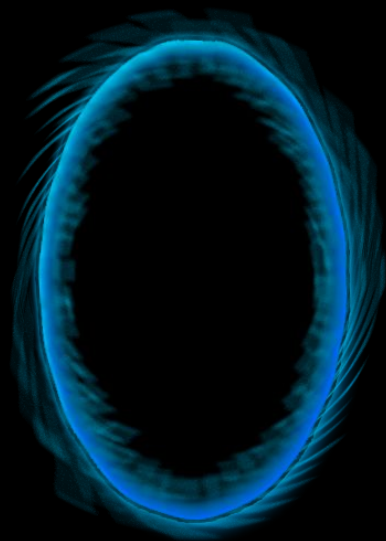


GD50

Lecture 10: Portal

Colton Ogden
cogden@cs50.harvard.edu

David J. Malan
malan@harvard.edu



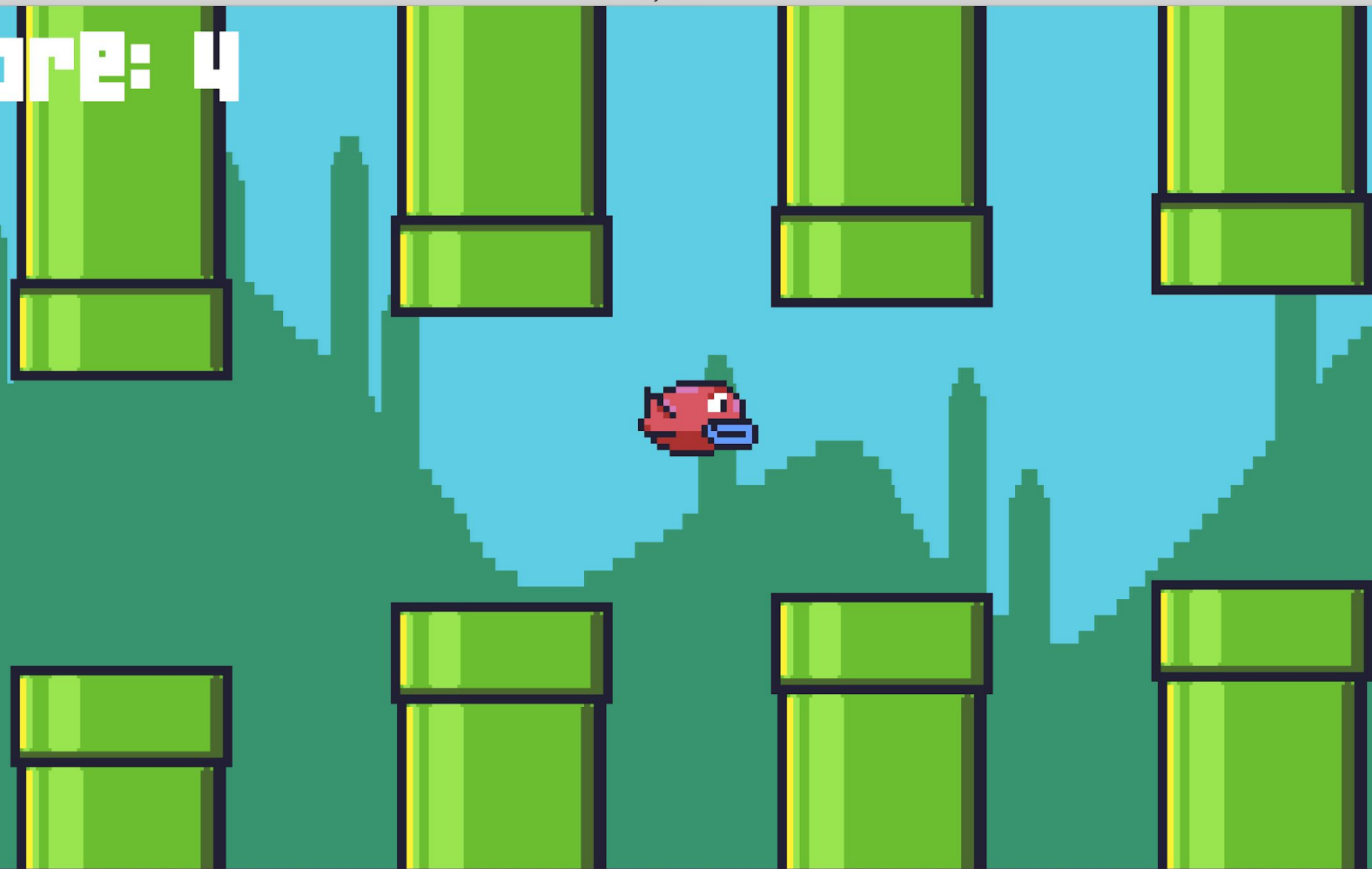
FPS: 60

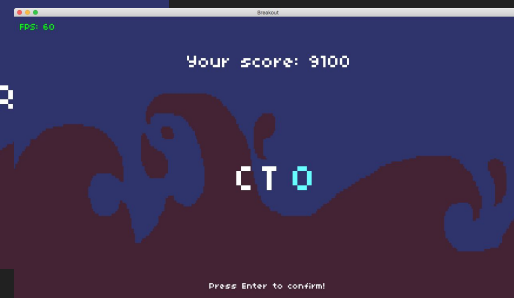
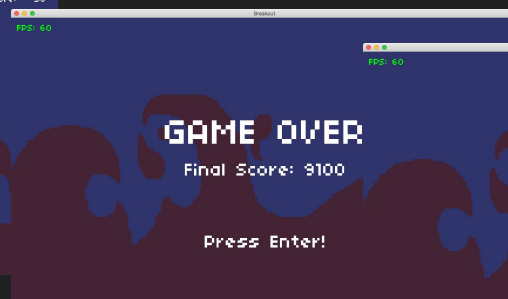
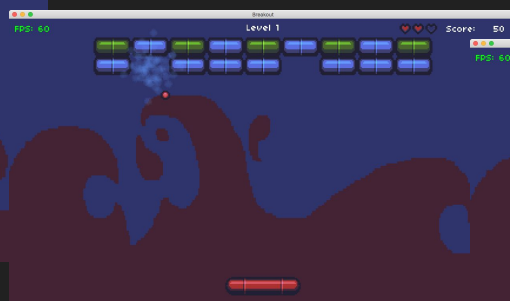
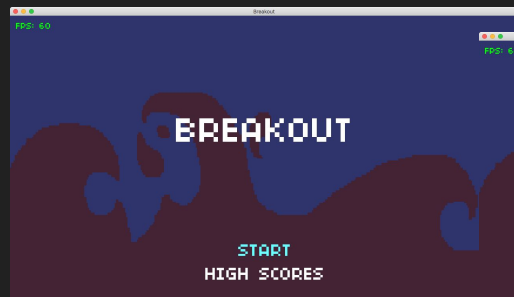
Welcome to Pong!
Press Enter to begin!



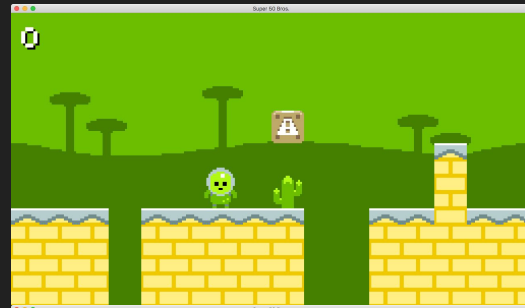
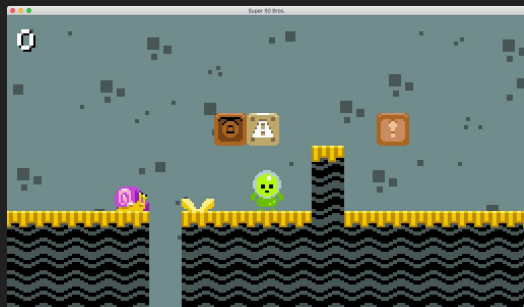


