Engine 3 is specifically designed to accelerate developers' productivity for ultra-complex, next-



Unreal

1 Generation online FPS! | Powered by GFORCE | Visit our face.com



<p>Interview: Chris Roberts Building a New Future with CryENGINE 3</p> <p>Nov 15, 2012 - Using Commander's career, Havok, Crytek technology to bring the latest interactive war to life. more</p>	<p>The Art and Technology behind Crysis 3</p> <p>Nov 08, 2012 - The session covers the newly acclaimed Crysis 3 videogame, covered by the CryENGINE 3, both from a technology and an artistic perspective. Readers will learn about the key techniques from the project such as the</p>	<p>Players in South Korea Lock and Load Ahead of Warfare Open Beta</p> <p>April 30, 2012 - The successful growth of Crytek's free-to-play FPS, Warfare, is set to continue this week, as the game enters its Open Beta phase in South Korea. more</p>
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Crytek

게임 개발을 위한 다양한 게임엔진



기획자

게임을 설계하고 게임의 컨셉, 내용 등을 구성.

전반적인 할 일들을 만들며 사람들과 커뮤니케이션하고,
게임에 들어가는 다양한 수치적인 데이터를 작업해 게임의 재미요소를 개발한다.



디자이너

게임에 들어가는 다양한 그래픽요소를 작업,

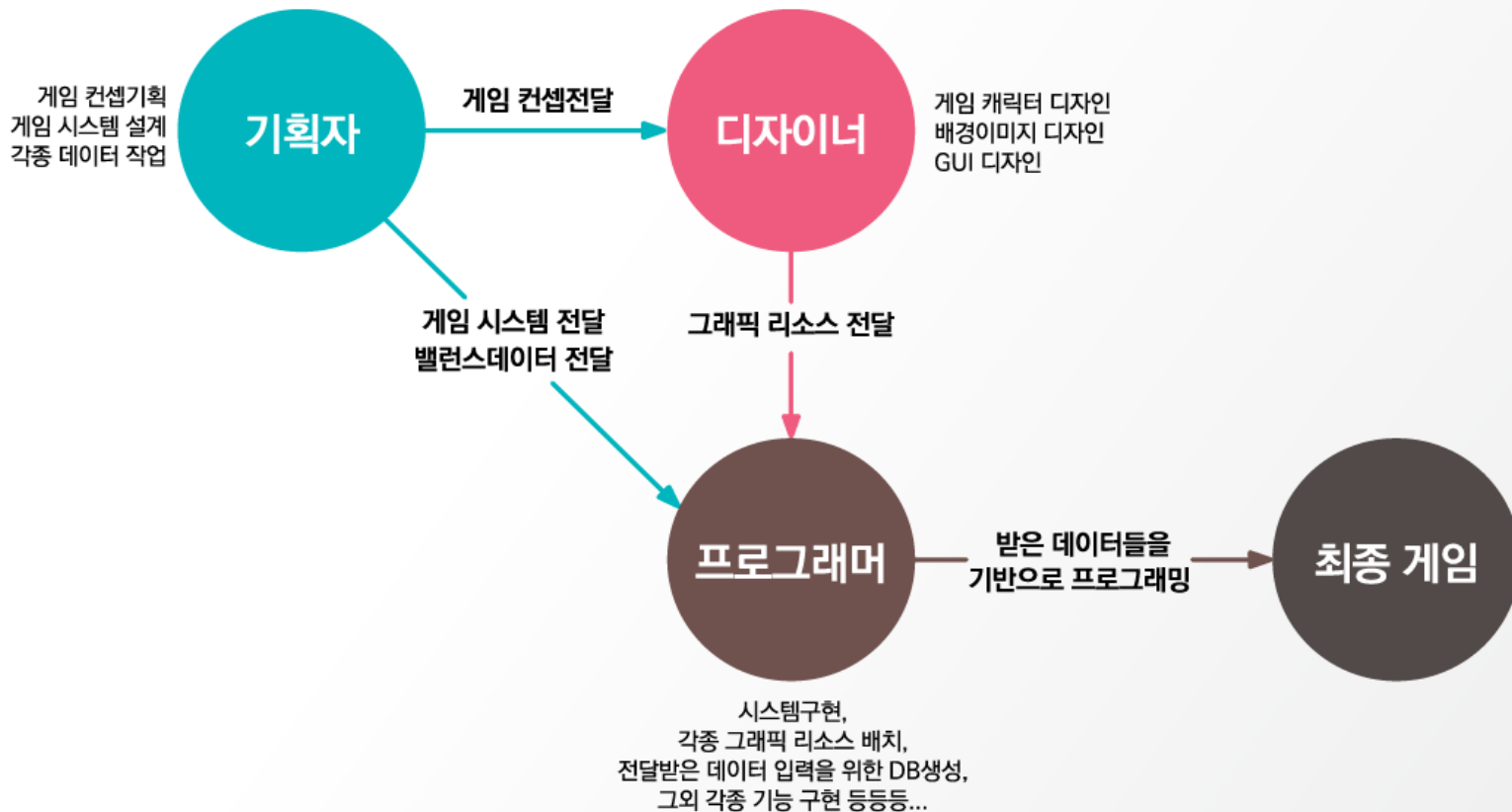
다양한 사물들을 그림으로 그리거나 모델링으로 만들어,
사람들이 게임을 하며 눈으로 보게되는 리소스를 개발한다.



