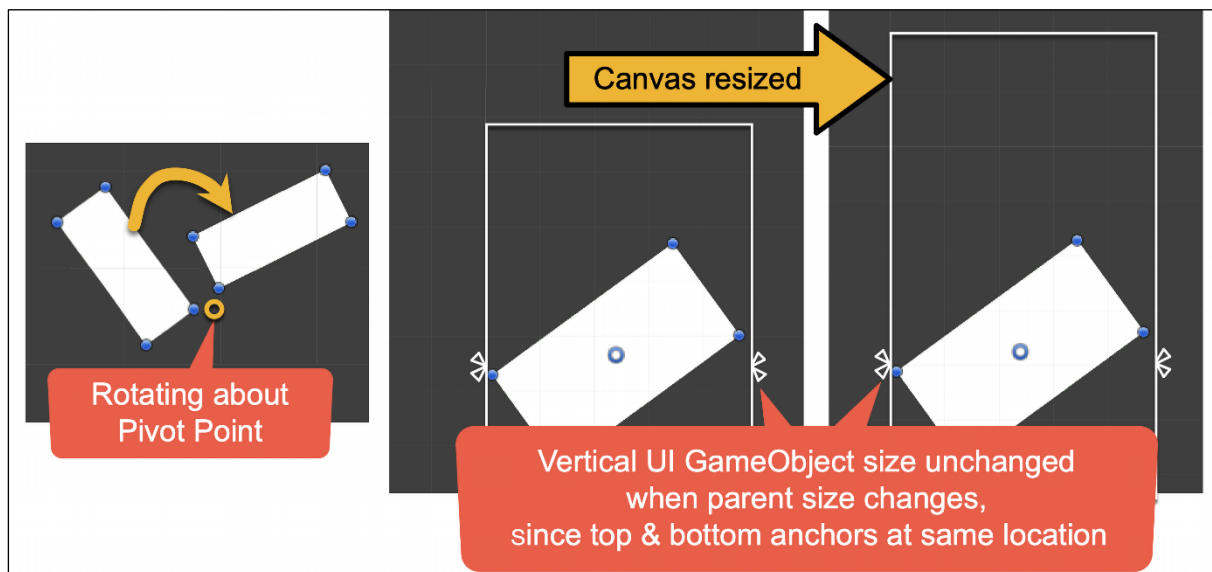
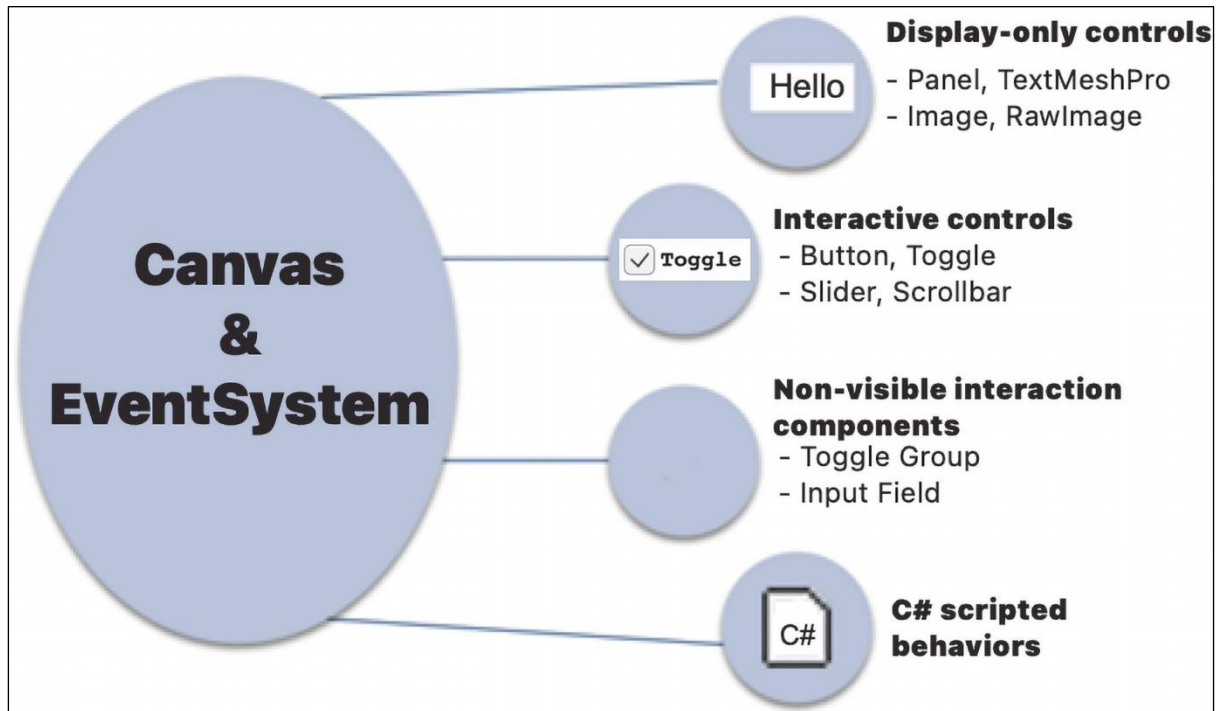


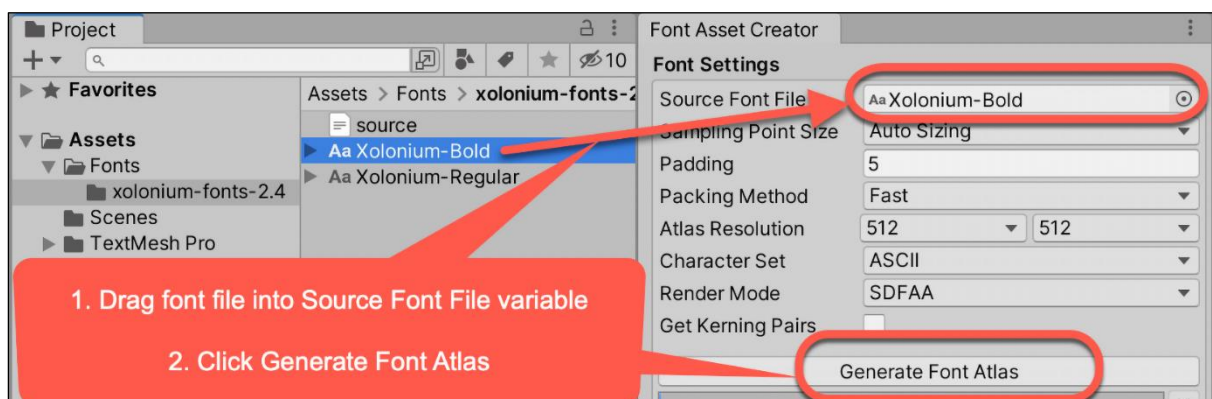
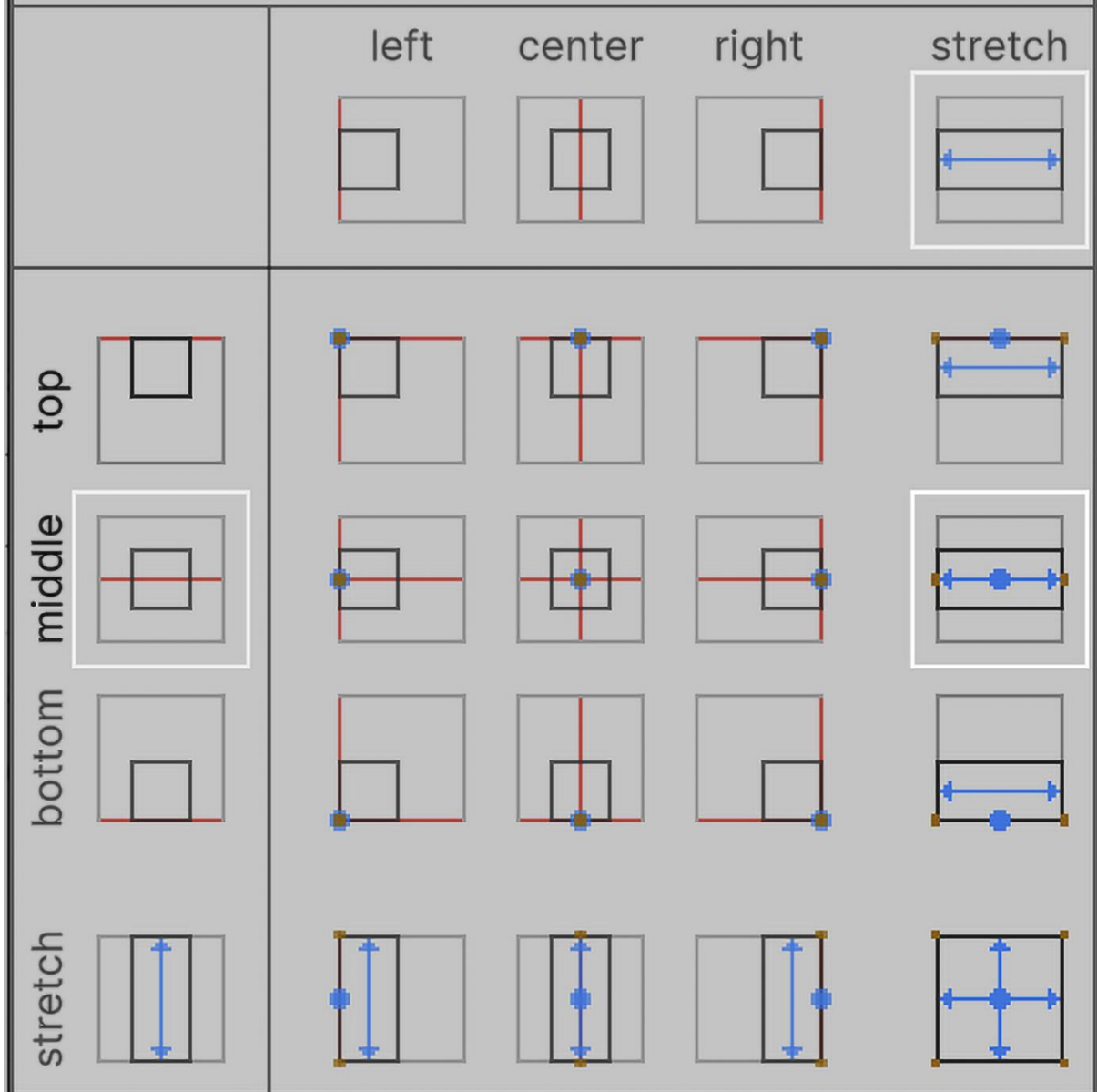
Chapter 1: Displaying Data with Core UI Elements