Score: 4

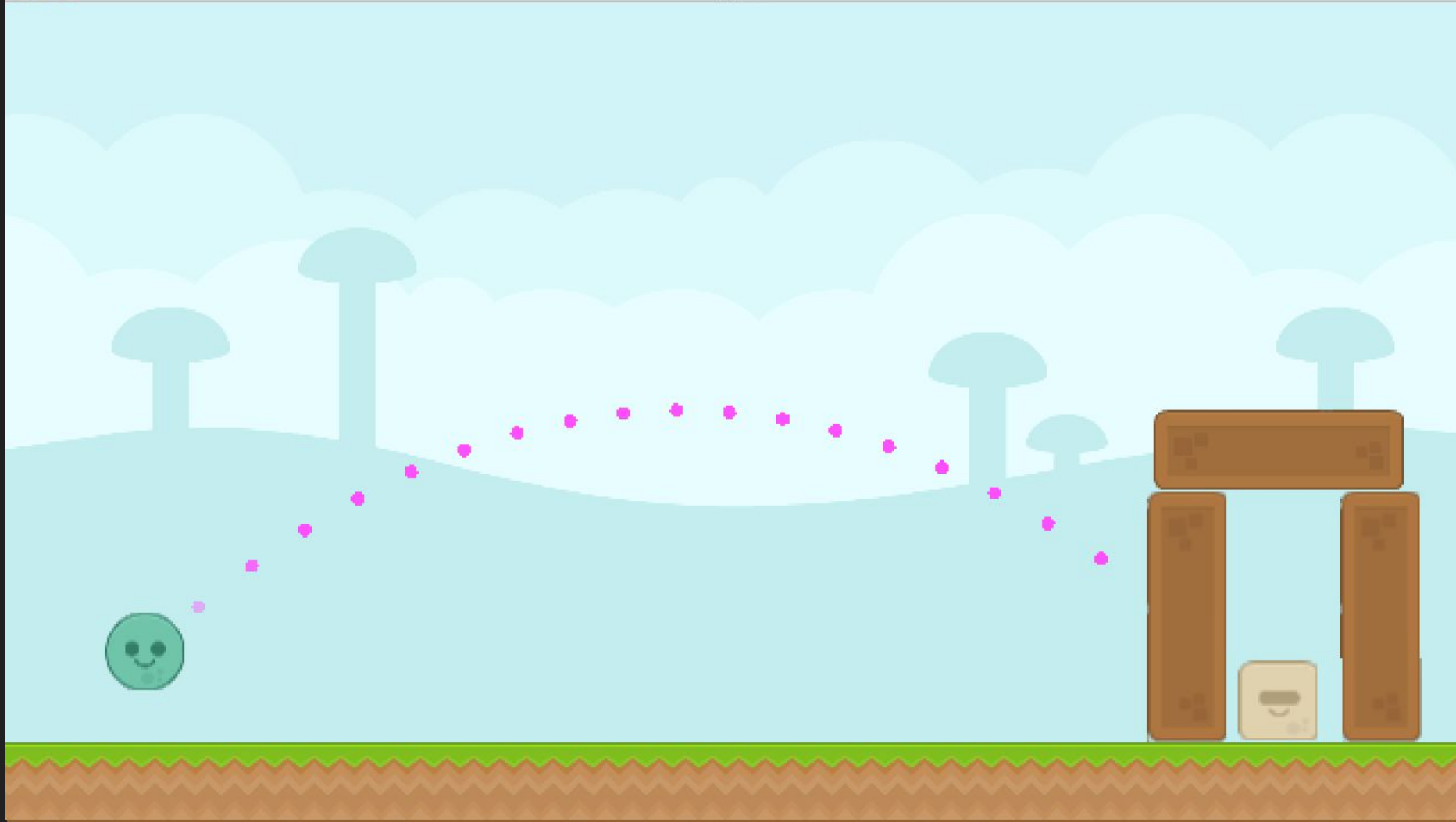


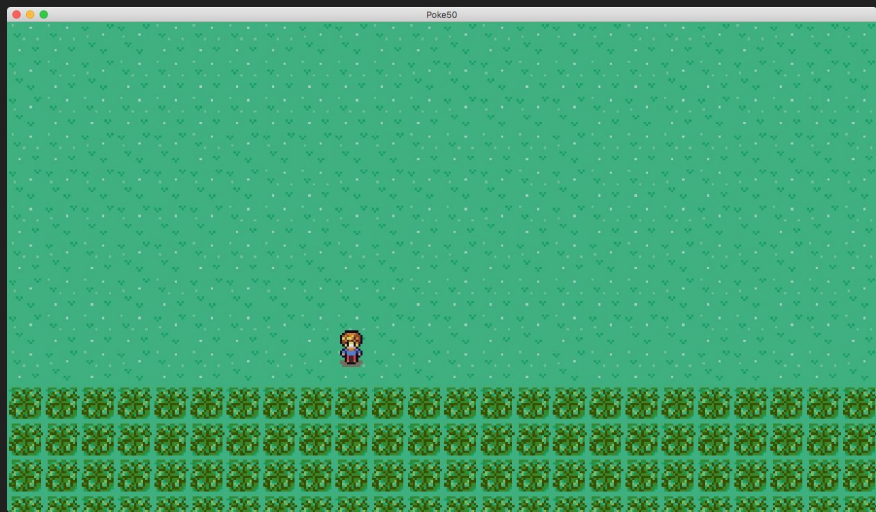


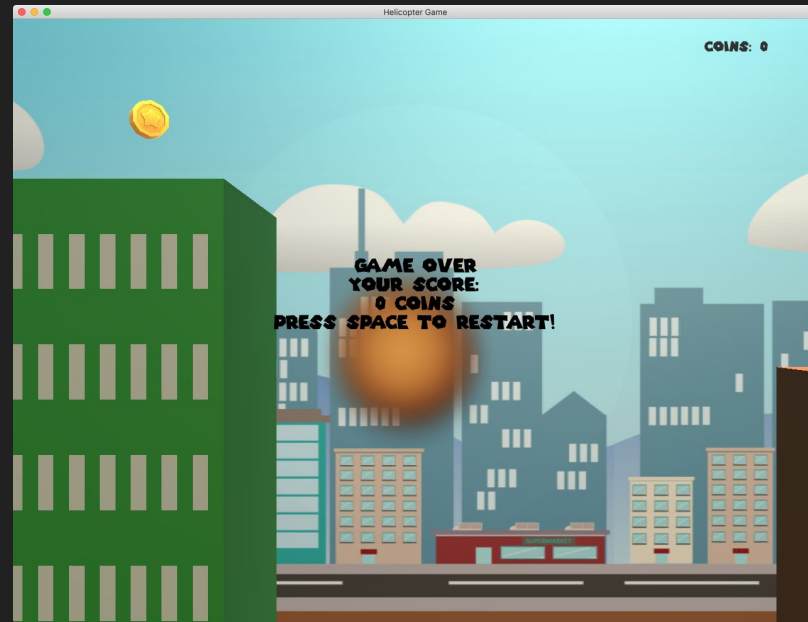


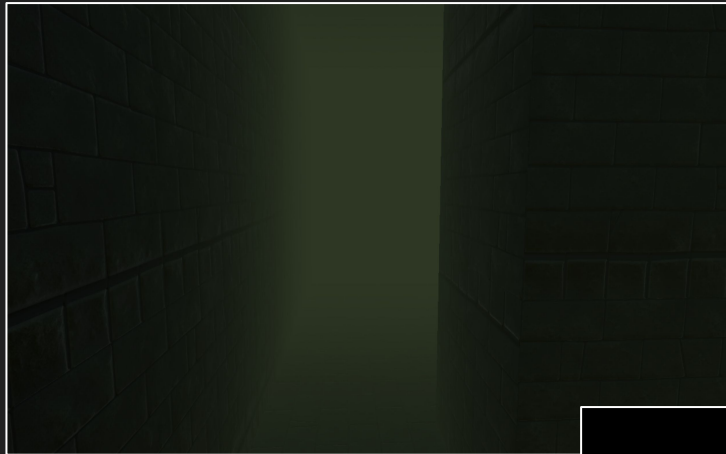












DREAD50

PRESS ENTER



Topics

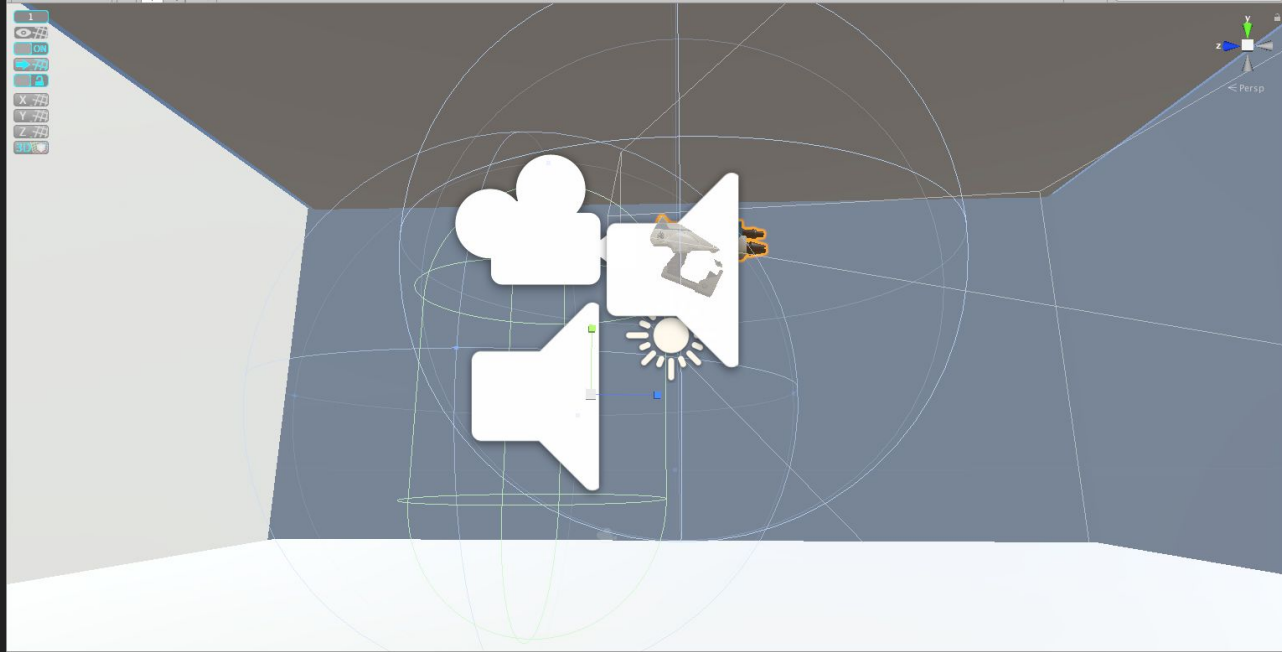
- Holding a Weapon
- Raycasting
- RenderTexture
- Texture Masking
- Decals
- Teleporting
- ProBuilder and ProGrids

But first, a demo!