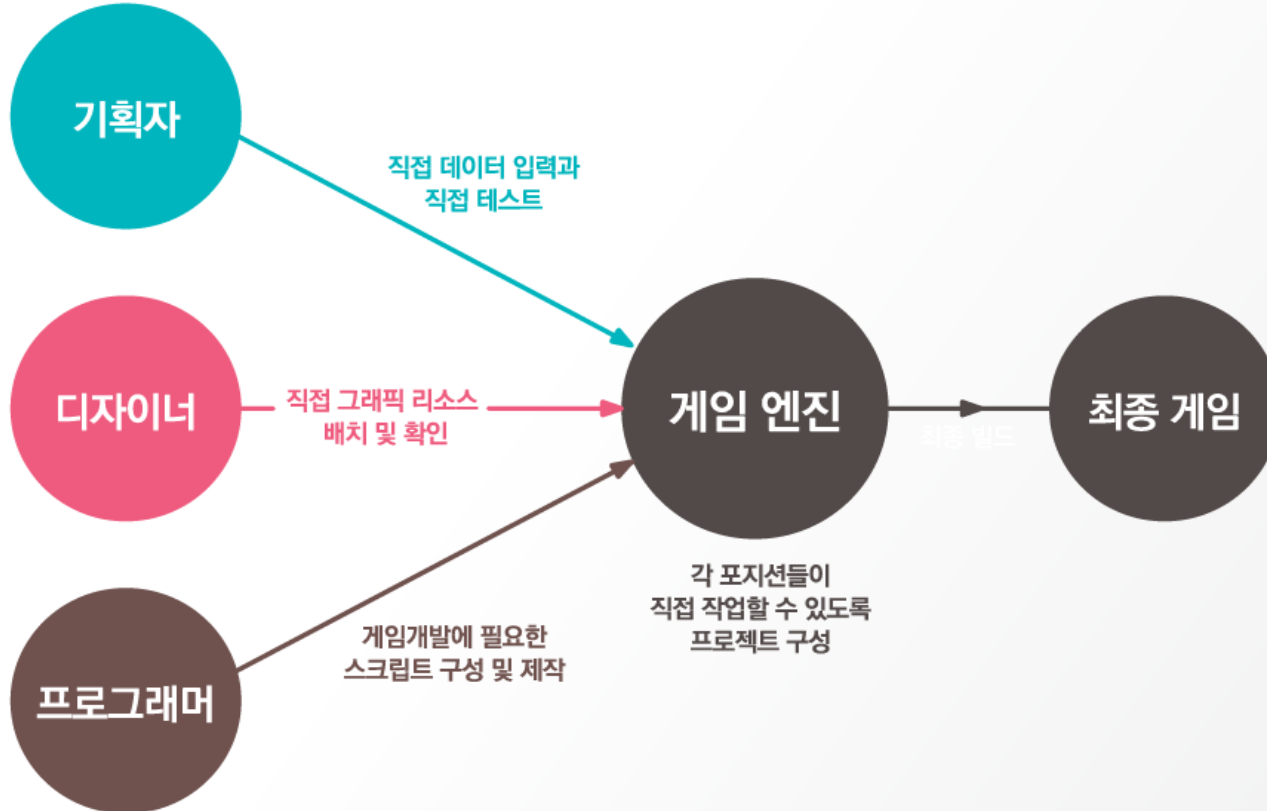
프로그래머

실제로 구동되는 게임을 만드는 역할.

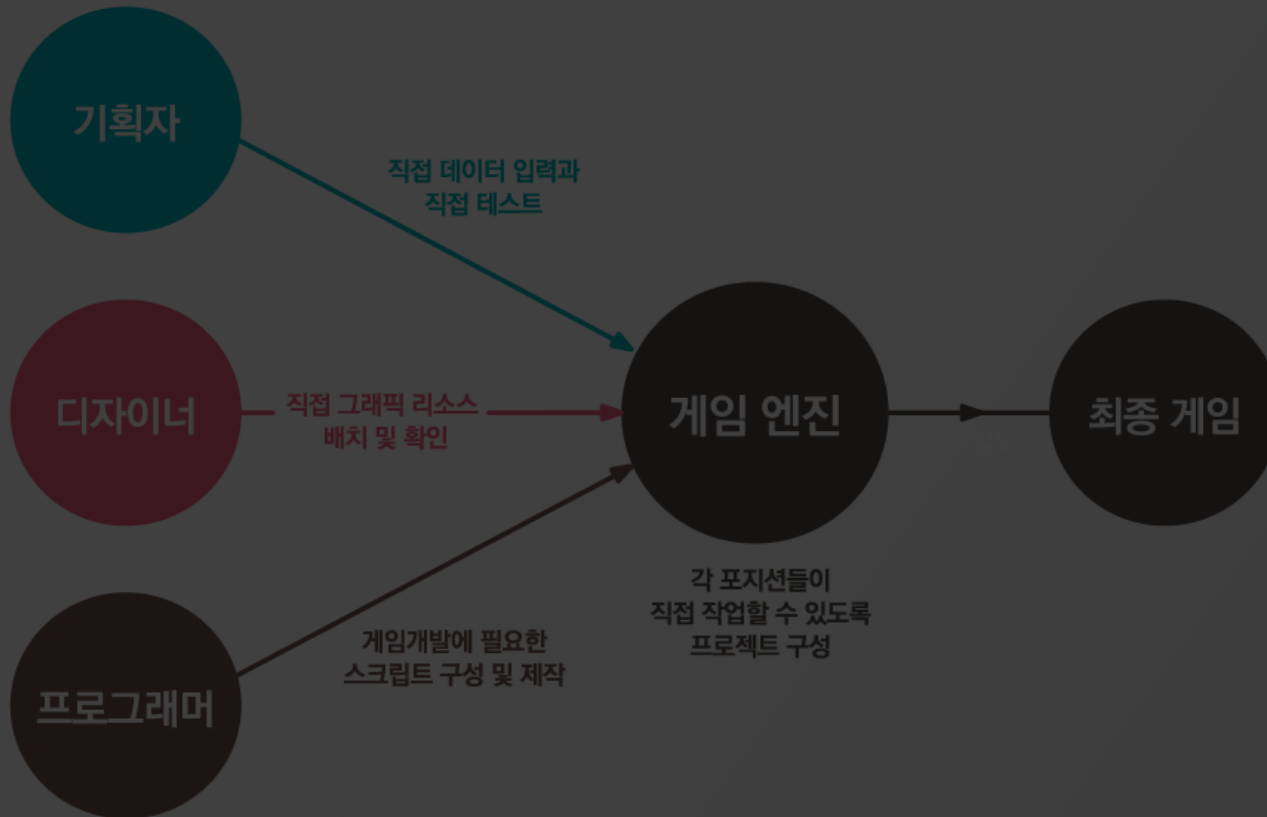
프로그래밍 언어를 사용해 PC나 모바일기기와 같은 다양한 디바이스에서
사람들이 게임을 플레이 할 수 있게 하는 프로그램을 만드는 작업을 한다.