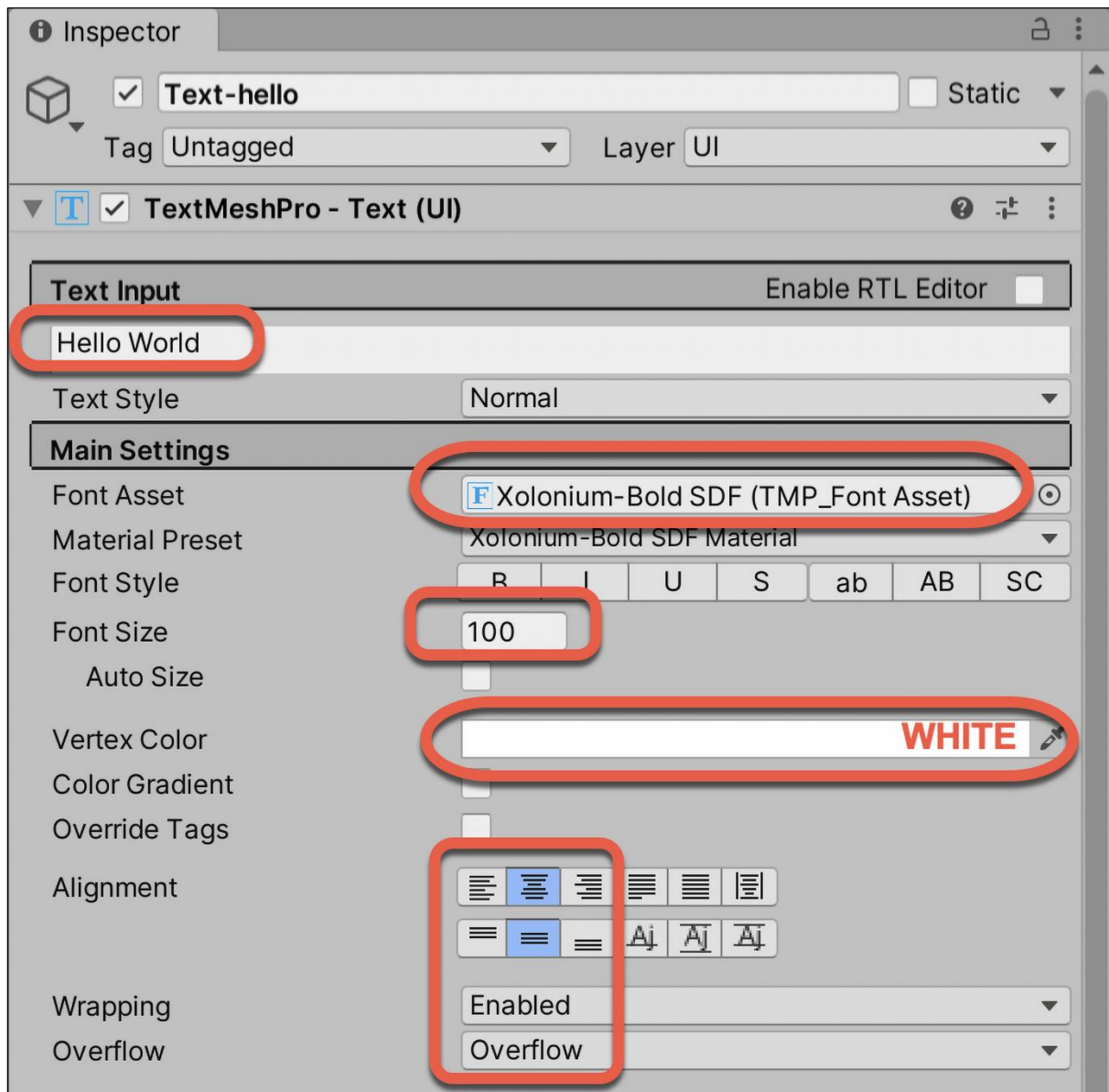
Anchor Presets

Shift: Also set pivot

Alt: Also set position



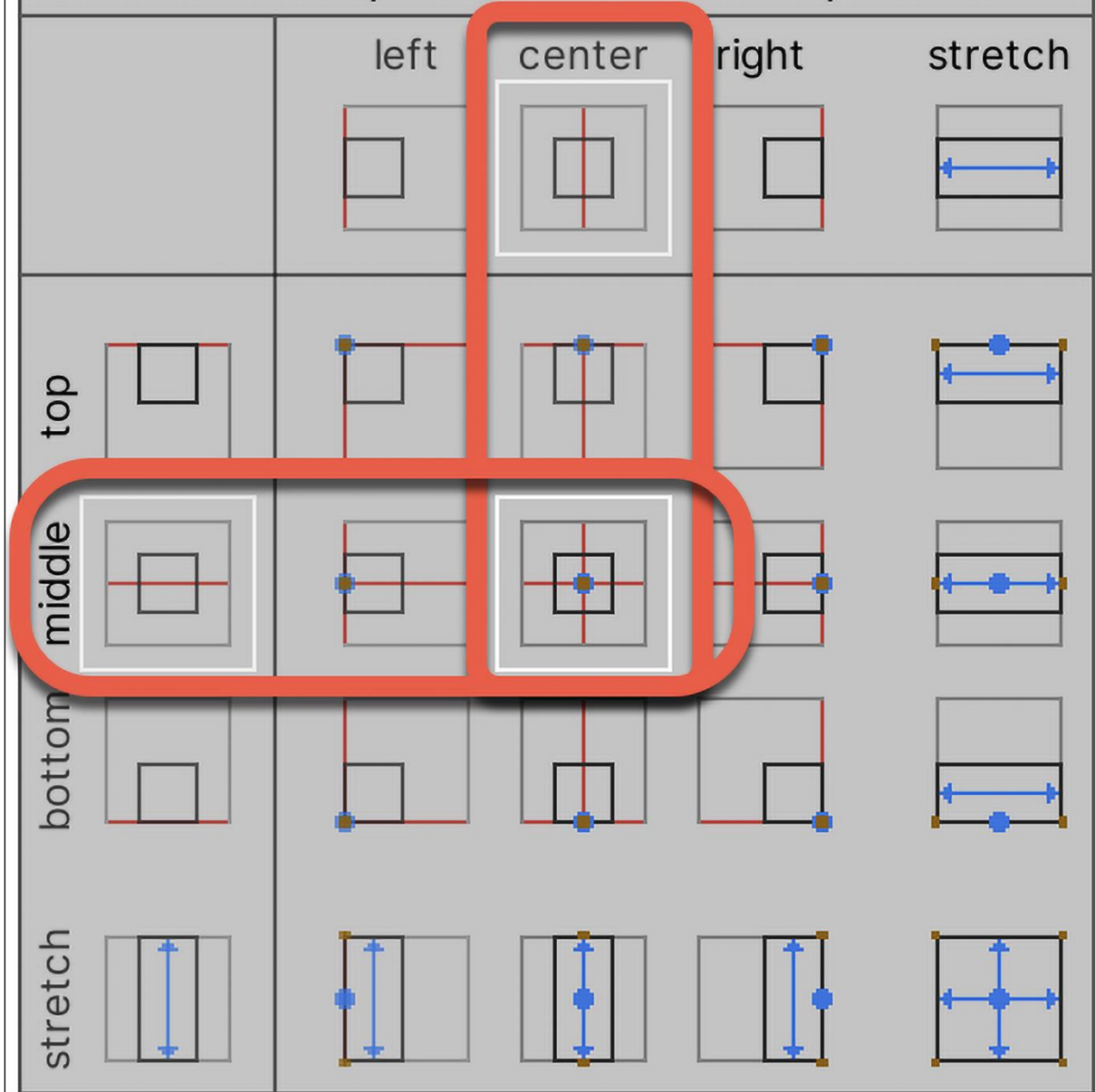
Hello World



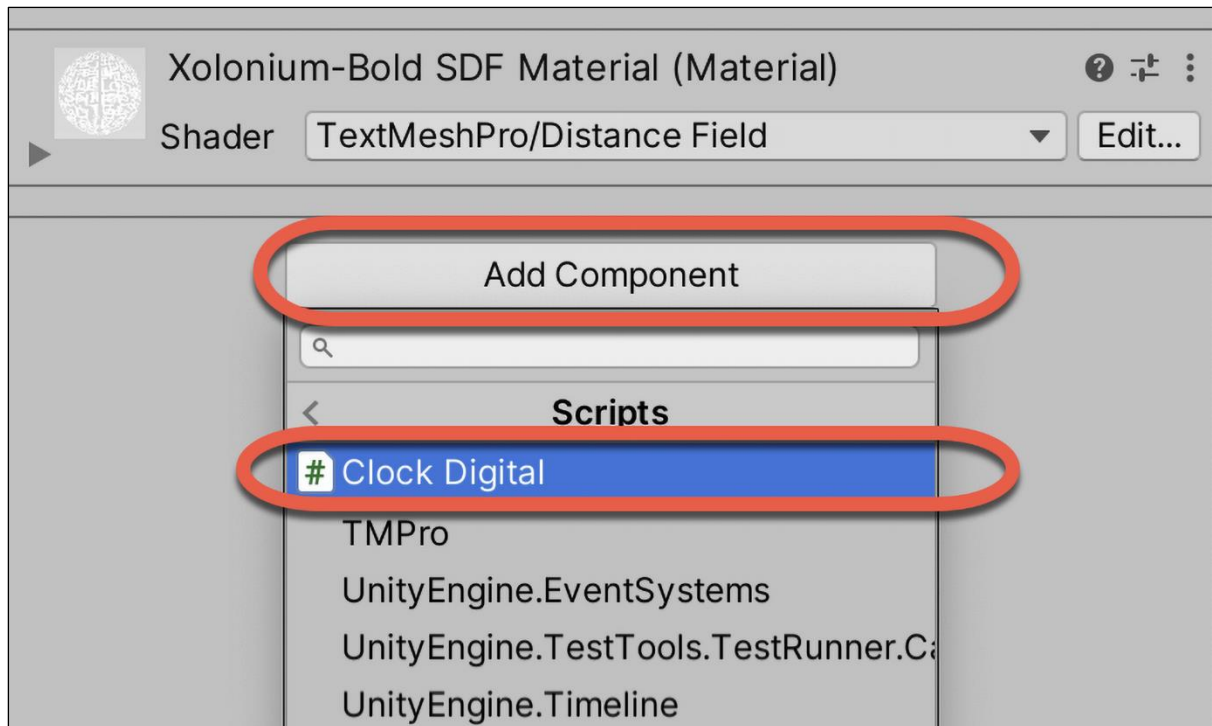
Anchor Presets

Shift: Also set pivot

Alt: Also set position

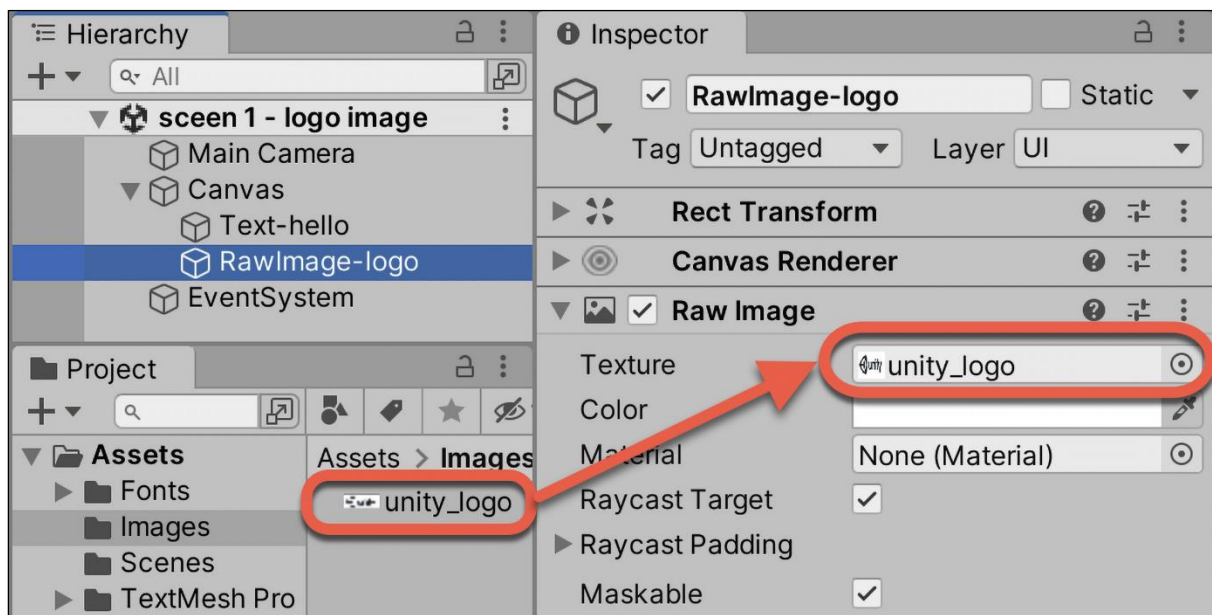
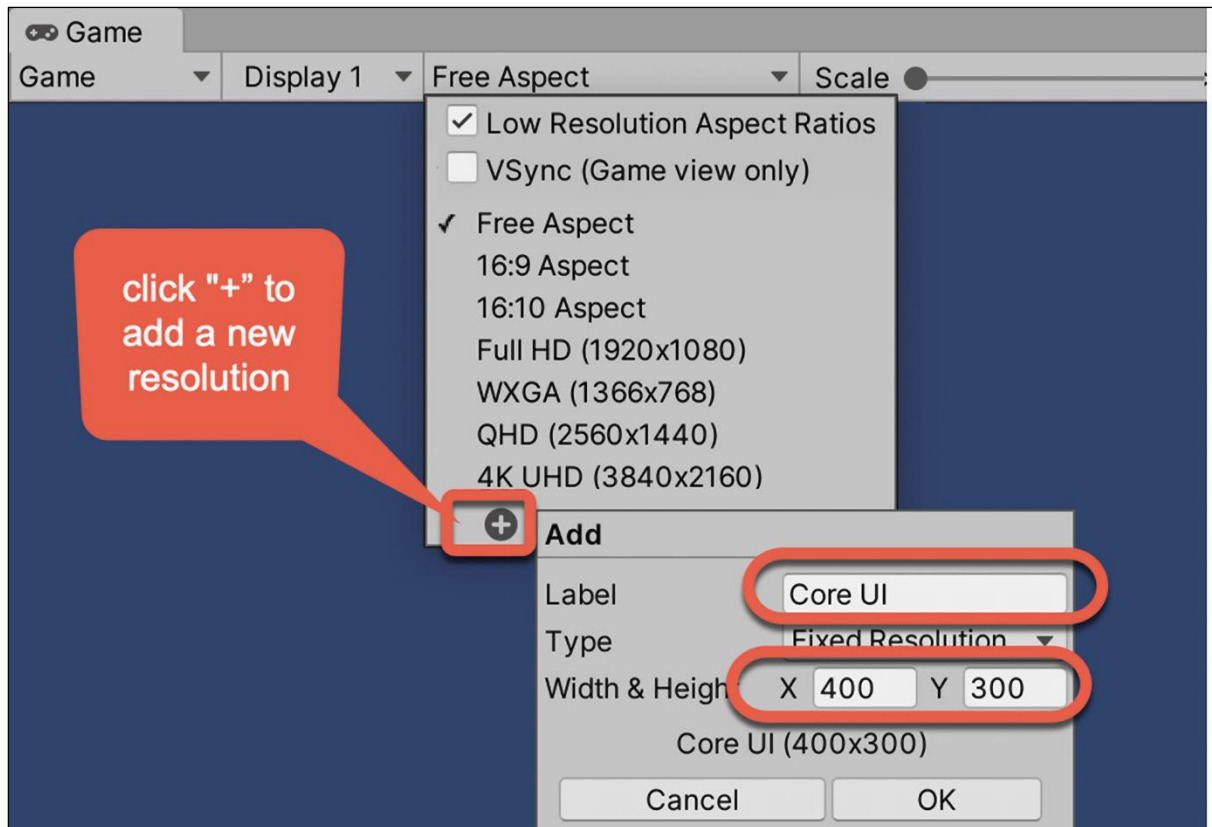