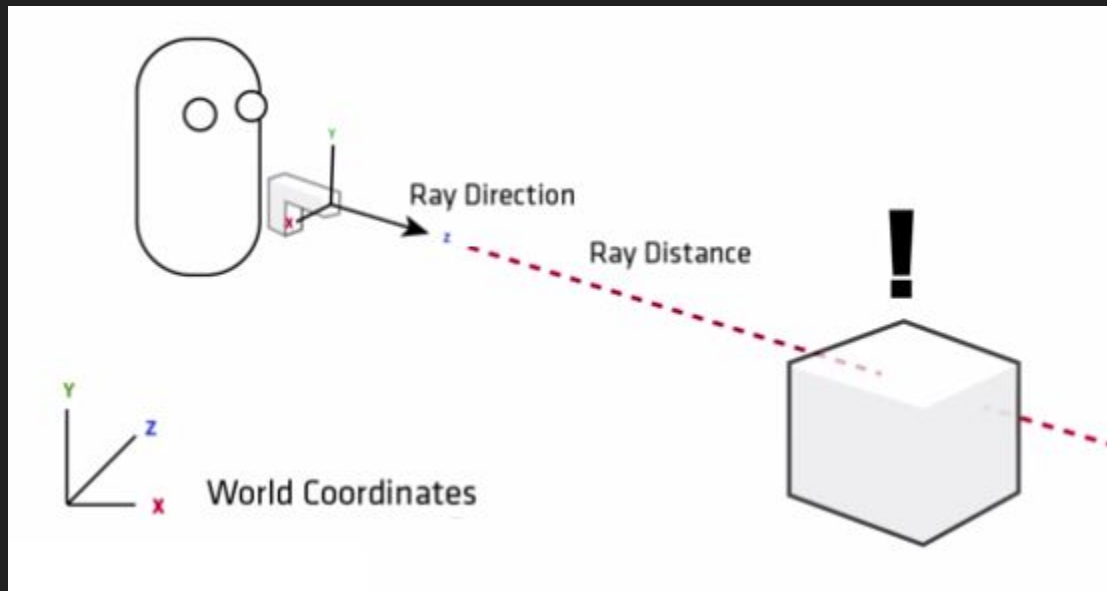
Our Goal



Holding a Weapon

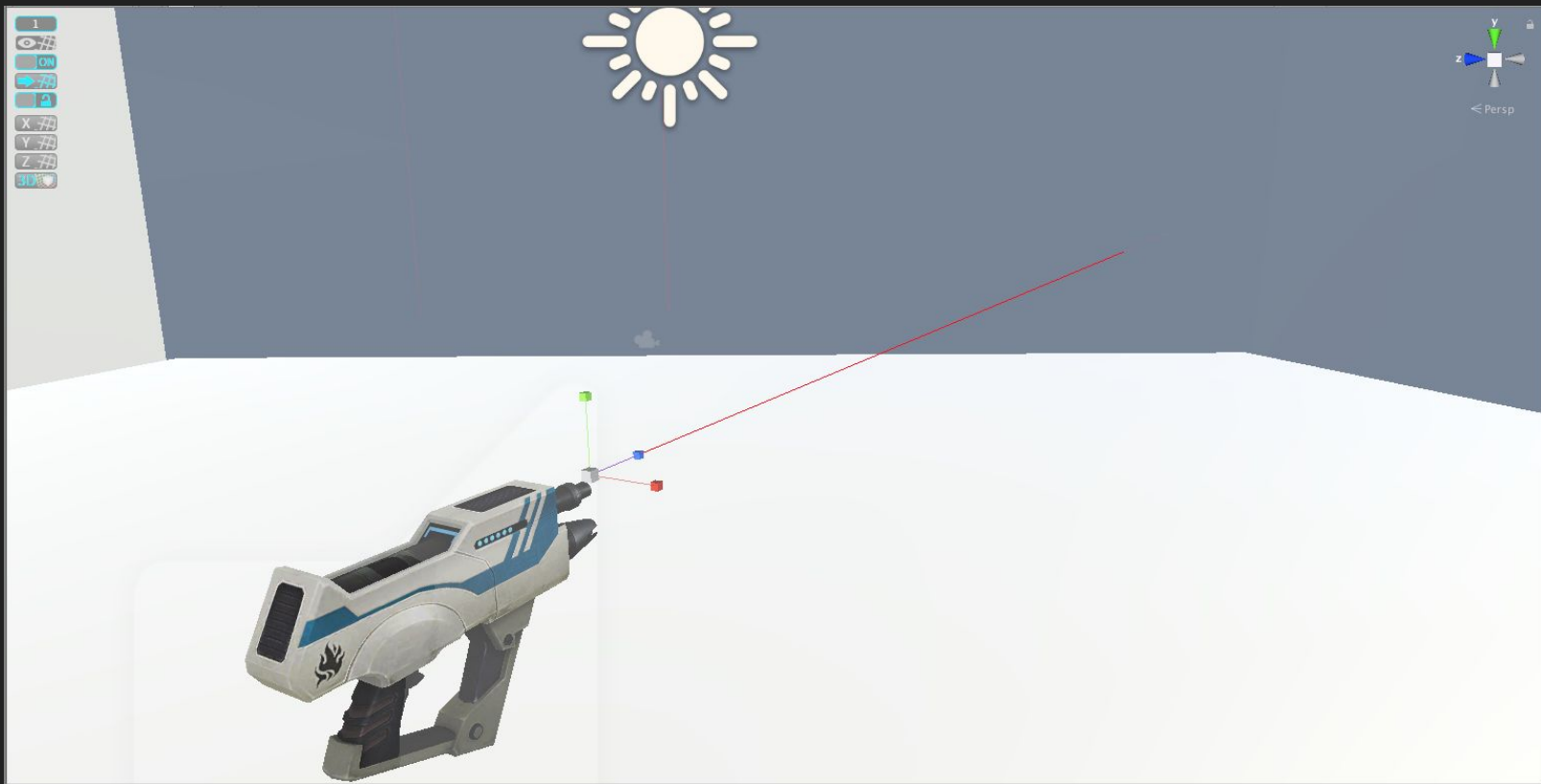


Raycasting

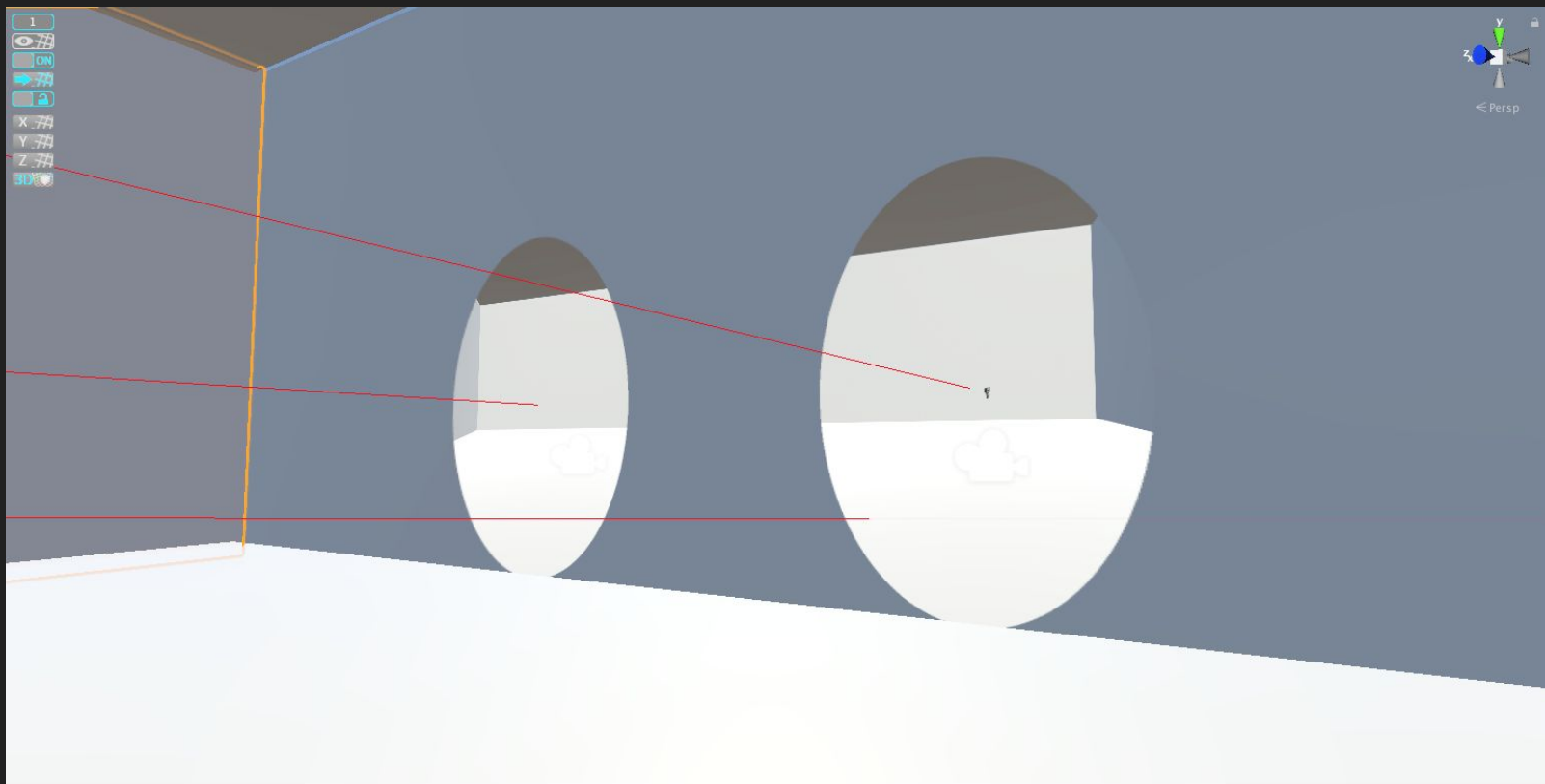


<http://www.clonefactor.com/wordpress/unity3d-show-room/raycast-gizmos-visualizer/>

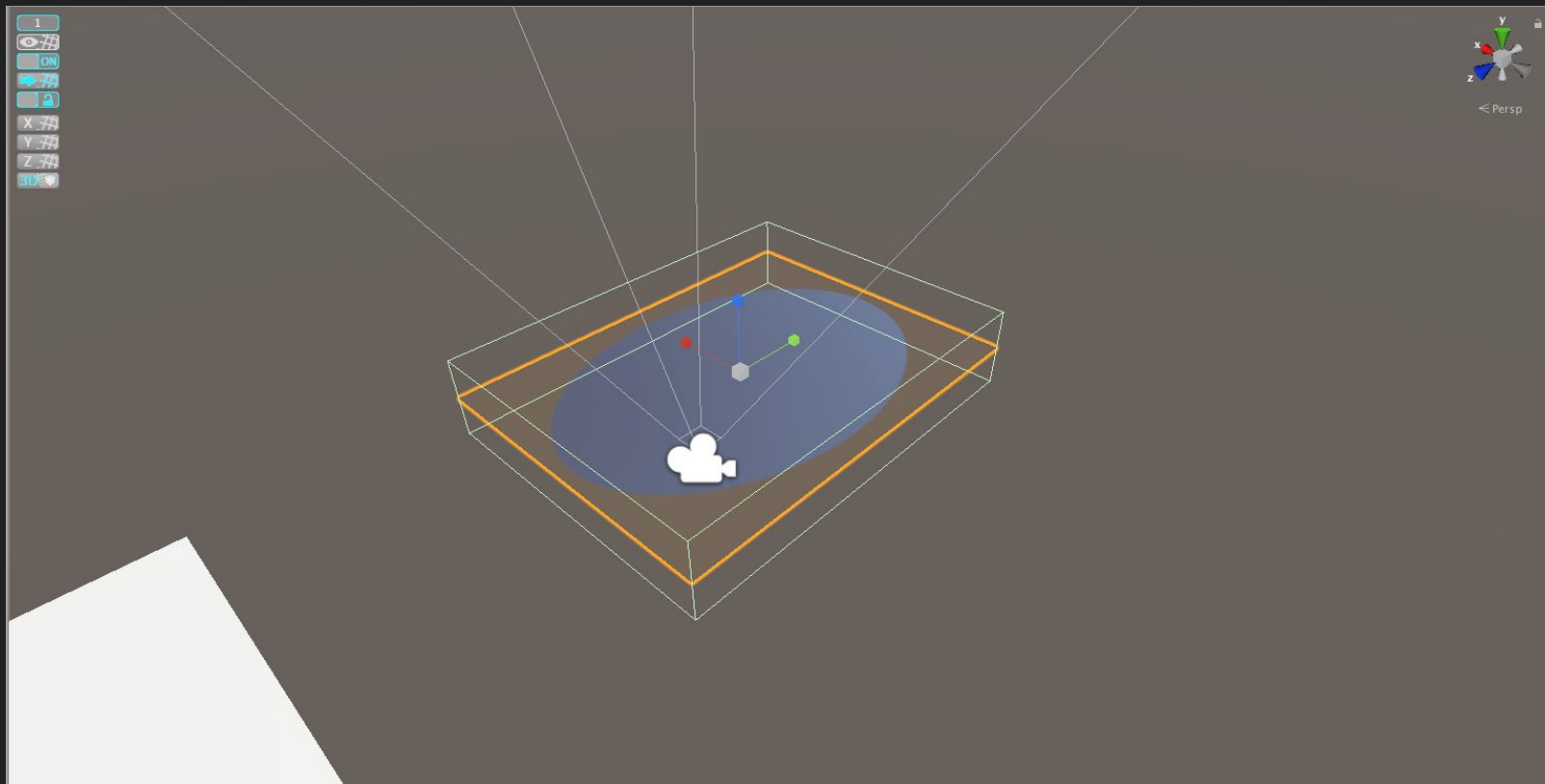
Raycasting



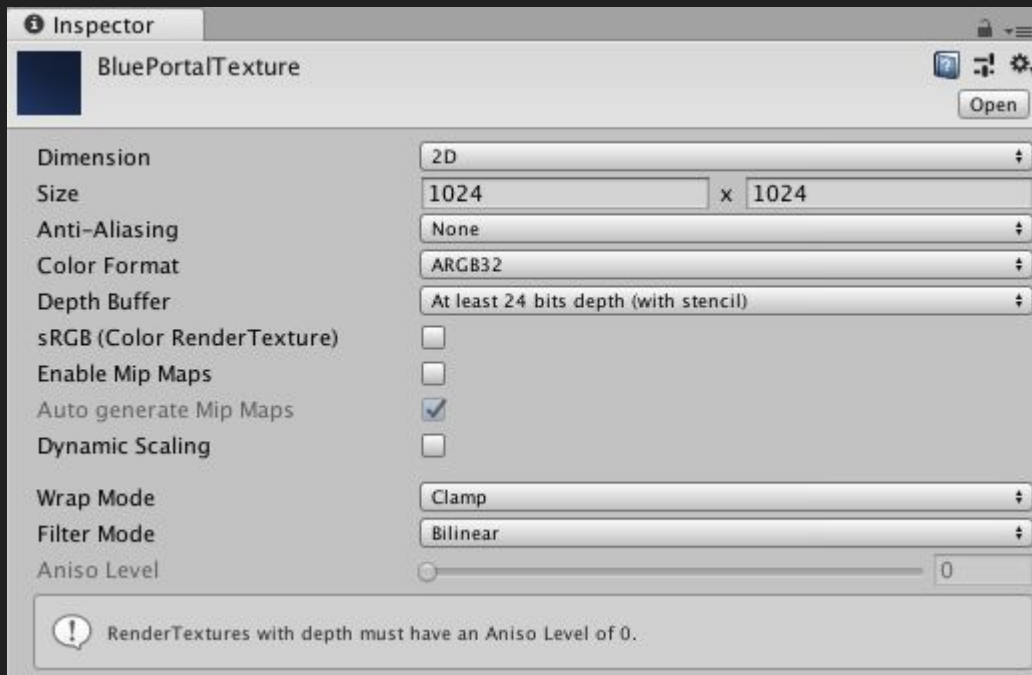
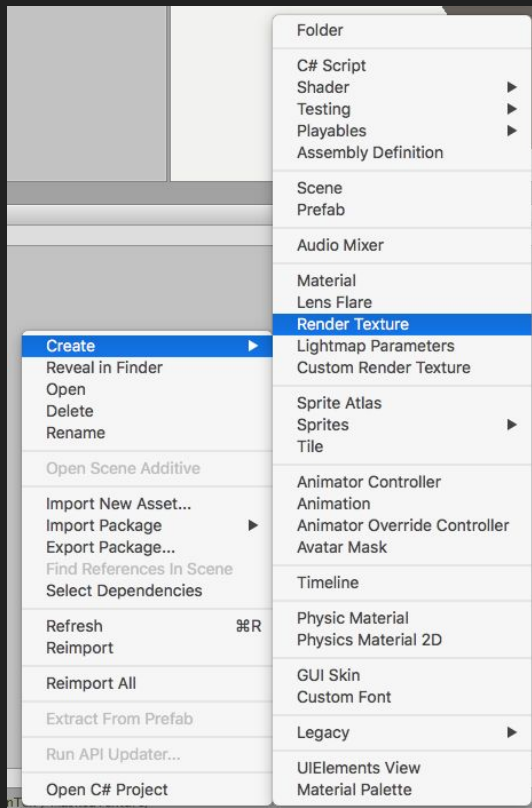
Raycasting