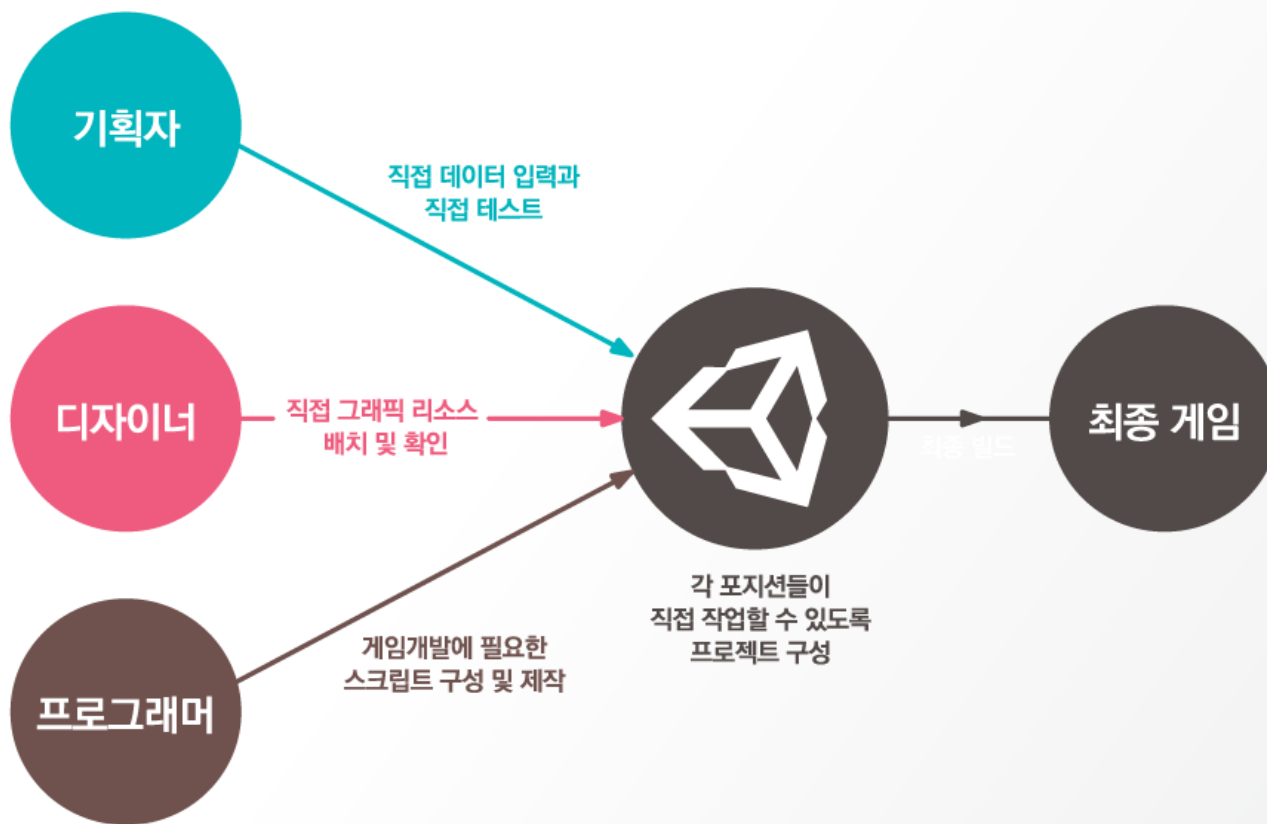
기존의 게임 개발 방식



게임엔진을 사용한 이상적인 개발 플로우



하지만 이상과 현실의 차이는 조금 있다...



유니티가 그나마 이상적인 그림에 가까움

물론 테스트 때는 관찰을지 모르지만 개발할 때는 프로그래머가 당연히 필요...꺼이꺼이..ㄷ

Why?

쉽다, 제작기간이 짧다, 편리하다....

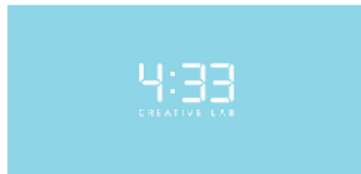
BUT



그건 니 생각이고...

~~쉽다, 제작기간이 짧다, 편리하다....~~

유니티를 이용해 프로젝트를 진행 중인 회사들



⋮

Google  Microsoft 

 Tapjoy admob 

 Oculus VR™


MUCH DIFFERENT KOREA


allegorithmic

 EVERYPLAY

...

유니티와 쉽게 연동할 수 있는 SDK를 제공하는 회사들.