15:09:06



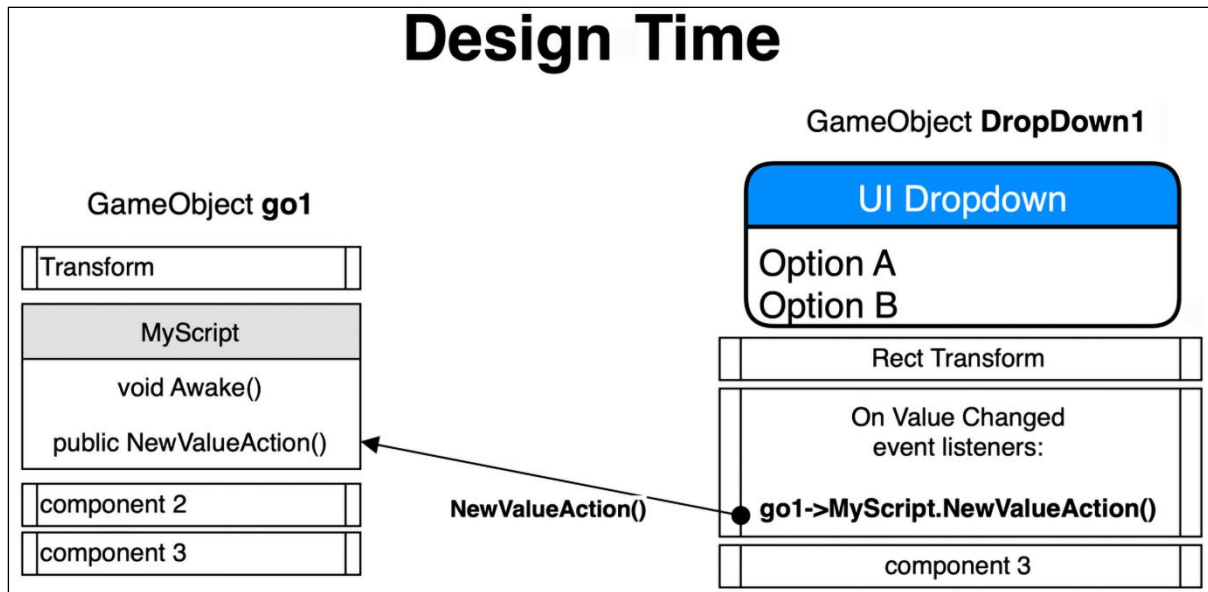
Countdown seconds remaining = 25



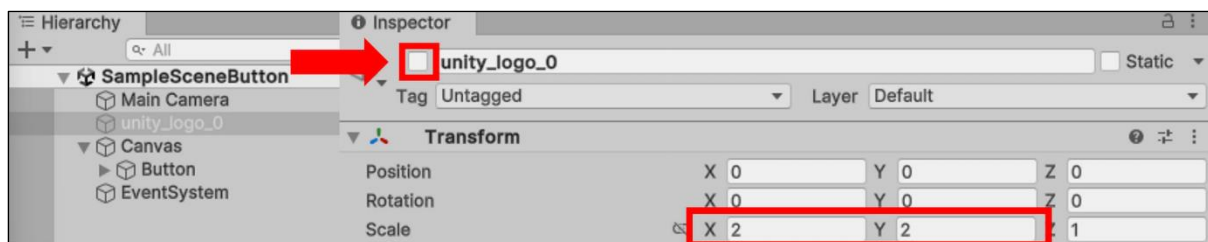
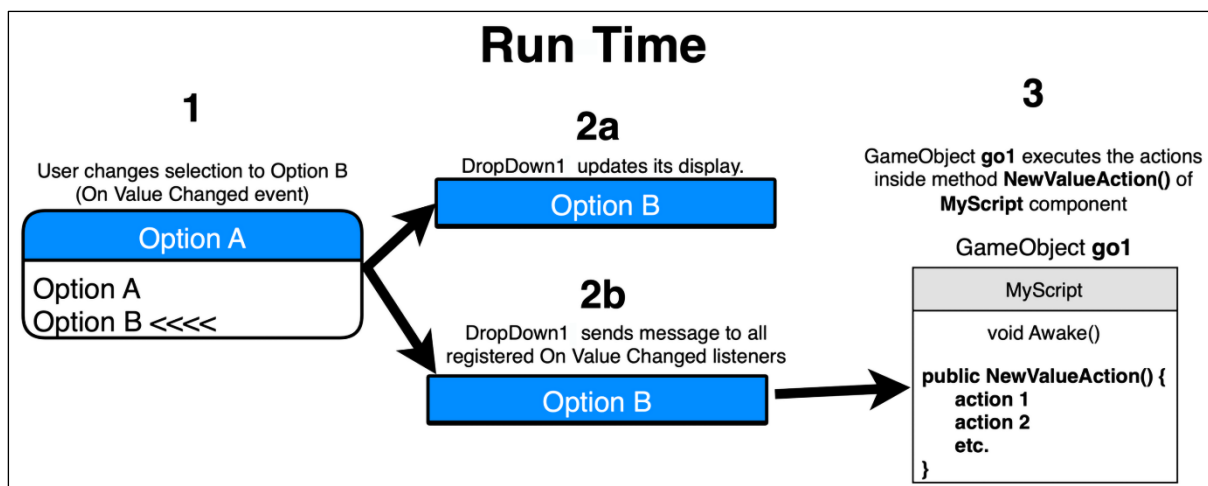


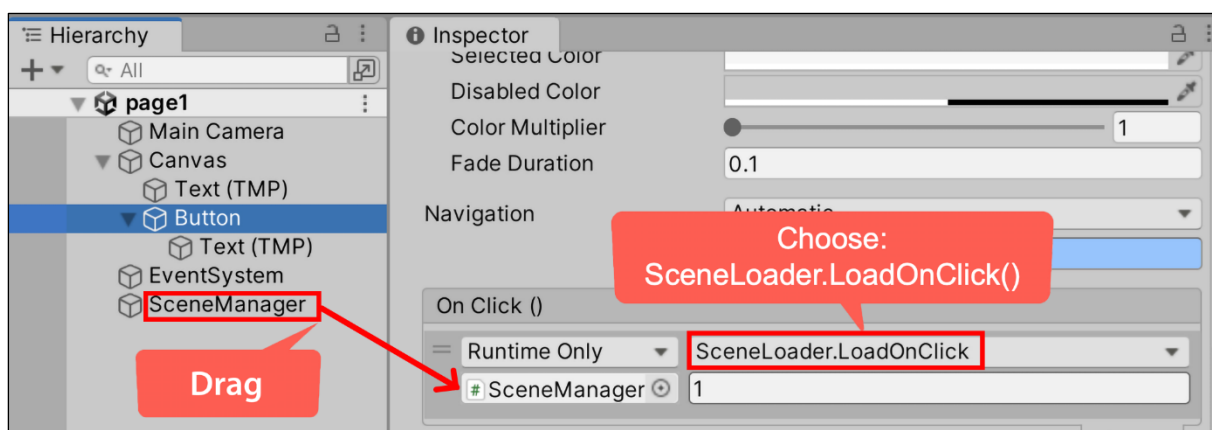
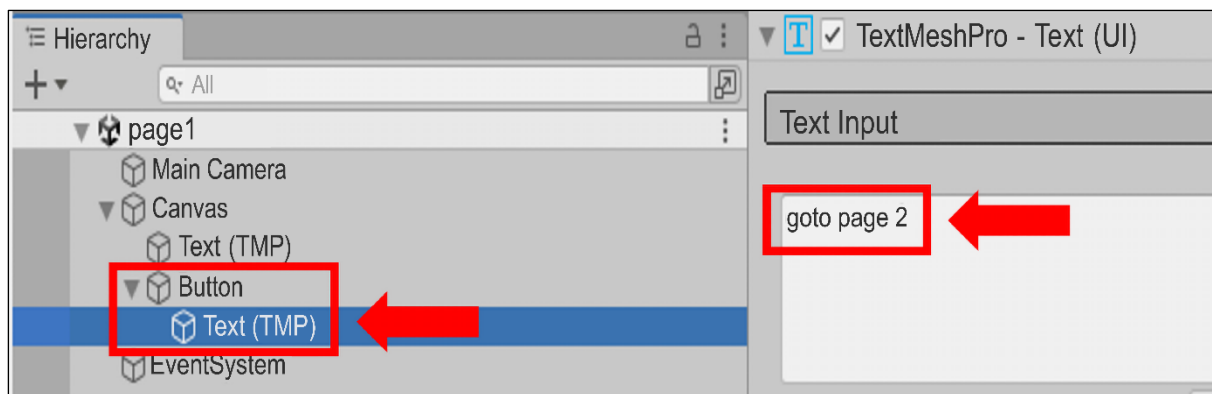
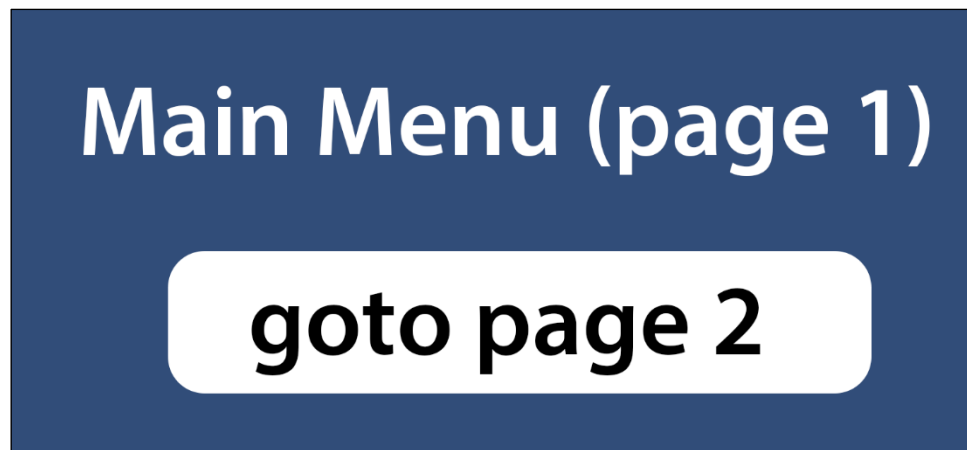
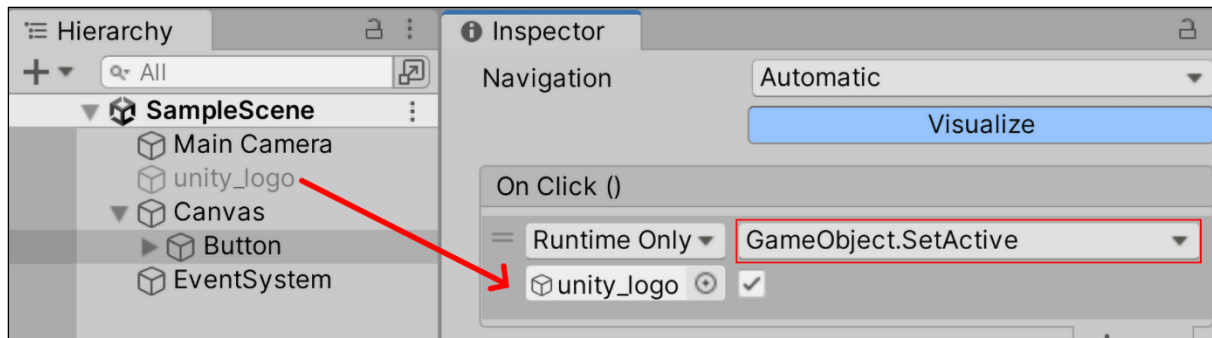
Chapter 2: Responding to User Events for Interactive UIs

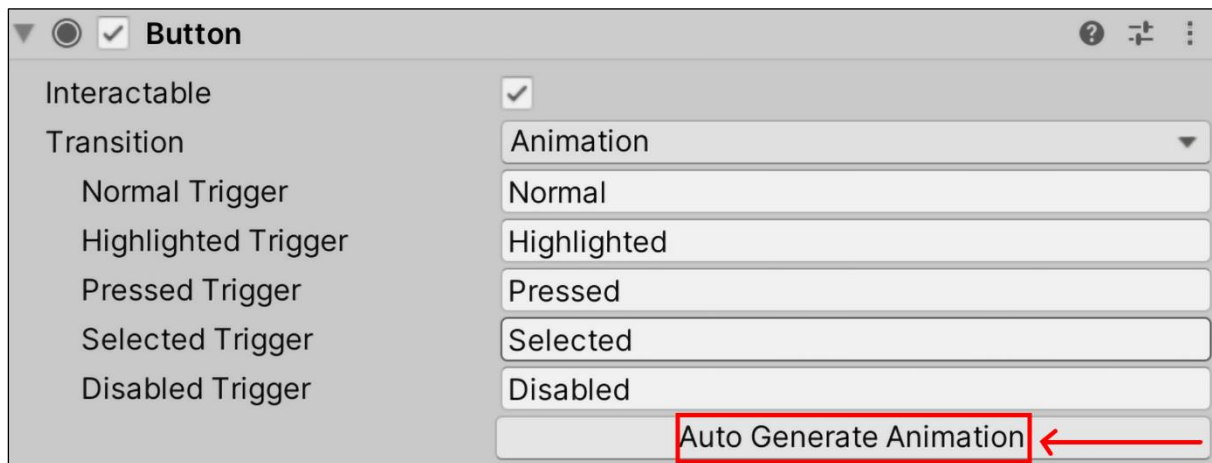
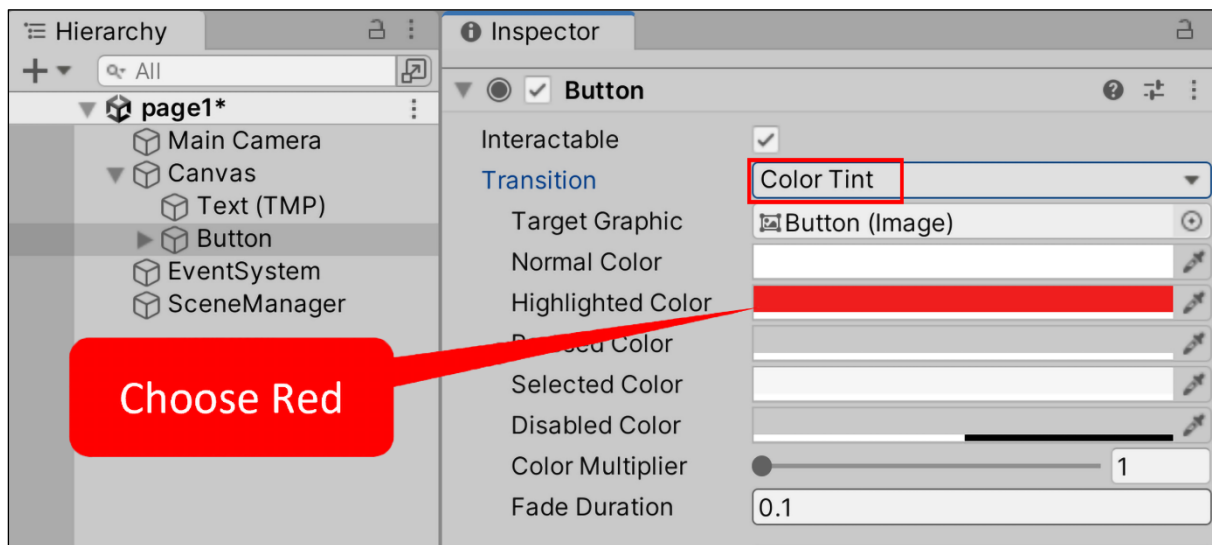
Design Time

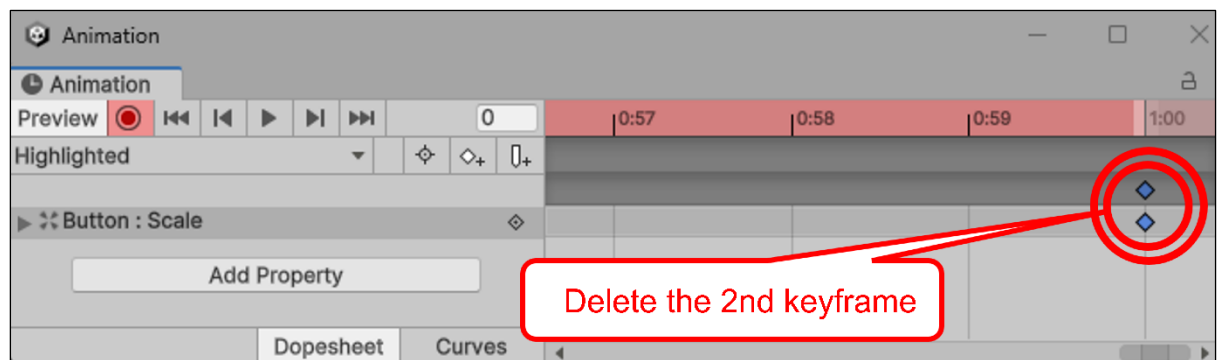
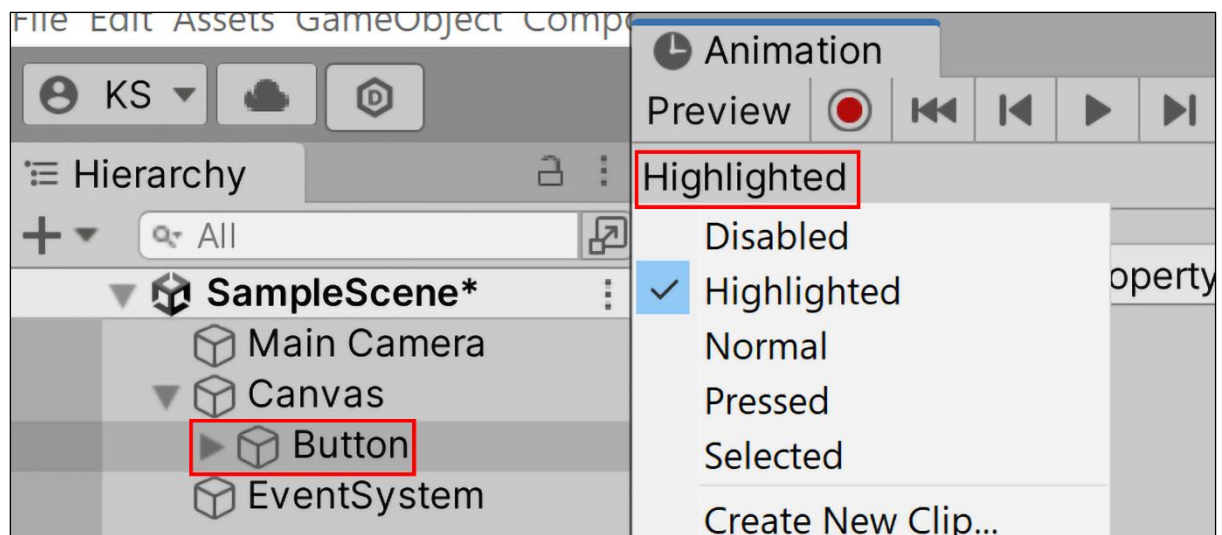