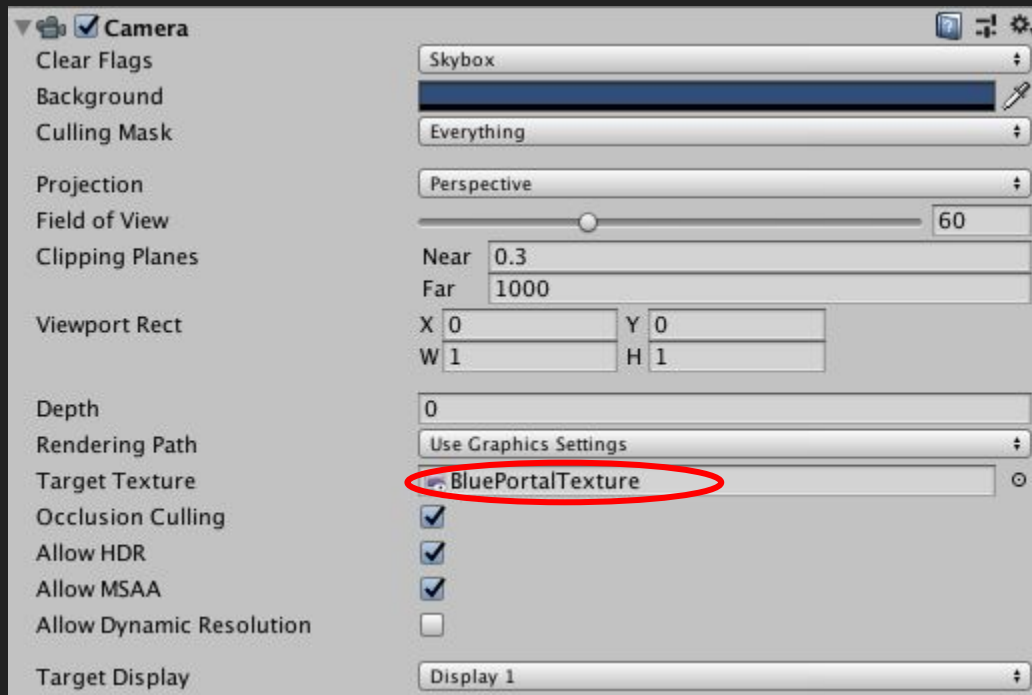
RenderTexture



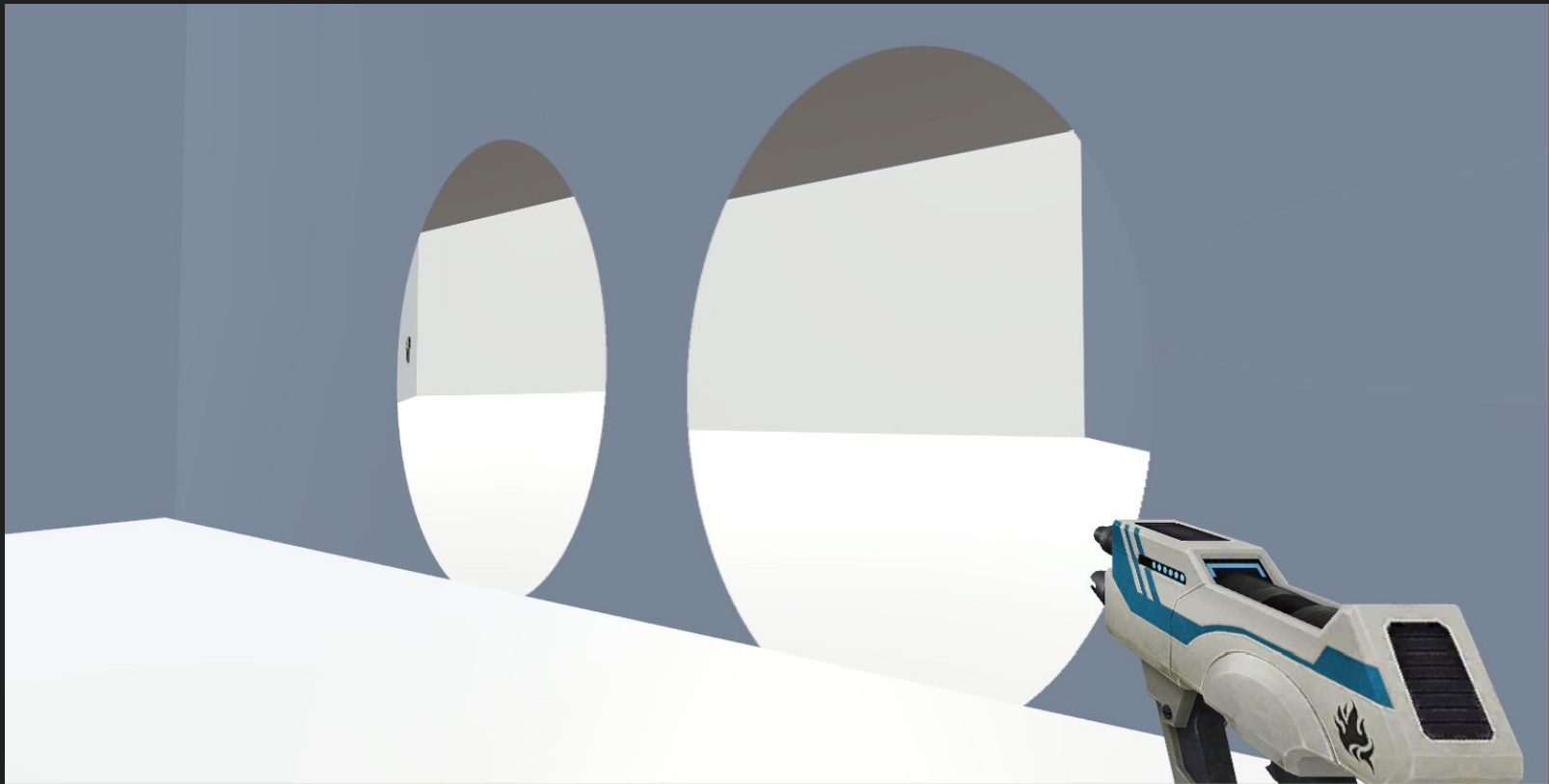
RenderTexture



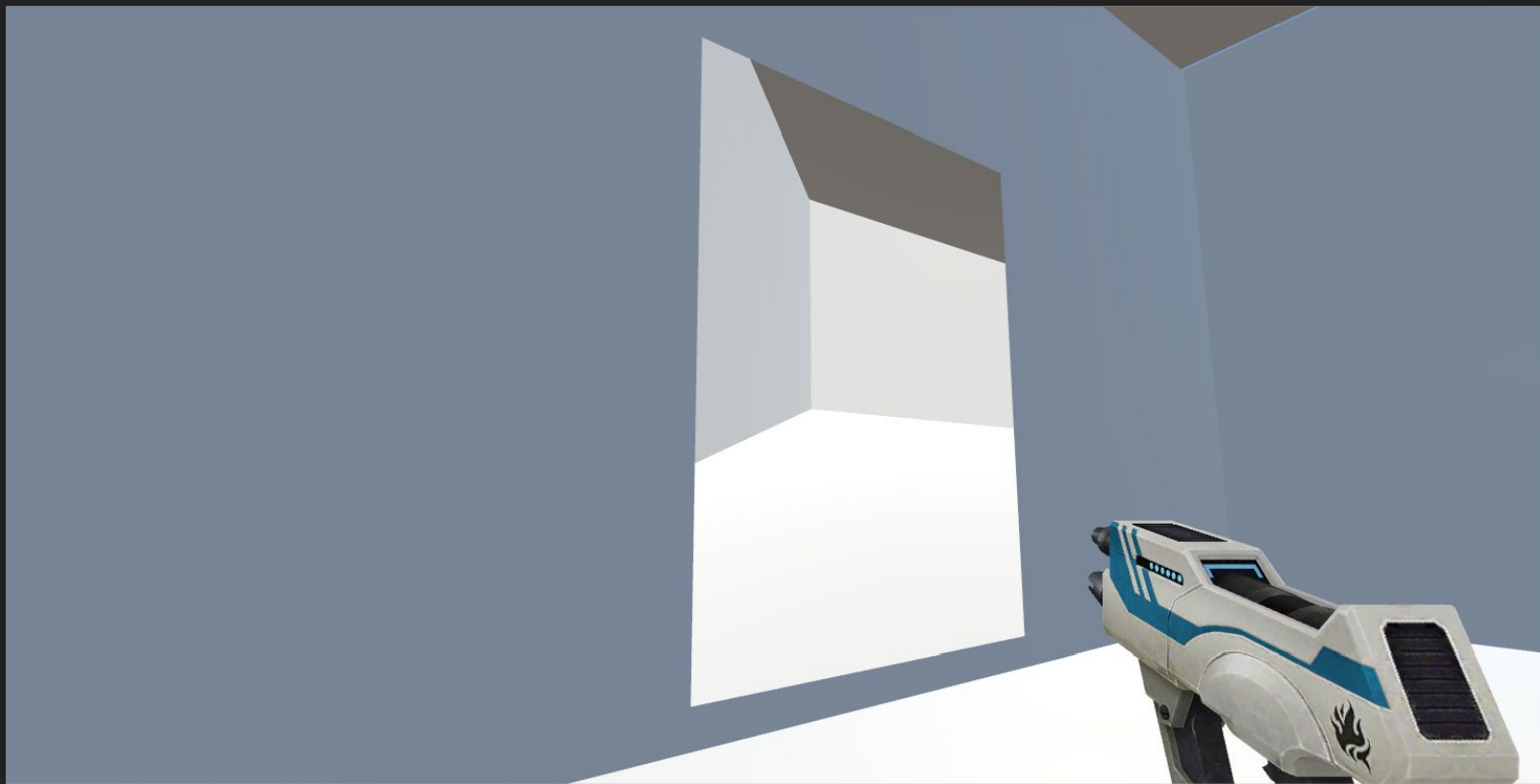
RenderTexture



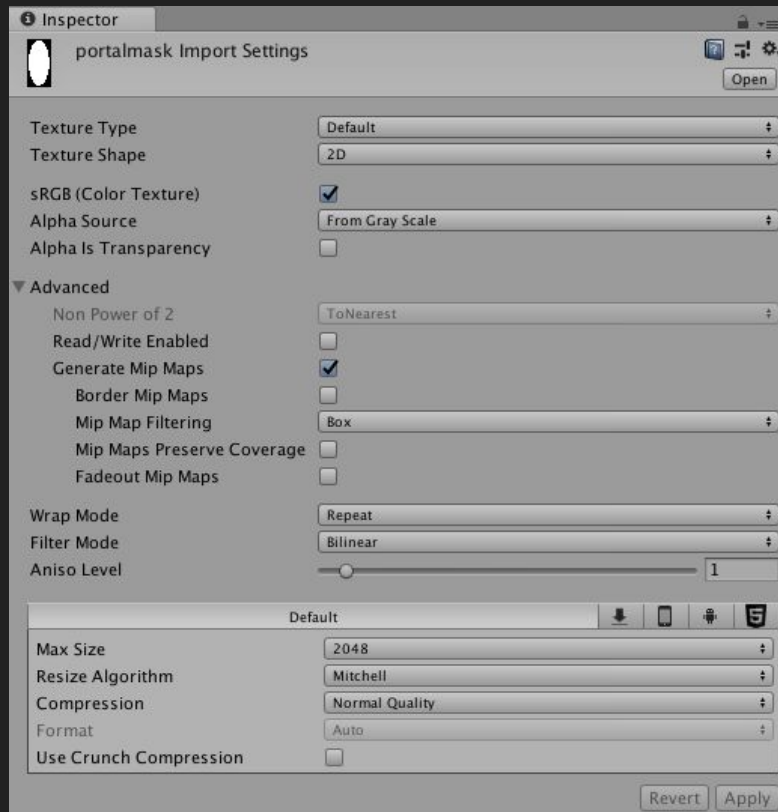
RenderTexture



Texture Masking



Texture Masking

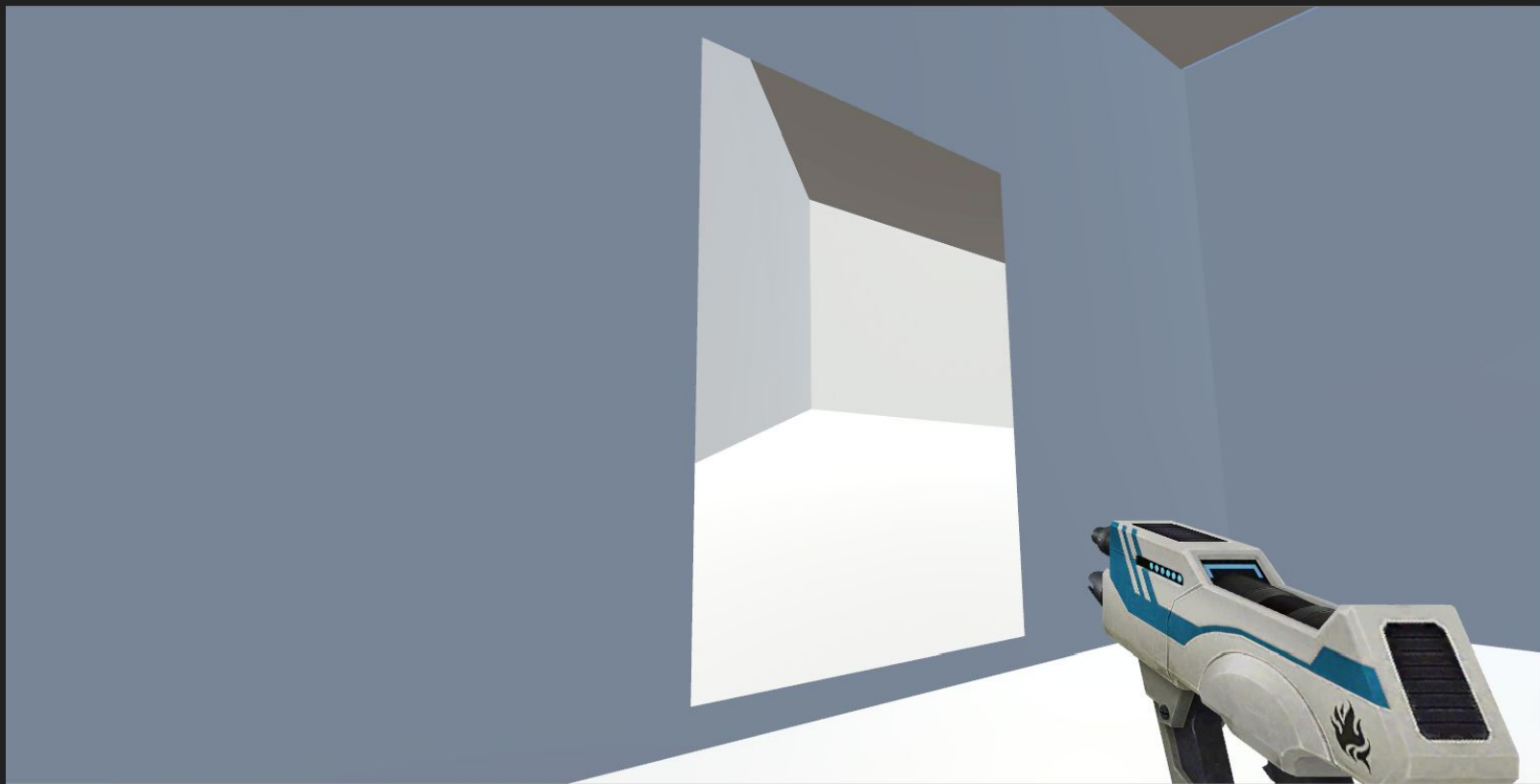


Texture Masking

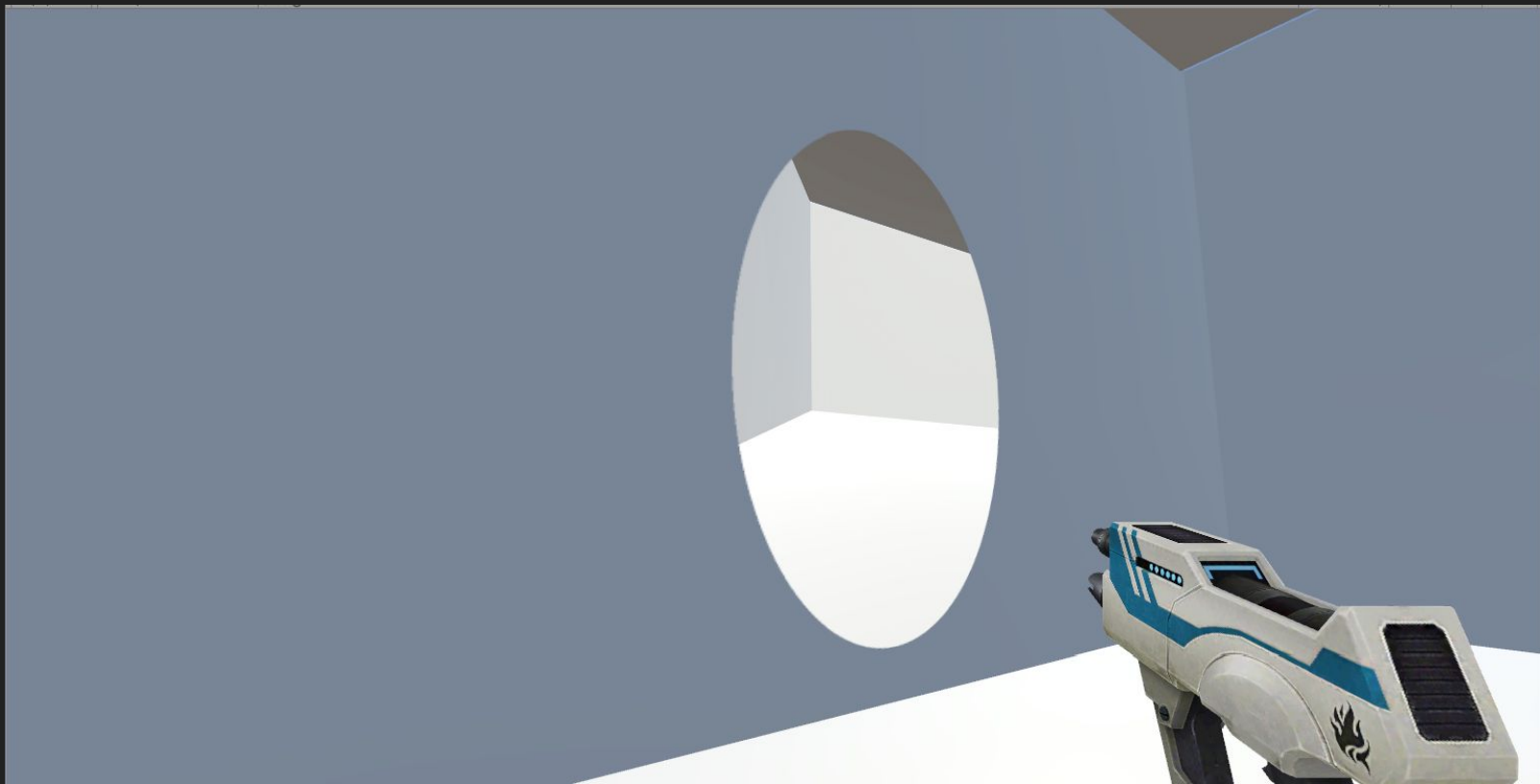
```