1 한번의 제작으로 멀티 플랫폼 빌드 가능



PC 게임

iOS



스마트폰 게임



웹 게임

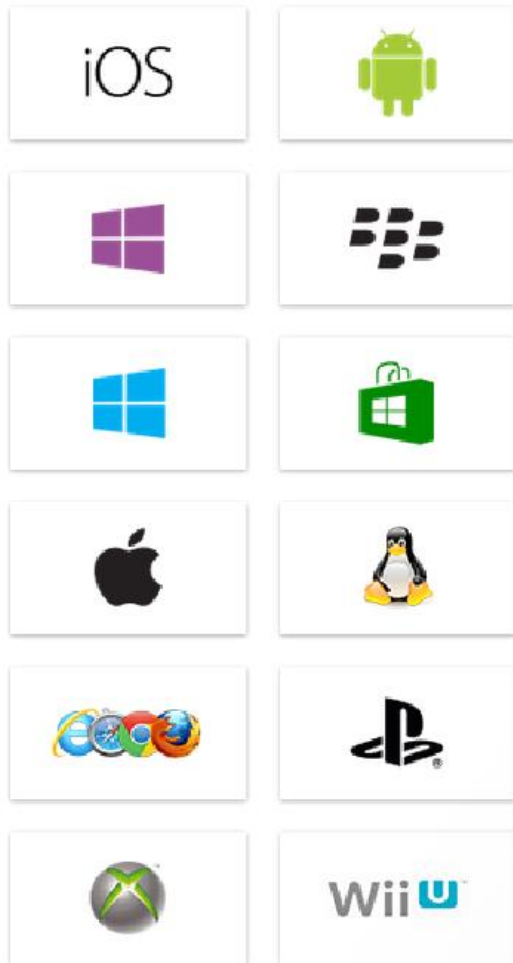


콘솔 게임

5.0

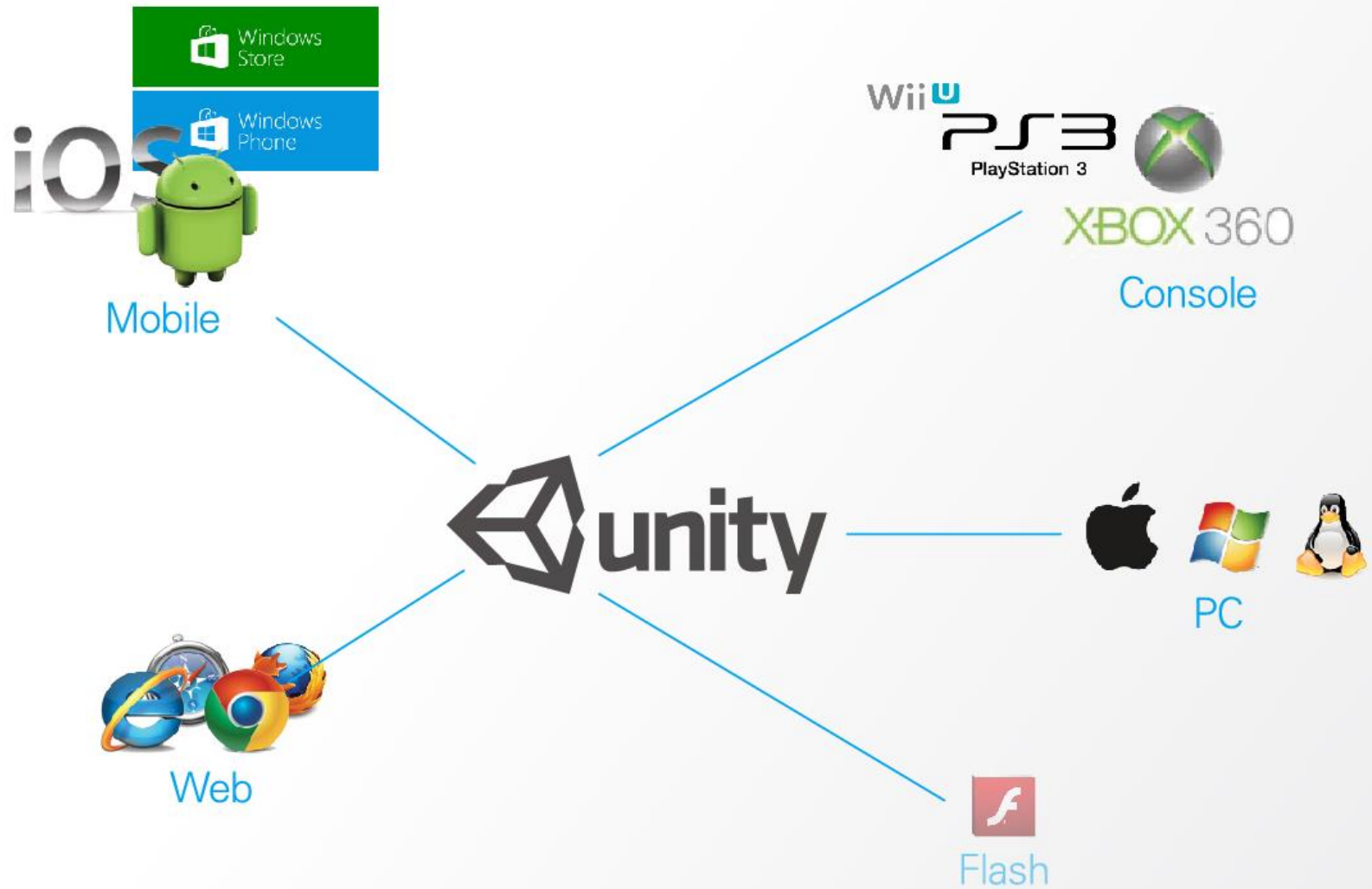
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