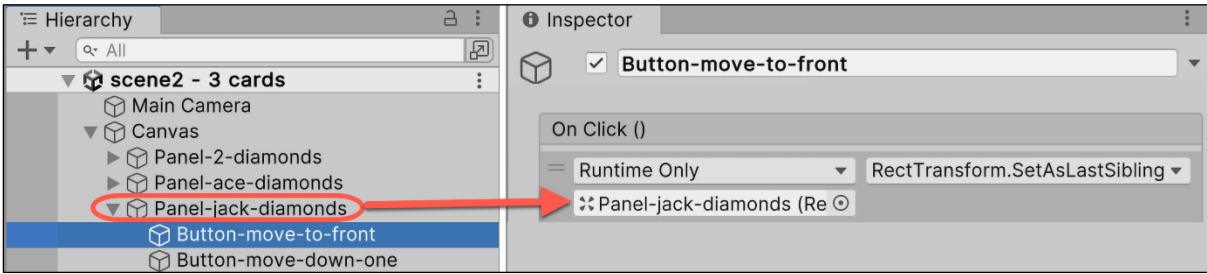
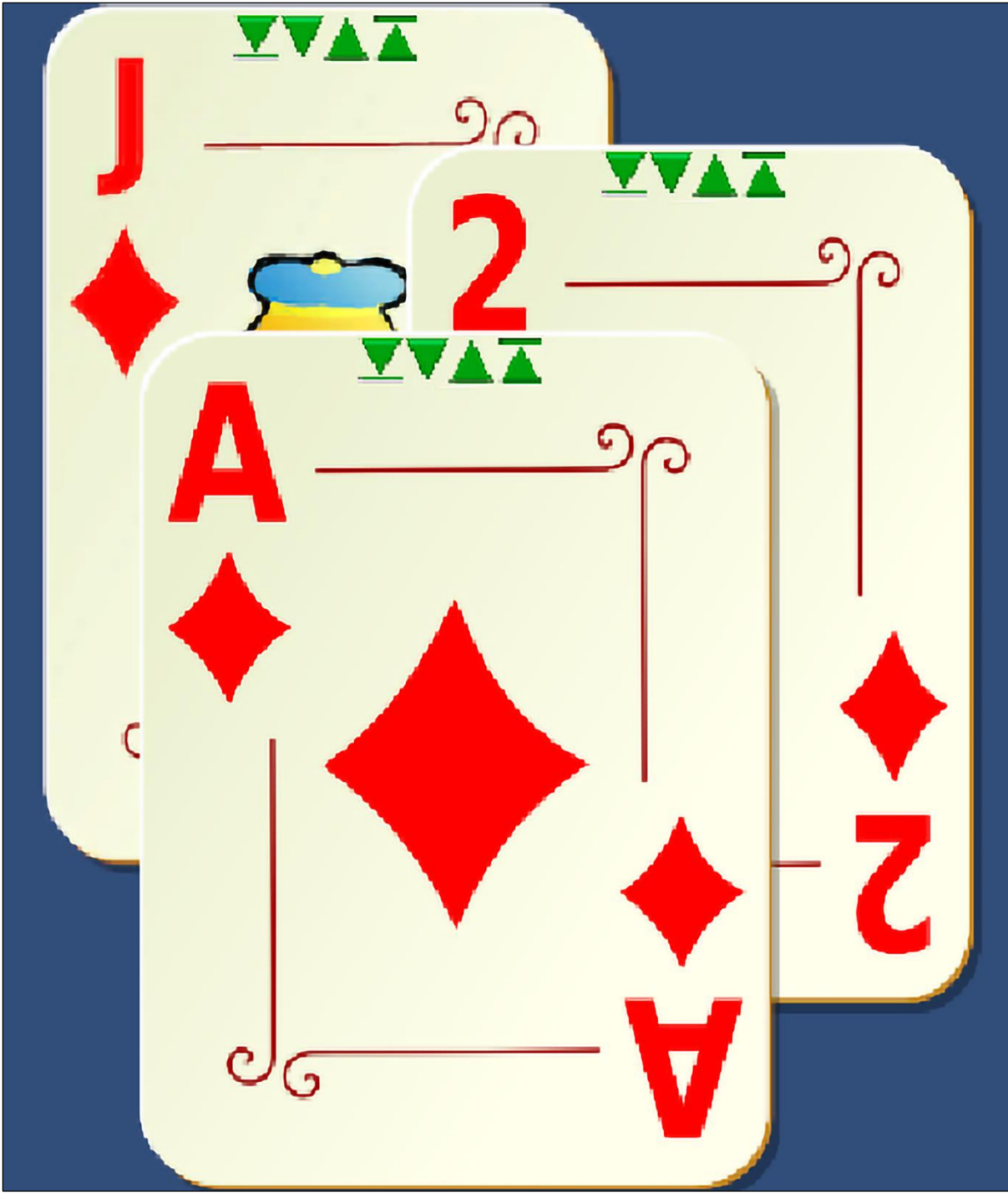
Run Time

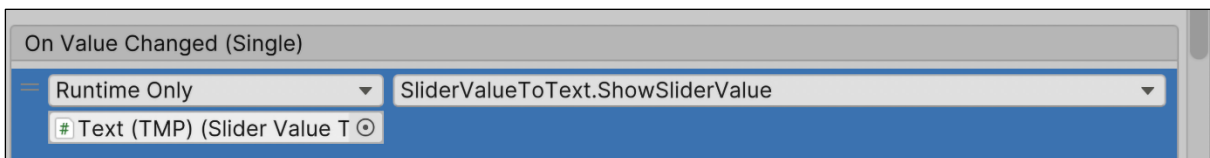
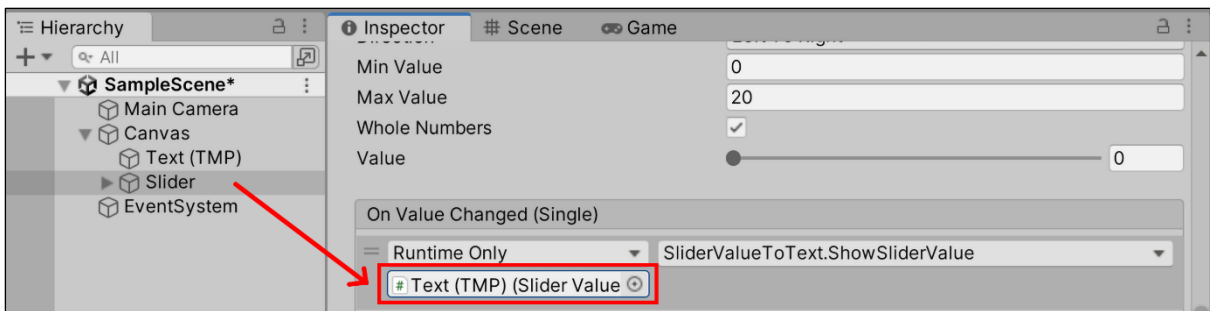
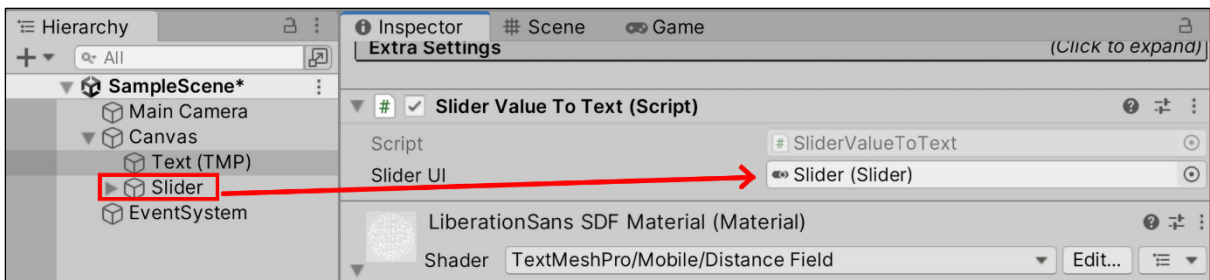
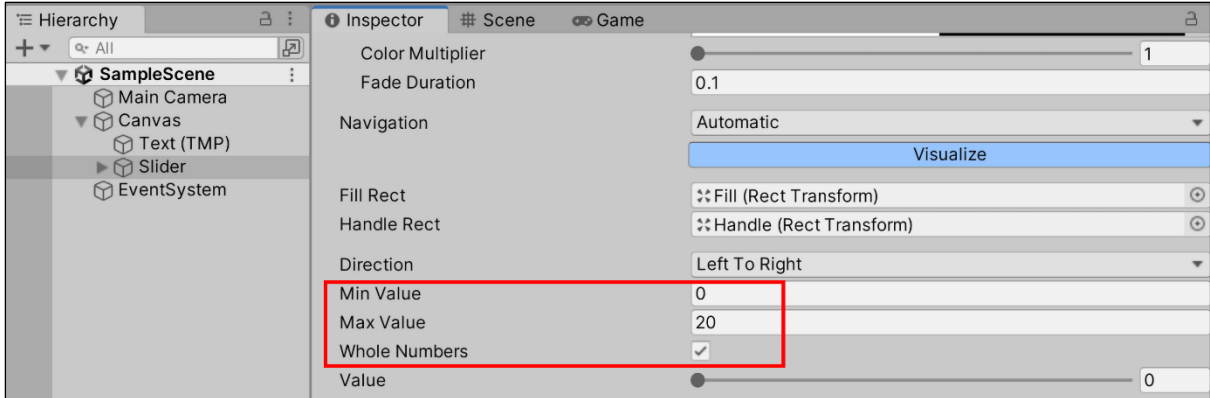


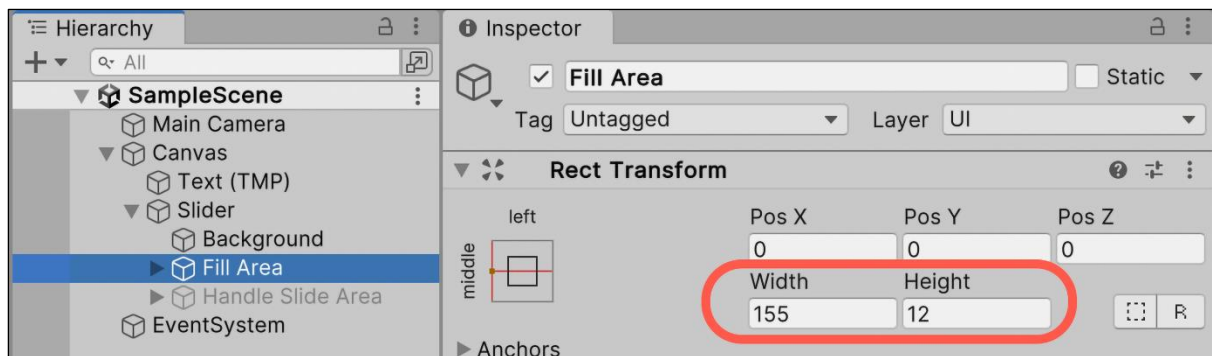
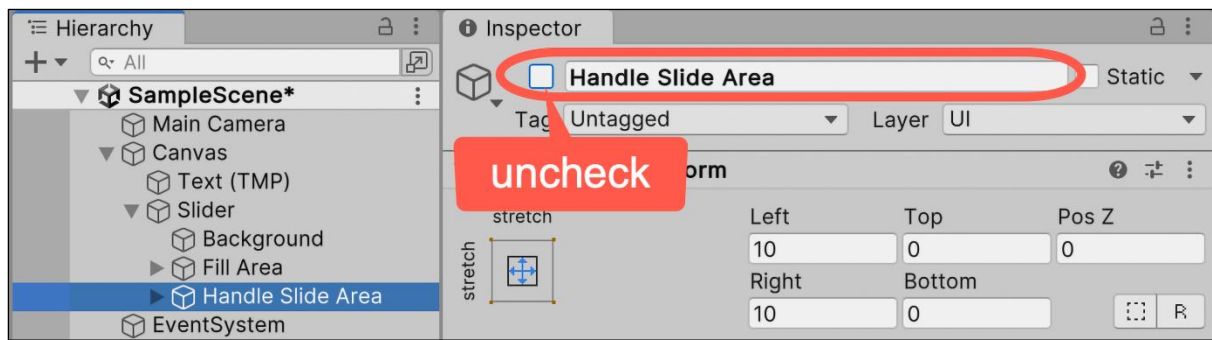
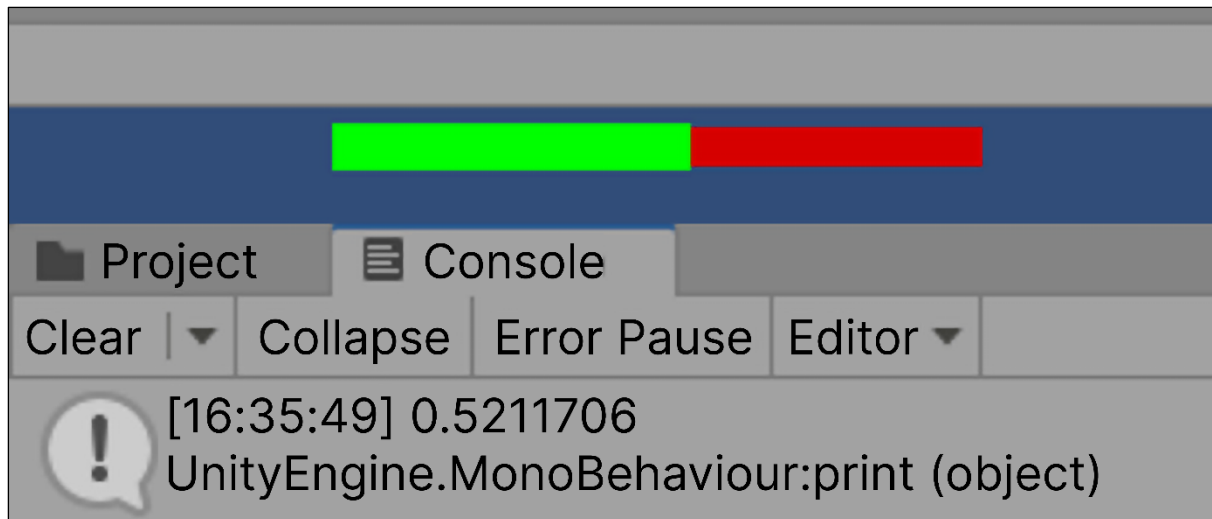