1  Shader "MaskedTexture"
2  {
3      Properties
4      {
5          _MainTex ("Base (RGB)", 2D) = "white" {}
6          _Mask ("Culling Mask", 2D) = "white" {}
7      }
8      SubShader
9      {
10         Tags {"Queue"="Transparent"}
11         Lighting Off
12         ZWrite Off
13         Blend SrcAlpha OneMinusSrcAlpha
14         Pass
15         {
16             SetTexture [_Mask] {combine texture}
17             SetTexture [_MainTex] {combine texture, previous}
18         }
19     }
20 }
```

http://wiki.unity3d.com/index.php?title=Texture_Mask
k

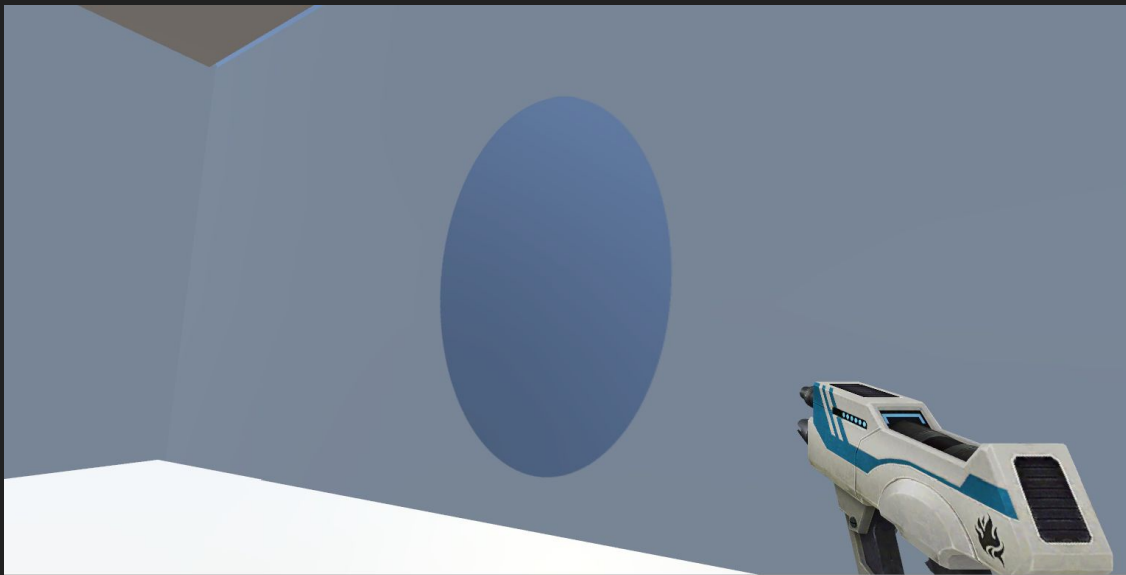
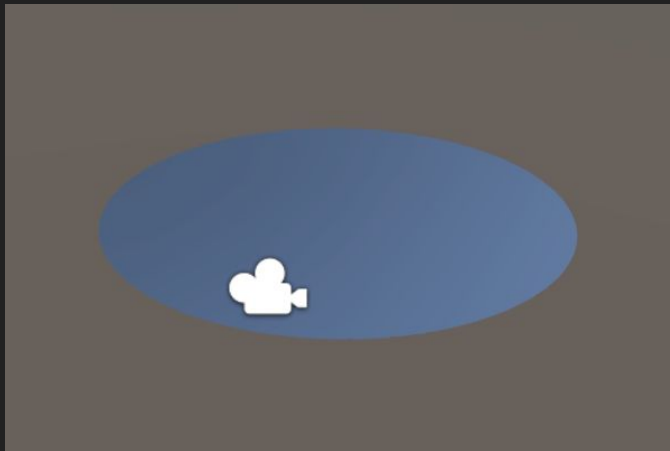
Texture Masking



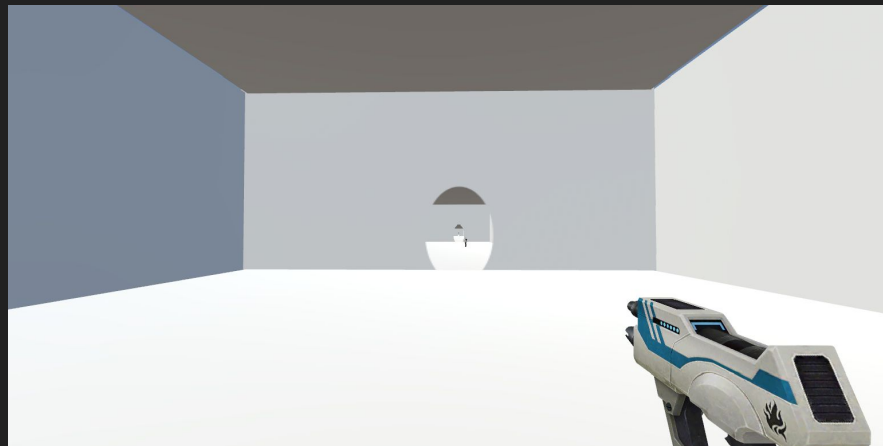
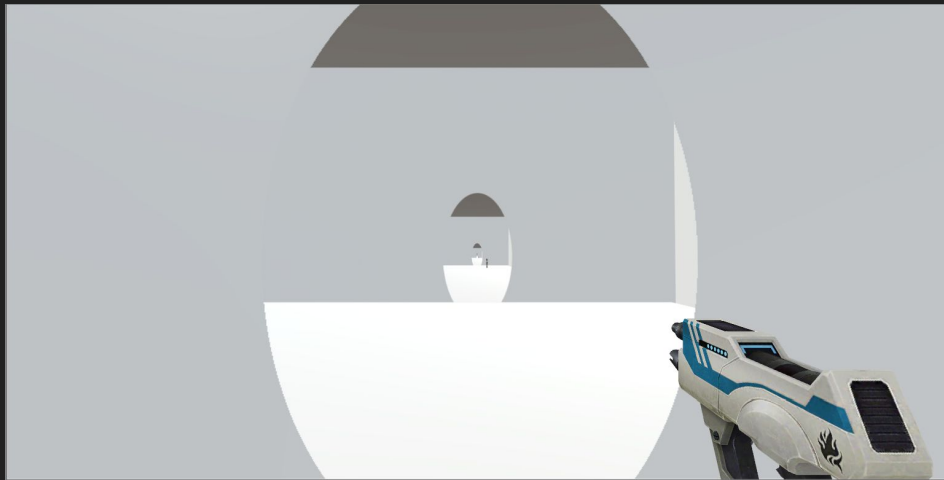
Texture Masking