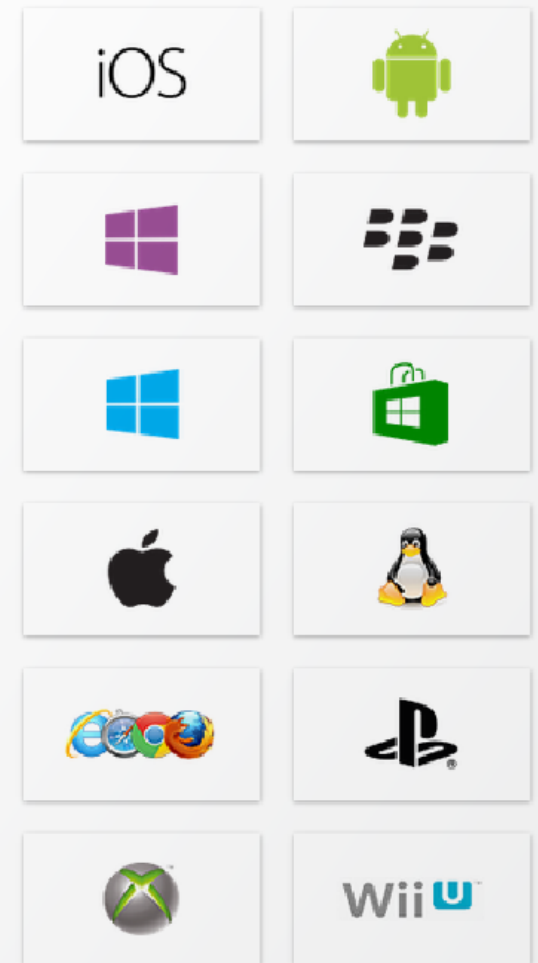
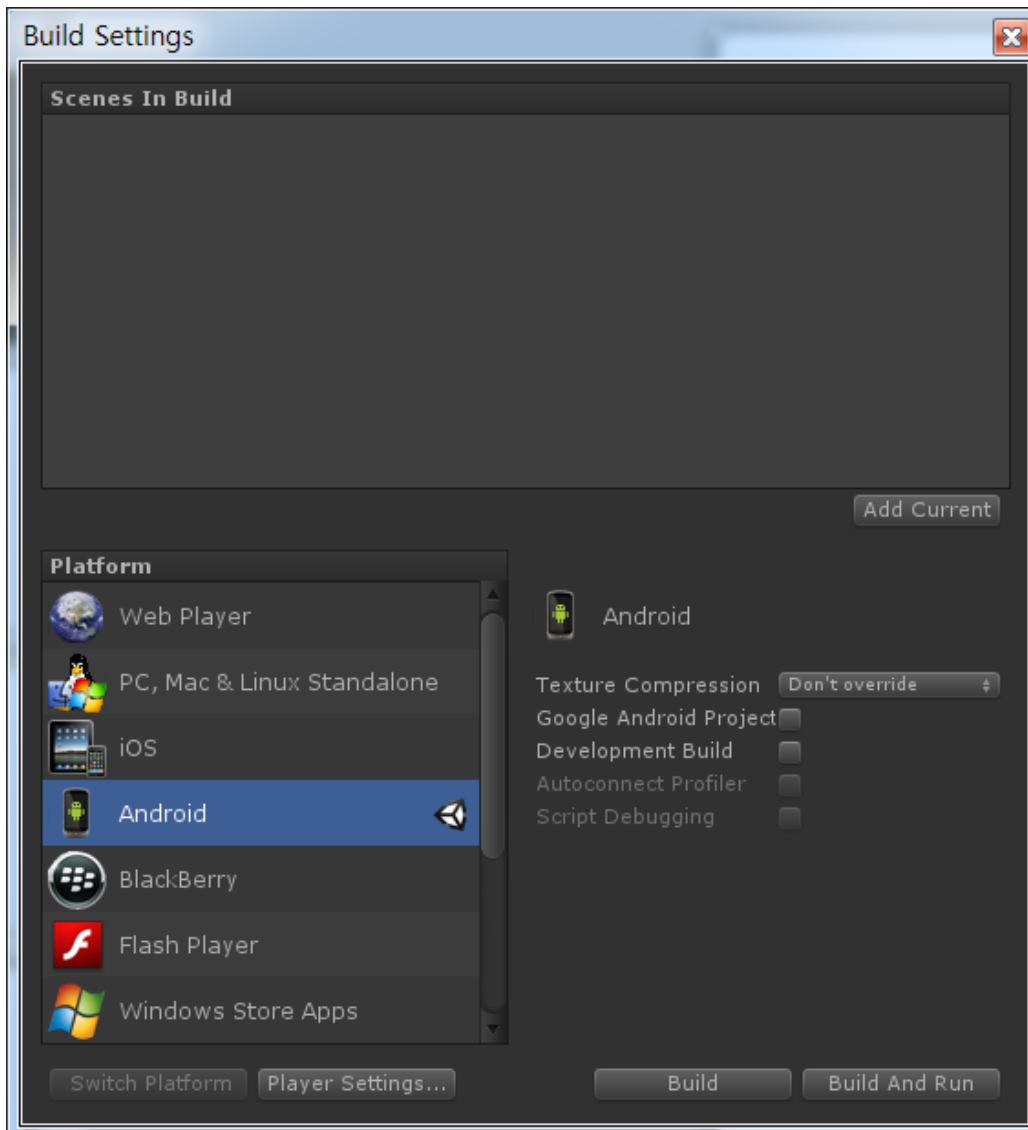
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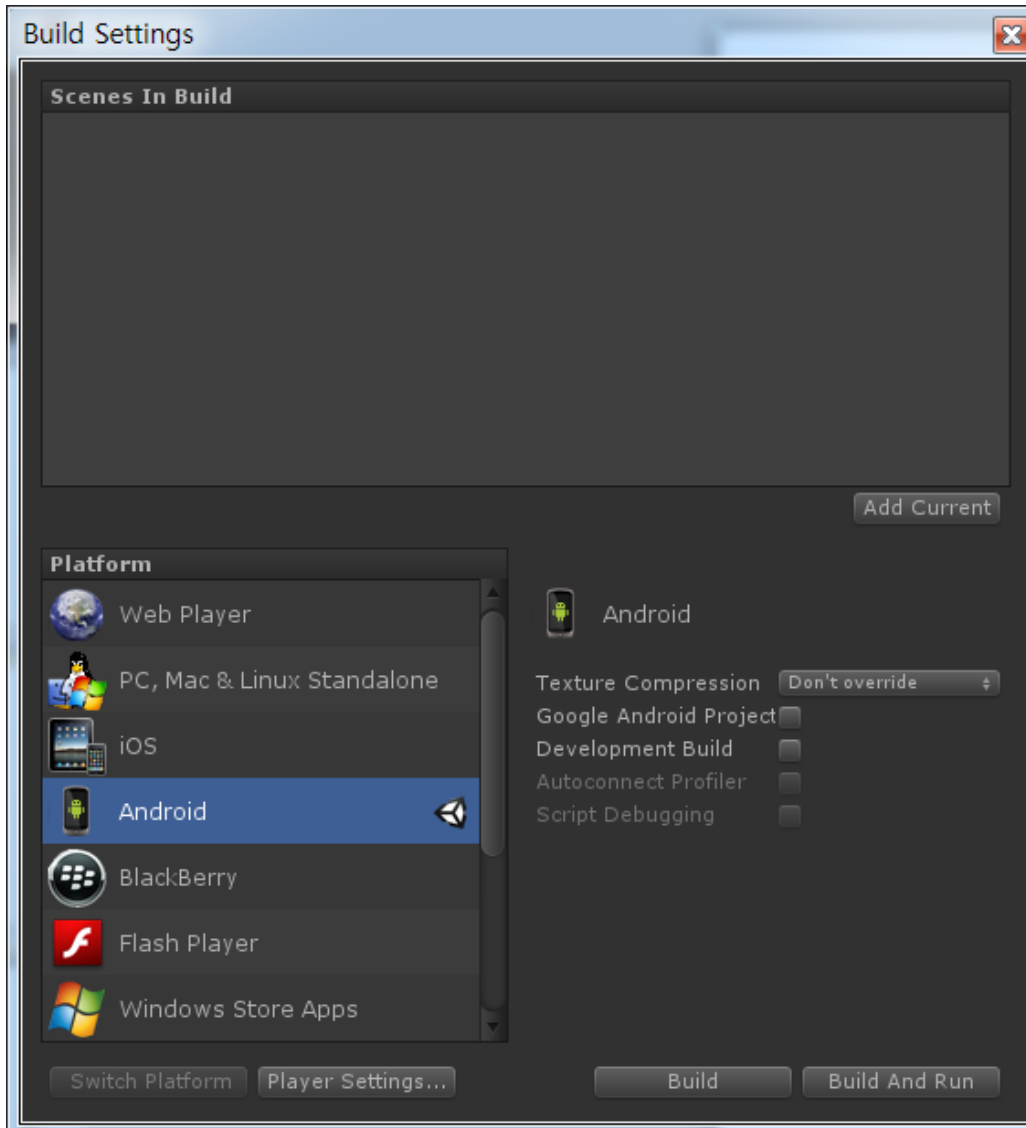