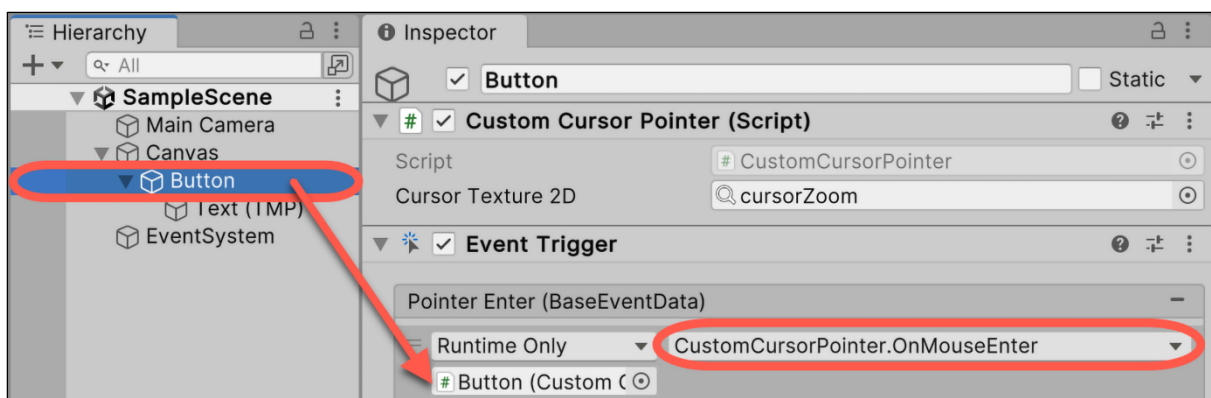
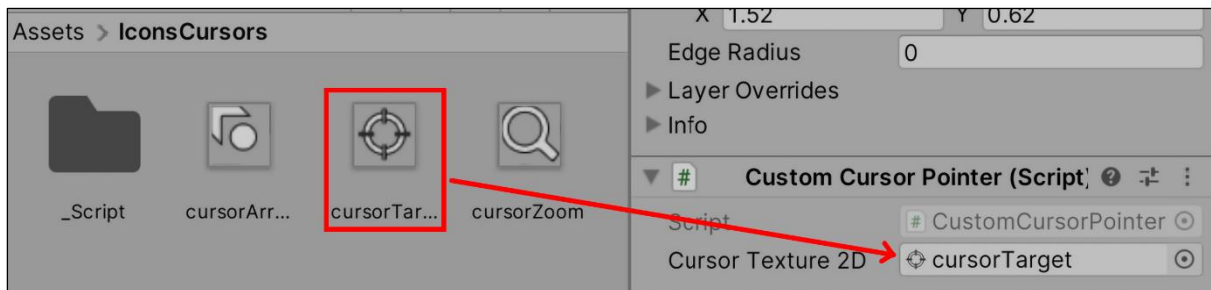








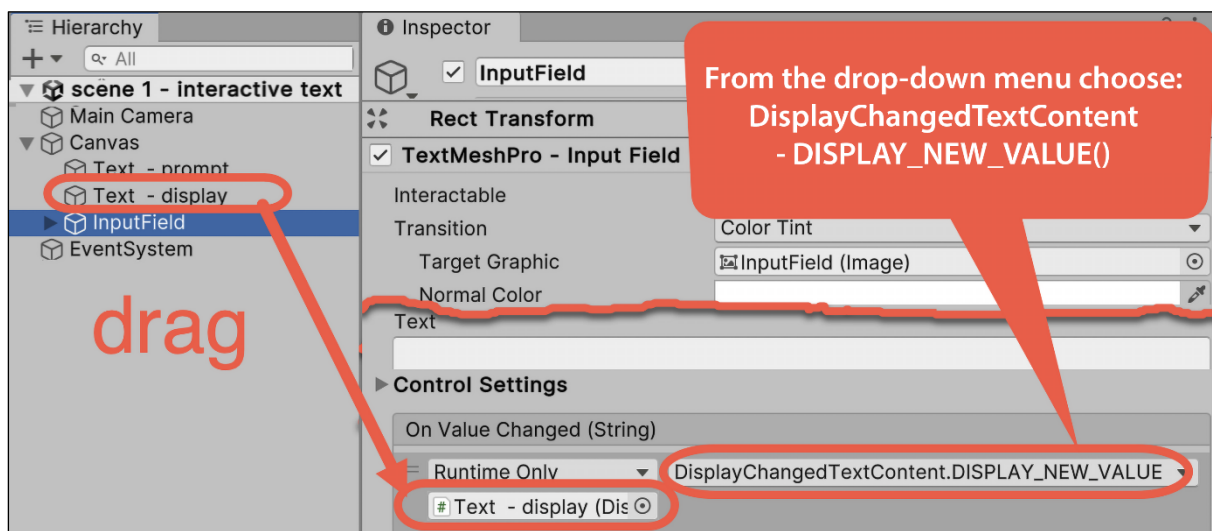
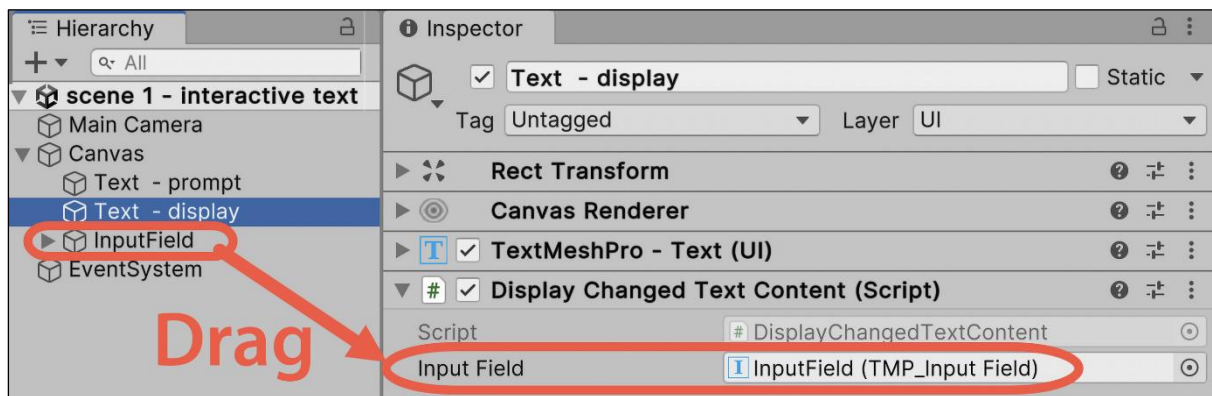


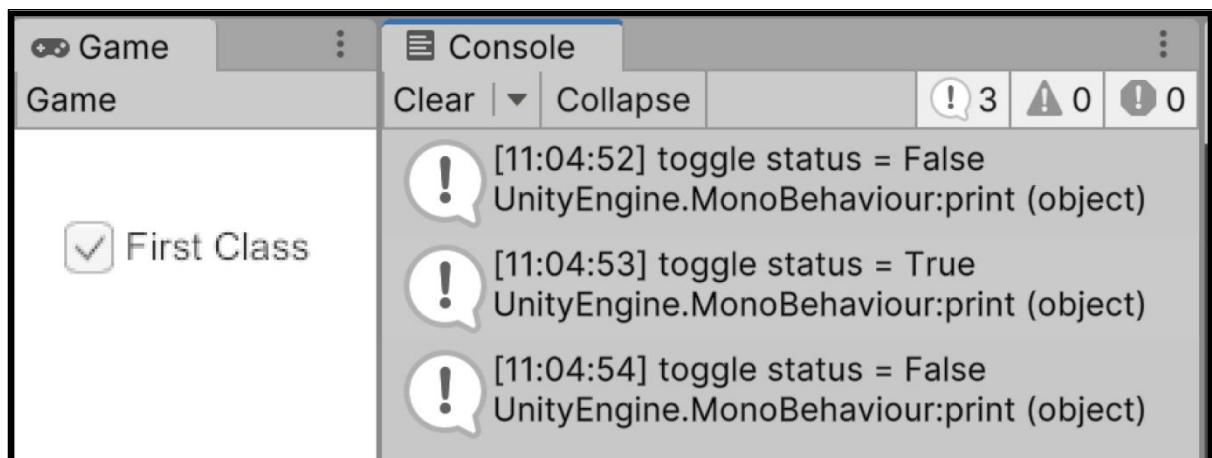
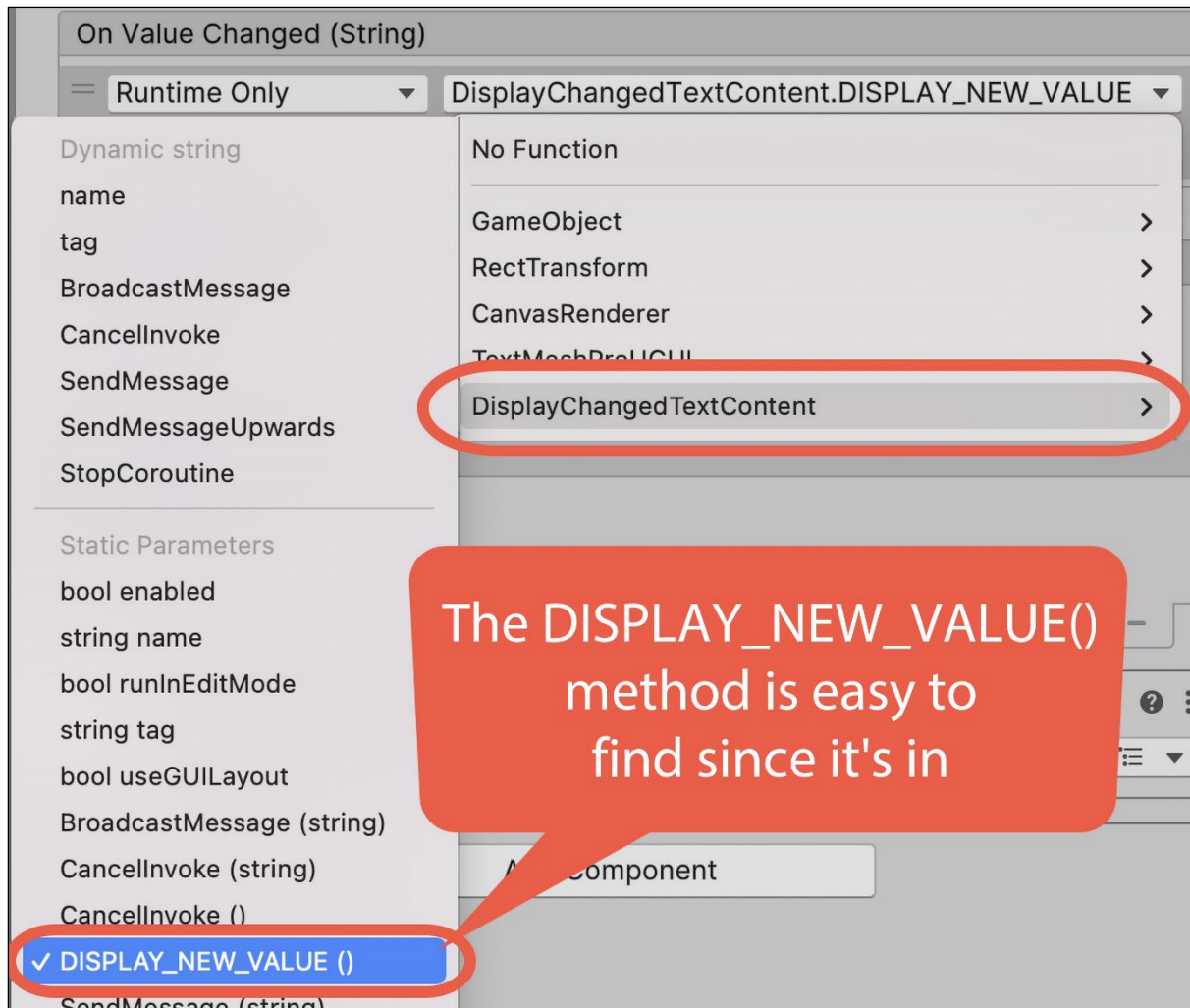