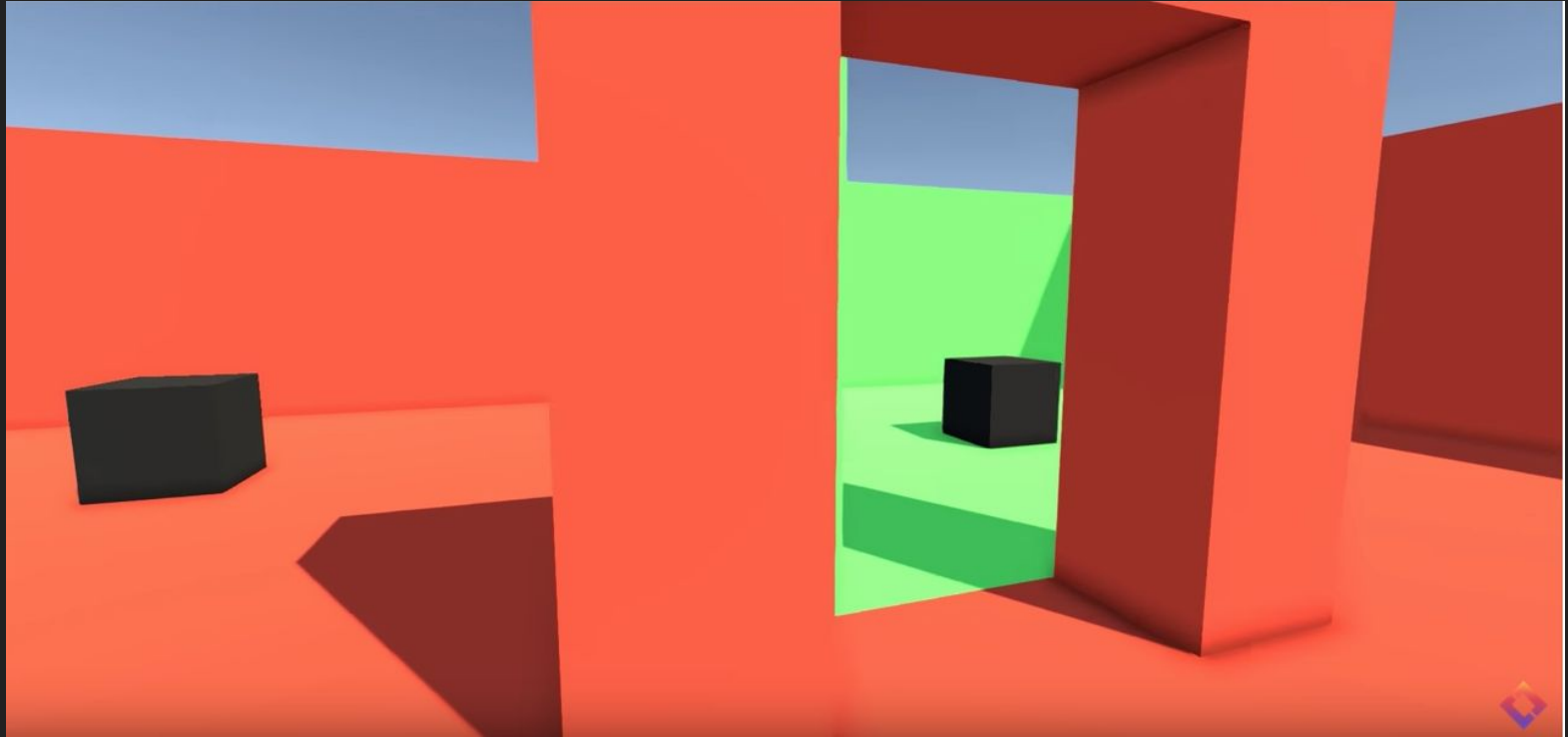
Decals



Teleporting



A Better Version



<https://www.youtube.com/watch?v=cuQao3hEKfs>

Brackeys



https://www.youtube.com/channel/UCYbK_tjZ2OrlZFBvU6CCMiA

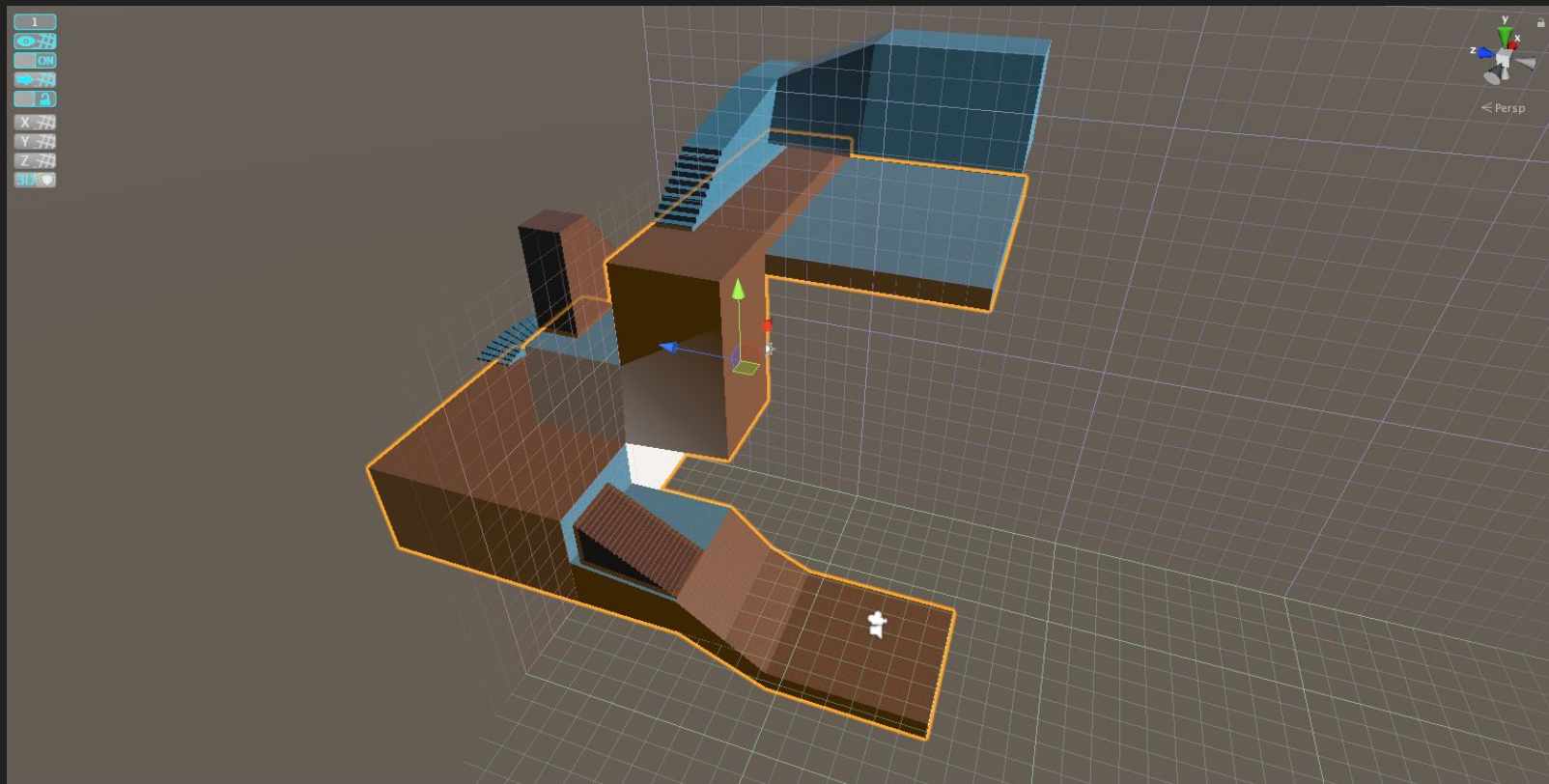
The Best Version



Dave Kircher
Tejeev Kohli

5/2

ProBuilder and ProGrids



Awesome Tutorials



ProBuilder:

<https://www.youtube.com/watch?v=PUSOg5YEfIM>

ProGrids:

<https://www.youtube.com/watch?v=UtNvtlrJcNc>

Assignment 10

- Create your own level using ProBuilder!
- Level should be of reasonable complexity and include at least **two** different textures/materials (not including the default).
- Level must include an FPSController.
- There must be at least one jumping puzzle for the player.
- At the end of the level, there must be a collider with a trigger that makes "Level Complete" pop up on the screen.

This was GD50!