게임 개발을 위해 필요한 언어들

C++, C, SQL, OpenGL, Objective - C,
JAVA, XML, JavaScript, PHP, HTML, CSS... 등등등



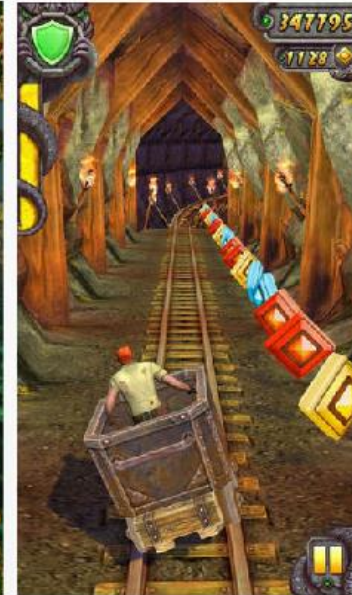




-  ——. *.EXE 파일
-  ——. MAC 어플리케이션 파일
-  ——. X-code 프로젝트
-  ——. *.APK파일
-  ——. HTML 파일



VS 프로젝트



제작인원
다운로드
연 매출

3명
20,000,000 다운로드 이상
100,000,000\$ 이상

Who
What
How
Why



유니티를 쓰지않고
개발할 때

iOS 6개월



6개월

12개월



유니티를 이용해
개발할 때



5개월

iOS

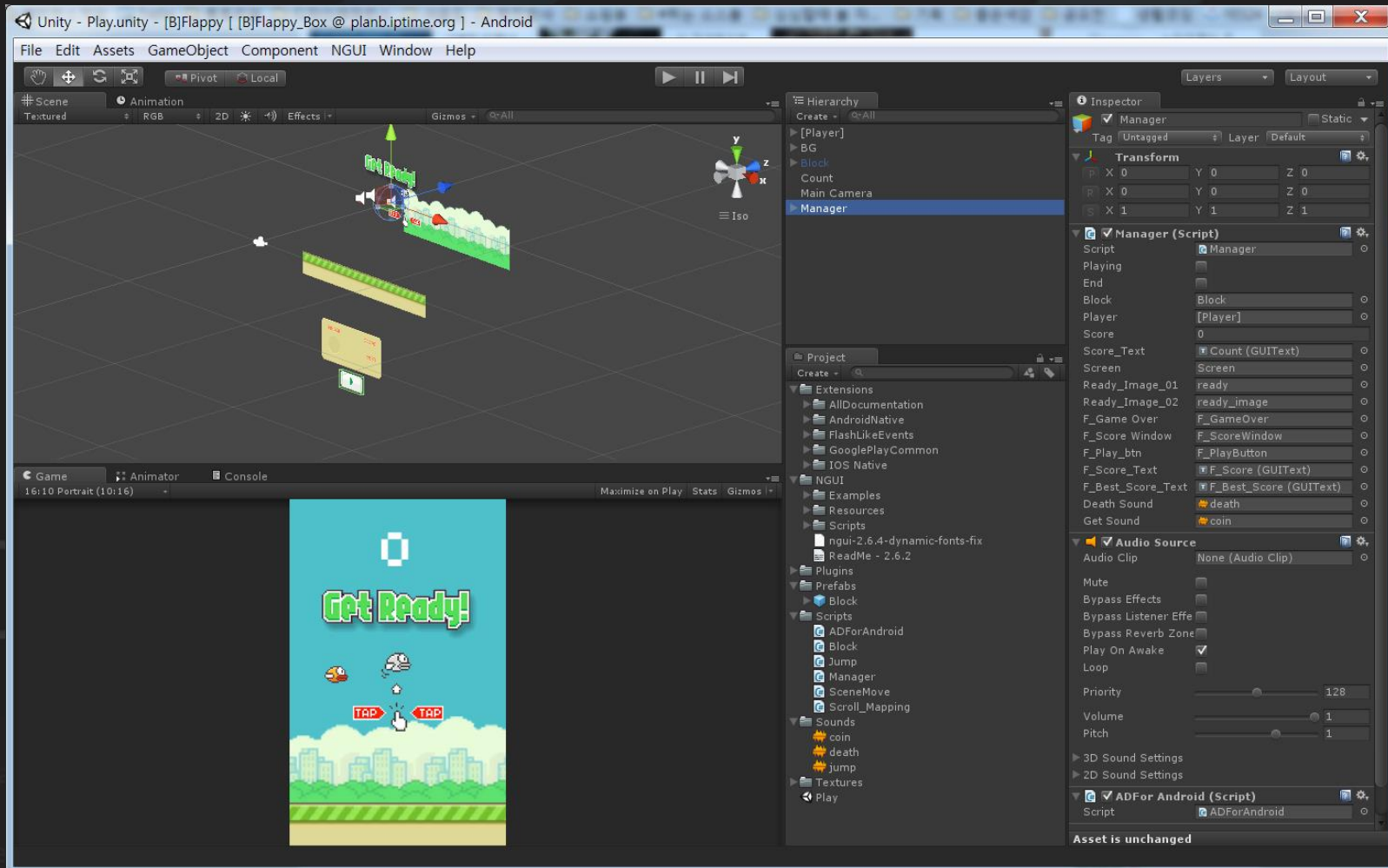
1개월

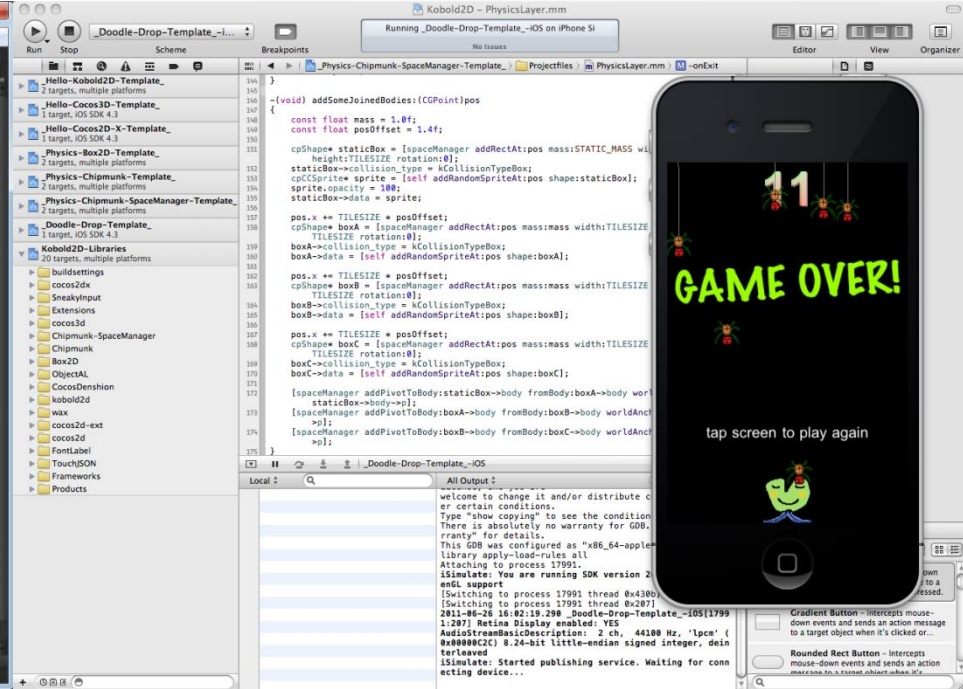
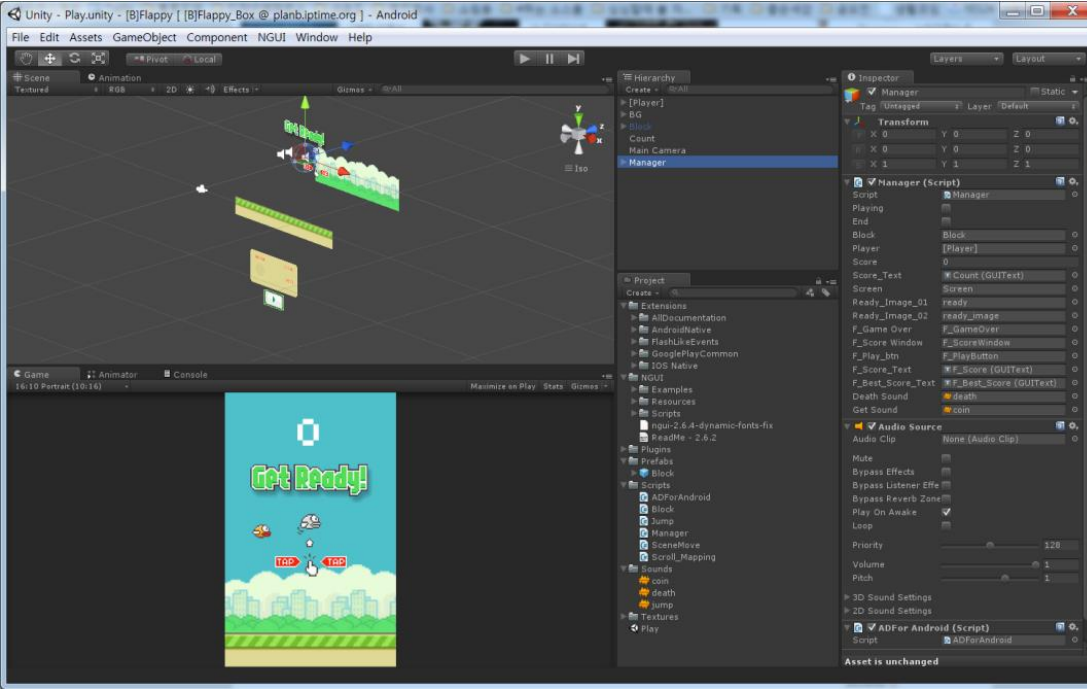