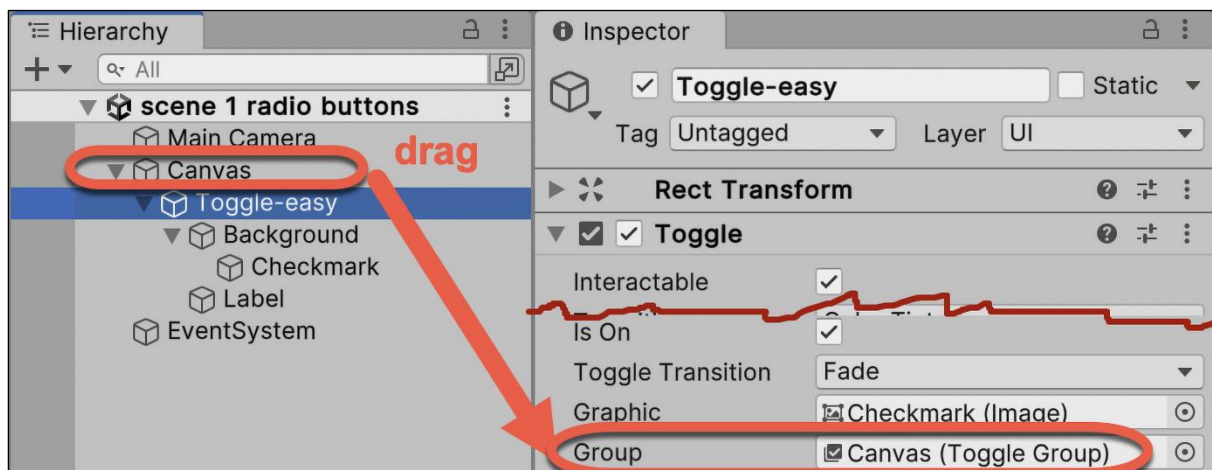
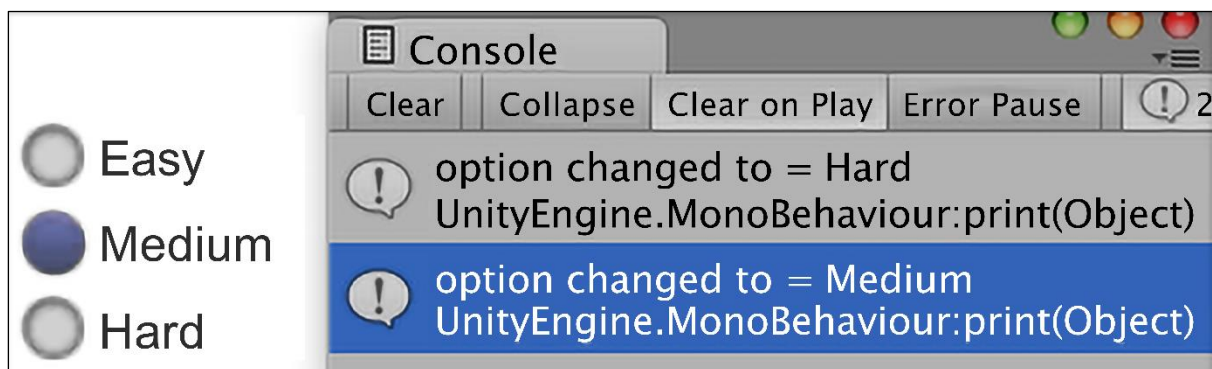
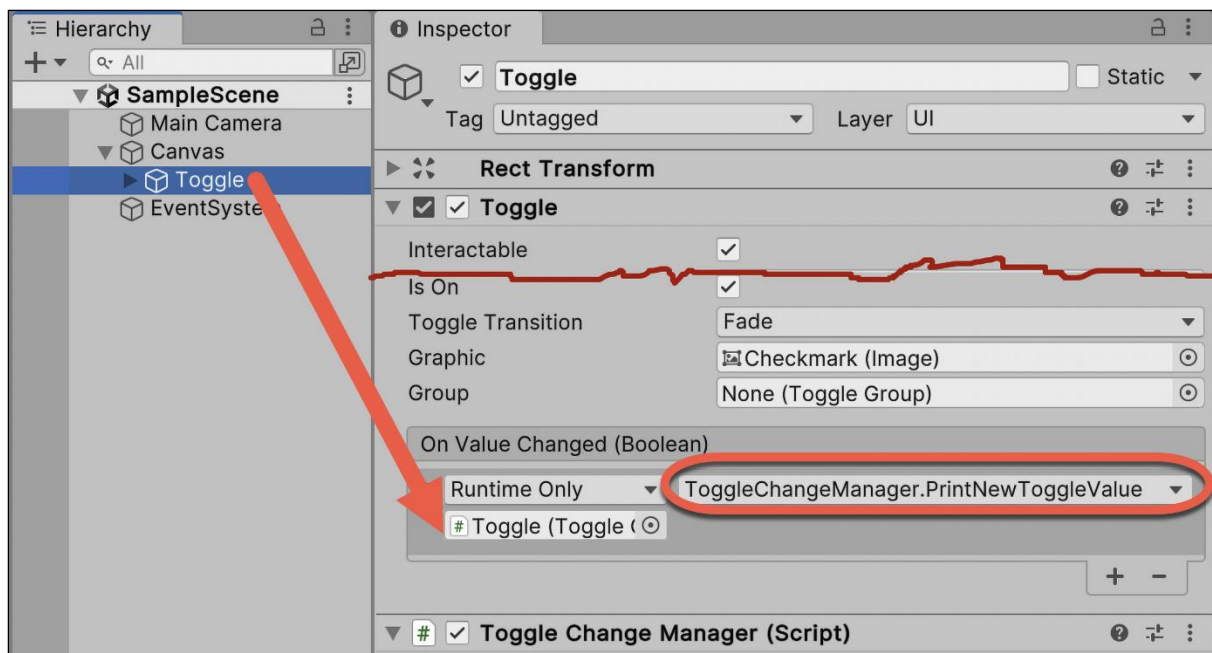
Name:

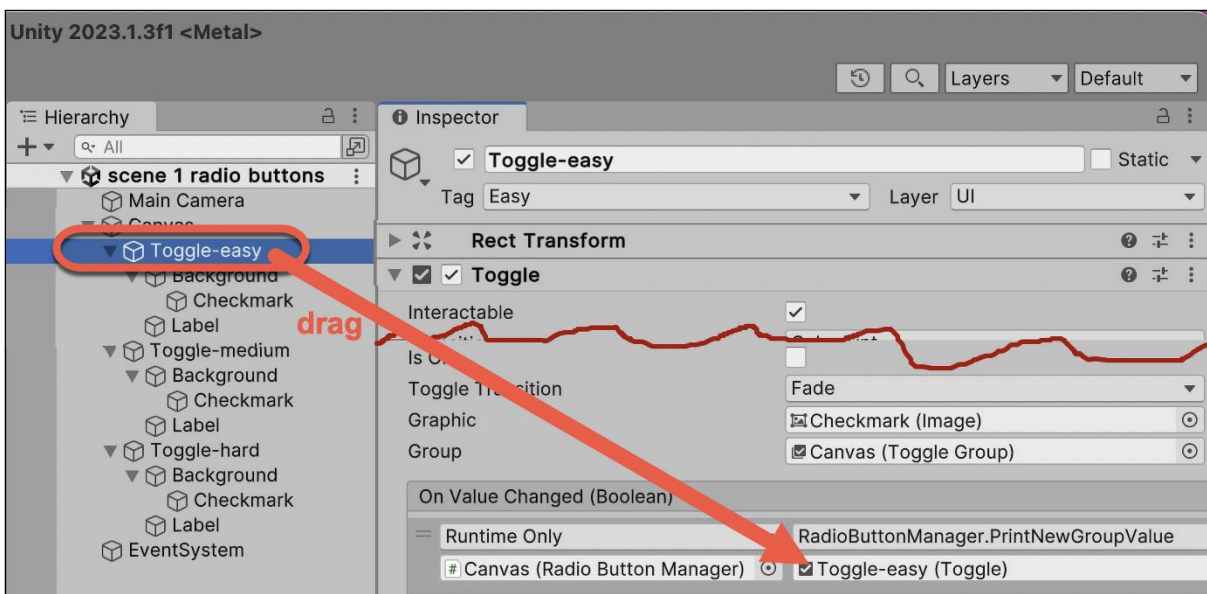
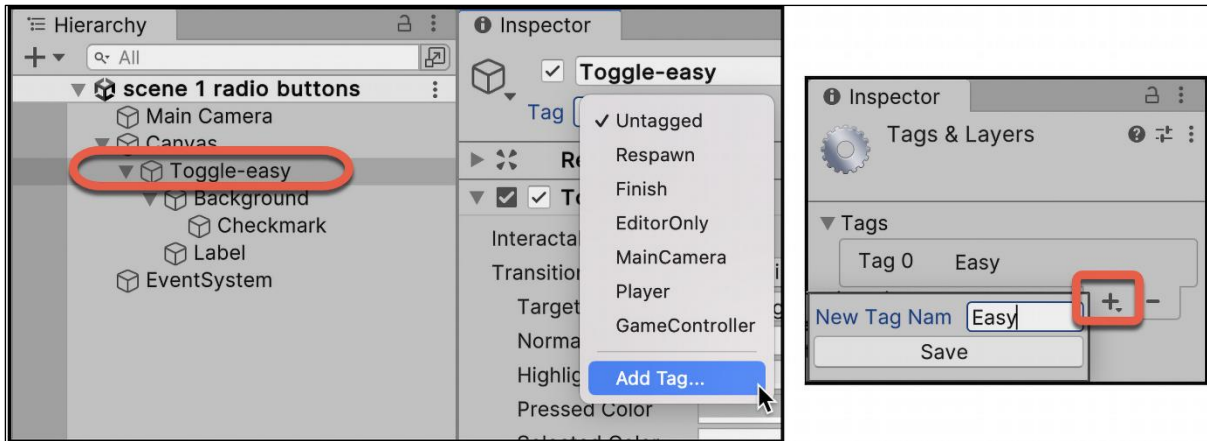
Matt

