CSE 165 Discussion 4

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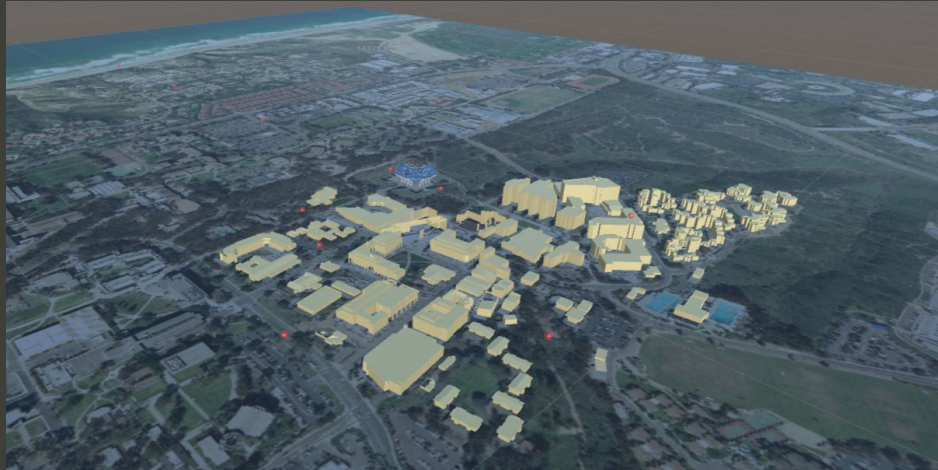
Topics

- Project 2

Campus Model

- 1 inch of model = 1 meter in Unity
- Scale the model properly
- Use box colliders for buildings

Editor camera clipping

- Common issue in Unity when dealing with large models
- Create a small object (i.e. a cube)
- Select the object and press F to refocus the camera

Minimap

- Tutorial: https://blog.theknightsofunity.com/implementing-minimap-unity/
- Create a minimap camera
- Render the texture to UI
- Render sphere indications in layers that are only visible to the minimap camera

Arrow

- Always points to the destination
- Transform.Lookat(Transform target) might be helpful

Motion

- Calculate the cursor's 2d position relative to the mouse position where you press mouse button down

```
// when you press button
if (Input.GetMouseButtonDown(0))
{
    prevPos = new Vector2(Input.mousePosition.x, Input.mousePosition.y);
}
// when you hold button
if (Input.GetMouseButton(0))
{
    Vector2 mousePos = new Vector2(Input.mousePosition.x, Input.mousePosition.y);
    Vector2 relativePos = mousePos - prevPos;
}
```

- Use the relative position to set speed (movement for x, rotation for y) of the player
- Move and rotate the player with the speed in Update()

Questions