1개월

7개월

2 그래픽 툴과 유사해 사용하기 편한 인터페이스





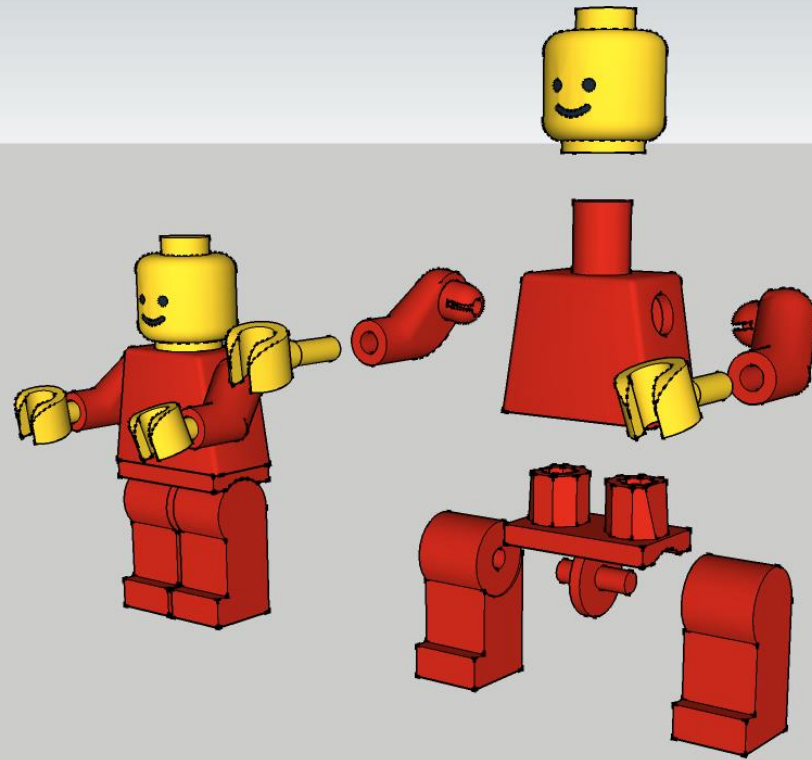
3 레고와 같이 쉽게 조립가능한 컴포넌트 개발방식

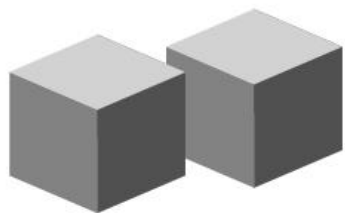


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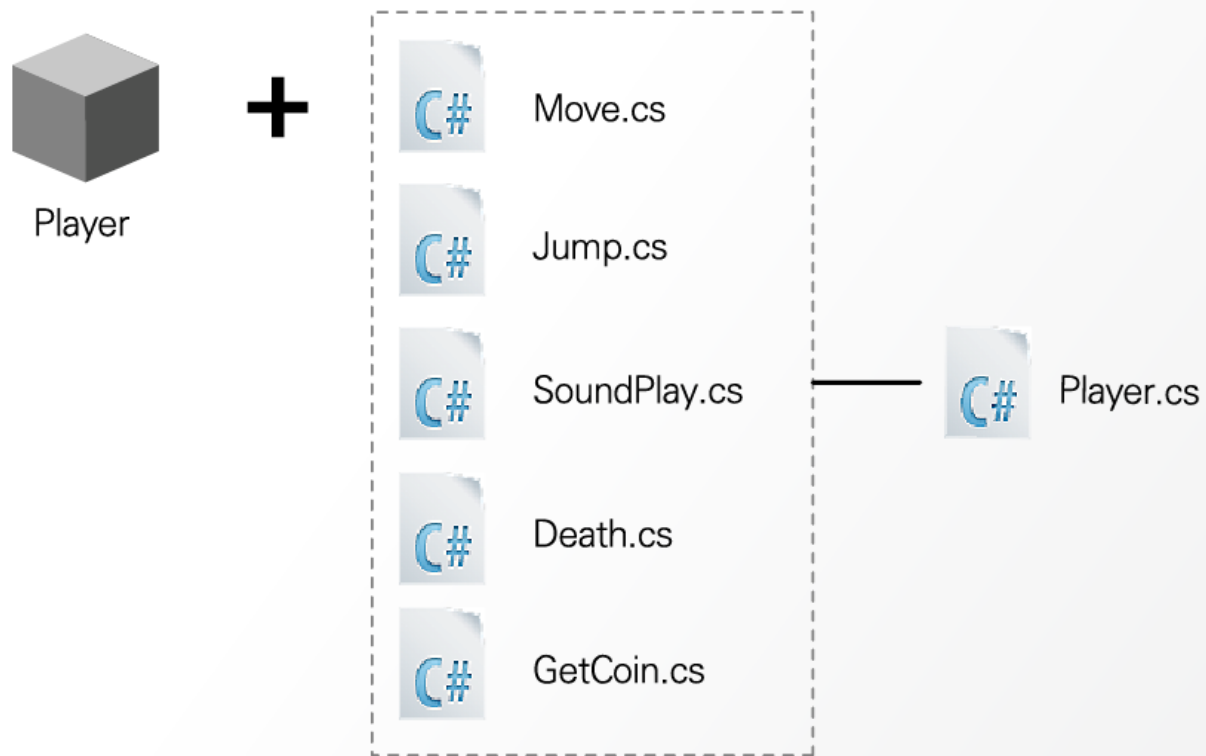
오브젝트

뷰포트상에 보여지는 존재



컴포넌트

언제든 오브젝트에 부착 가능한 존재들



보통 이런식으로
오브젝트에 **컴포넌트**가 부착되는 방식으로
게임내 요소들이 제작됩니다.

UNITY-CHAN! x

unity-chan.com

ART & DESIGN DATA DOWNLOAD COMIC MARKET 85 UNITY-CHAN BLOG

unity chan!
Little Swan's playground

『ゲーム作りの面白さや素晴らしさを、全ての人に開放したい』
『誰にでも使える、オープンで自由なゲーム開発環境を創りたい』

それまで大手のスタジオにのみ、蓄積されてきた『ゲーム開発のノウハウを民主化する』
それは、Unity Technologies の設立以来のテーマです。

「ゲームを実際に動かしながら、ビジュアルな開発環境でゲームを作っている」
「プログラマじゃなくても、ゲームを作ることができる様々なツールが揃っている」
ゲームエンジン Unity は多くの開発者に熱烈な支持を受け、
その開発者コミュニティは全世界で200万人を数えます。

Unity を愛して支えてくれる開発者コミュニティの皆様への感謝を込めて、
彼らのゲームで使うことのできるハイクオリティ、かつハイエンドゲームに必要と
される機能を備えつつも、ユーザーに愛される十分なキャラクター性
を持ったヒロインを、Unity Technologies Japan は
提案したいと考えています。

それが、『ユニティちゃん』です。

Unity 5.0

5.0
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Unity-CHAN!
OFFICIAL WEBSITE

2014.05.19 [ユニティちゃん ver 1.1 アップデート!](#)

2014.05.16 [『ユニティちゃんゲームジャム2014』開催決定!](#)

2014.04.18 [Unity-Chan! Official Art LogのPDFデータを公開!](#)

そんじゃ、
始めるとしますか!

GO TO TOP

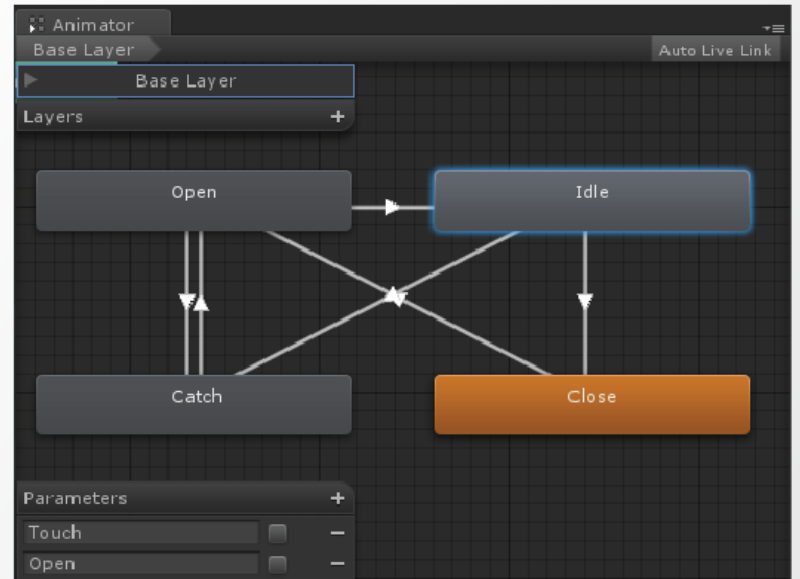
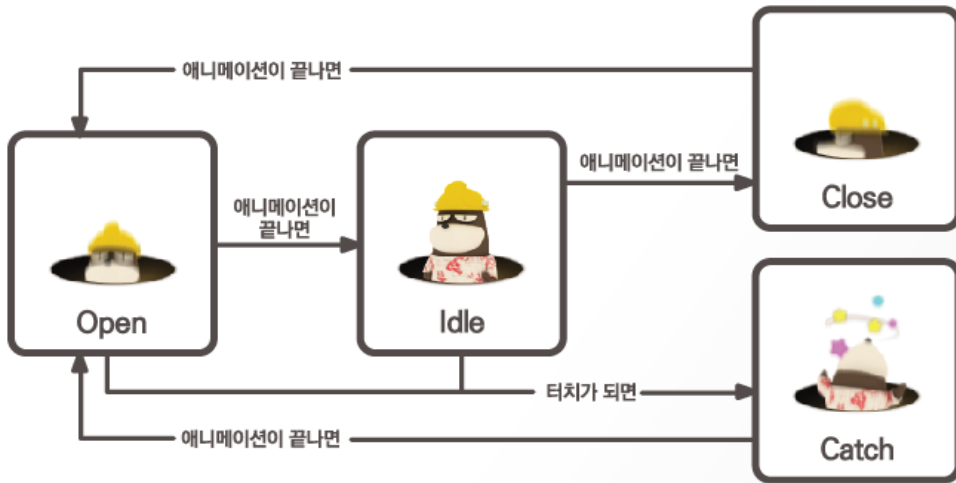
ツイート 3,695 いいね! 5,597



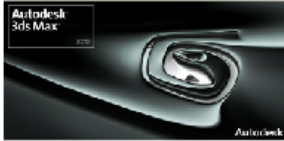




2D 애니메이션 게임은?



2D 애니메이션 + 메카닉



4 다른 툴에서 제작된 리소스 를 너무 쉽게 사용가능

	3D Modeling
	
	Texture
	Sound
	Shader
⋮	⋮
⋮	⋮
⋮	⋮



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Asset Store

Browse thousands of ready-made assets. Drop them in your Unity project and go!

Staff pick

uFrame Game Framework
 Editor Extensions
 Invert Game Studios LLC
 ★★★★★ (Δ 27)
 \$90

Currently in BETA get it before the price goes up!

uFrame is a state of the art game development framework designed to give even the novice developer the tools to work on a professional level. With Diagram Tools, an Action System, and a powerful design model developed specifically for the Unity Engine, you'll be developing games faster than you can come up with them!

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 uFrame 1.0 Getting Started
 Video Tutorials
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 Wiki Docs



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24 HOUR DEALS
 04 : 49 : 13

KGFCameraSystem
 \$20 \$40

A few favorites

playMaker
 Editor Extensions/Visual Scripting
 Hutong Games LLC
 ★★★★★ (Δ 1229)
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Shader Forge
 Editor Extensions/Visual Scripting
 Joachim Holmér
 ★★★★★ (Δ 292)
 \$80

Skyshop: Image-Based...
 Shaders
 Marmoset Co
 ★★★★★ (Δ 306)
 \$125

KGFCameraSystem
 Scripting/Camera
 KOLMICH Creations
 ★★★★★ (Δ 56)
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Top Paid

- Behavior Designer**
Scripting/AI
- AllSky**
Textures & Materials/S...
- A* Pathfinding Proj...**
Scripting/AI
- SoundManagerPro ...**
Scripting/Audio
- Photon PUN+**
Scripting/Network
- Camera Path Anima...**
Editor Extensions/Anim...
- Blast Em! Full Unity...**
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Most Popular

Behavior Designer
 Scripting/AI
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 KOLMICH Creations
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- 1 멀티 플랫폼 빌드 가능
- 2 그래픽 툴과 유사한 인터페이스
- 3 컴포넌트 형태의 개발 방식
- 4 다른 툴에서 제작된 리소스 쉽게 사용



쉽다.
제작기간이 짧다.
비용이 적게 든다.
등등등

·
·

어떻게 쓸 수 있는 거임?
돈내야 쓸 수 있는 거임?

어떻게 쓸 수 있는 거임?
돈내야 쓸 수 있는 거임?

일단은 **Free** 로도 사용이 가능함.

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Unity - Download a x

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The free version of Unity for Windows. Includes publishing support for iOS, Android, Windows Store, Windows Phone, BlackBerry, desktop and Web, and a 30 day trial of Unity Pro (with Pro publishing for iOS, Android, Windows Store, Windows Phone and BlackBerry).

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f t g+



Final Goal

최종 업로드해야하는 파일의 형태



***.APPX**



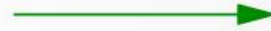
***.XAP**

Process

1.  유니티 프로젝트를
2.  윈도우 플랫폼용 파일로 빌드해
3.  비주얼 스튜디오로
4. *.APPX, *.XAP 로 만들어
5.   마켓에 등록한다.



*.APPX

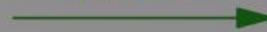


*.XAP





*.APPX



Windows Store

*.XAP



Windows Phone

Unity VS

Visual studio for Unity

유니티에서 Visual Studio를 이용해 코딩하는 유저들의 편의를 돕기 위한 프로그램

유니티로 프레임단위의 디버깅이 가능함.

유니티의 기본제공함수 자동완성

외부 DLL 디버깅

프로젝트 탐색기

에러리스트 동기화

.

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등등

1. Visual studio 몇버전부터 사용가능한가요?

- 2010 부터 사용가능합니다.

2. 익스프레스에서도 사용가능한가요?

- 안됩니다.

3. 유니티는 몇 버전이어야 하나요?

- 유니티 4 이후로는 모두 지원합니다.

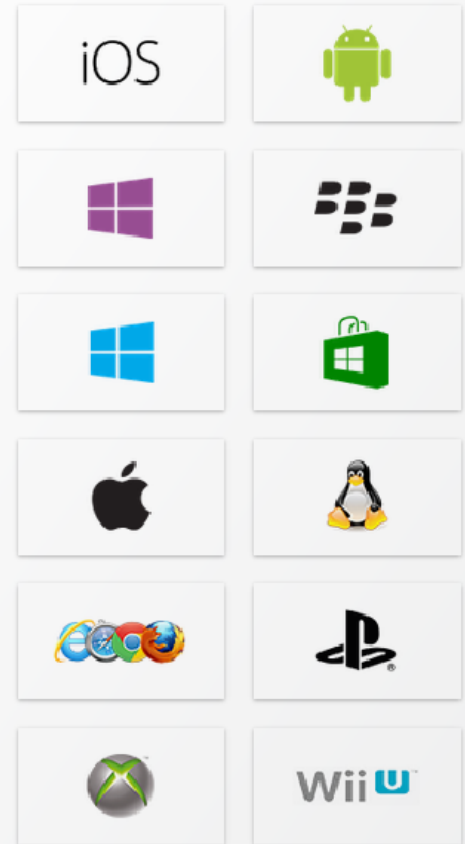
4. 언어는 어떤 것을 쓰나요?

- 유니티에서 사용하는 C#을 사용합니다.



Asset Store

Resource



Publishing

Thank you.



unity Evangelist
지국환

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Gukhwan@unity3d.com