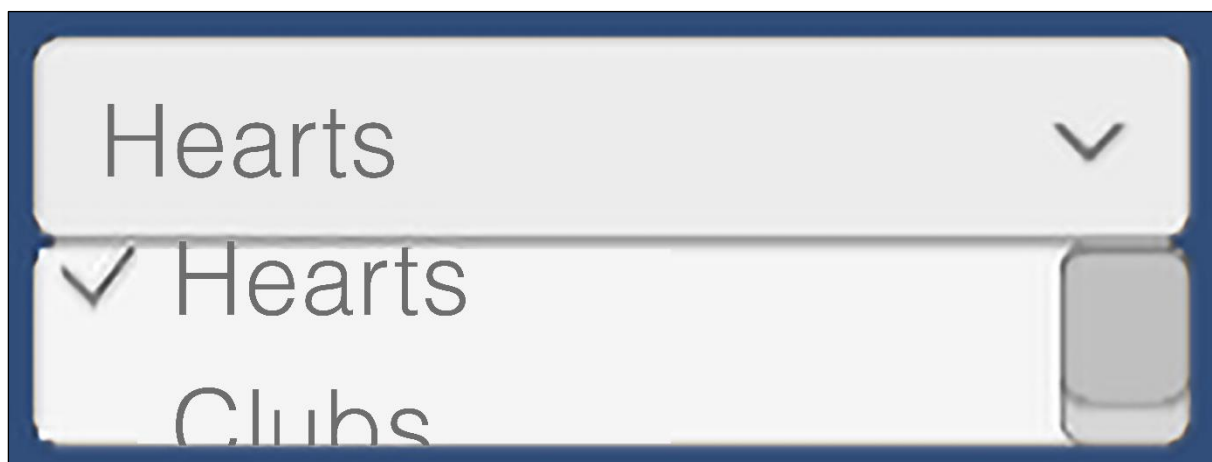
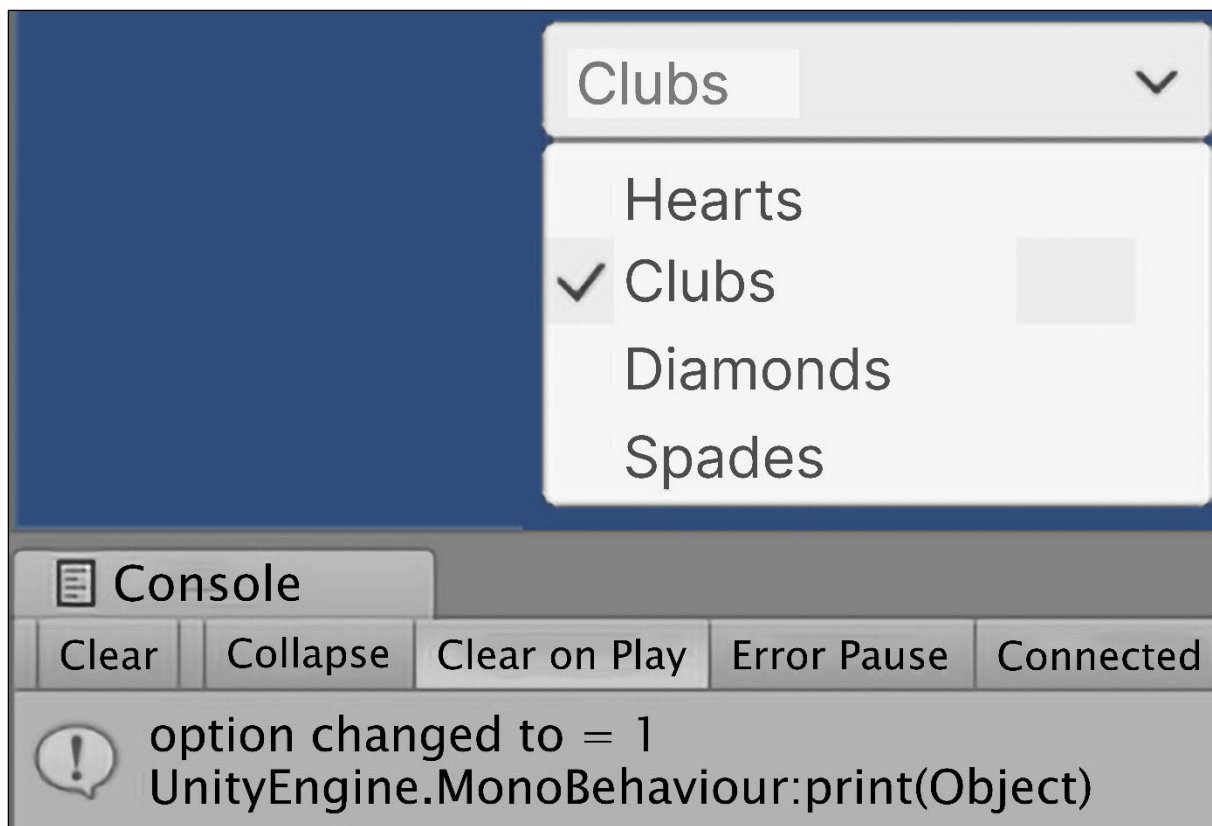
last entry = 'Matt'

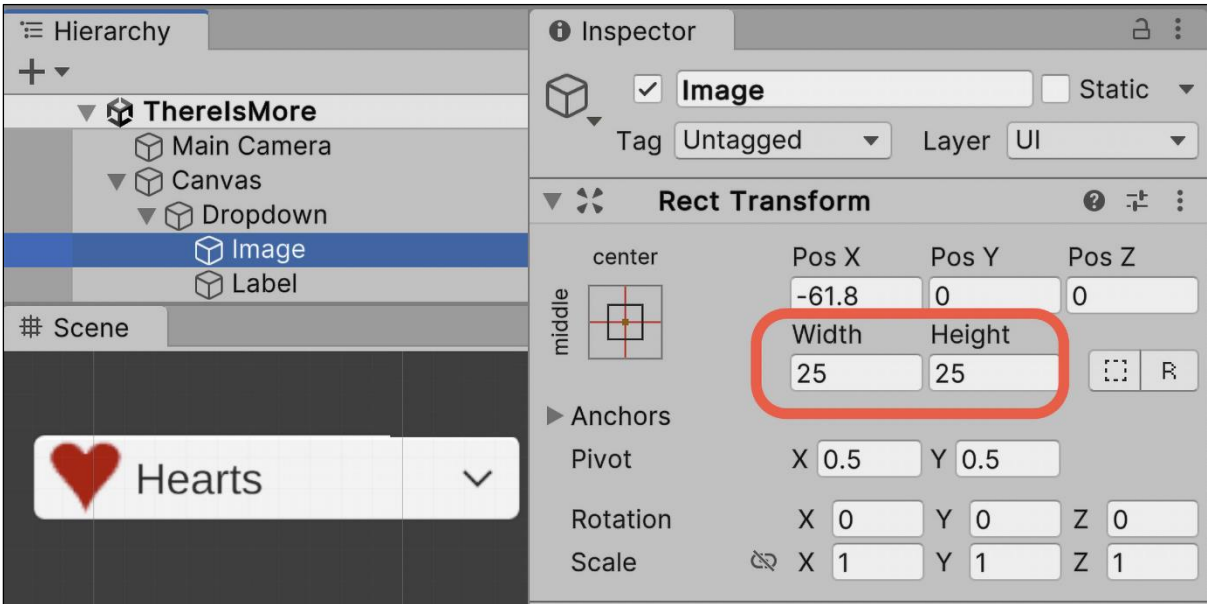
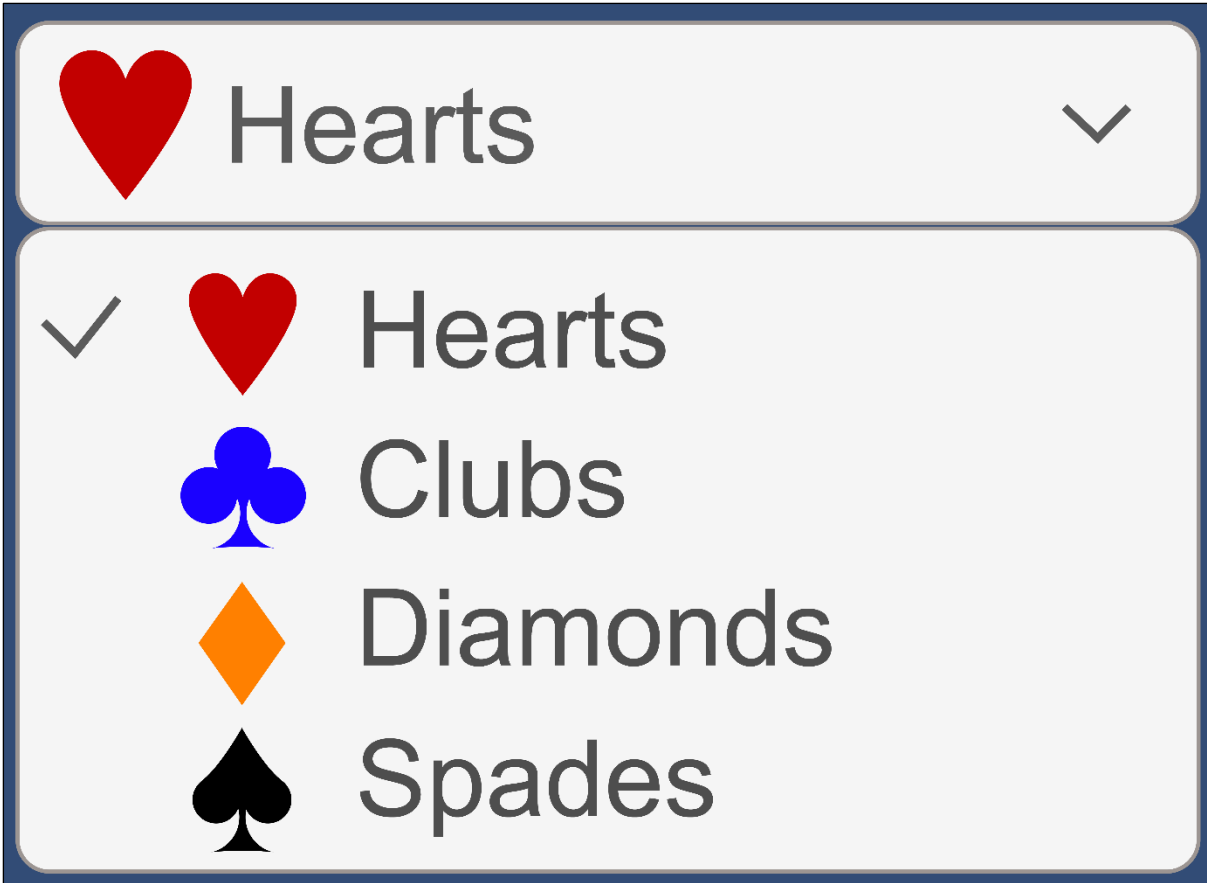


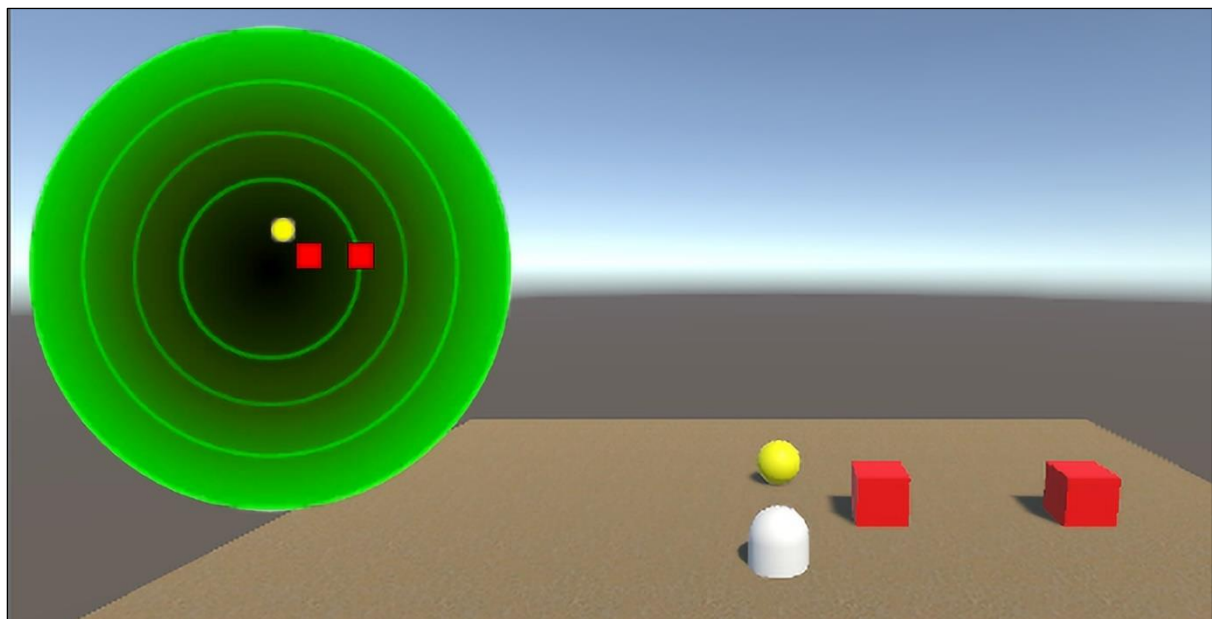
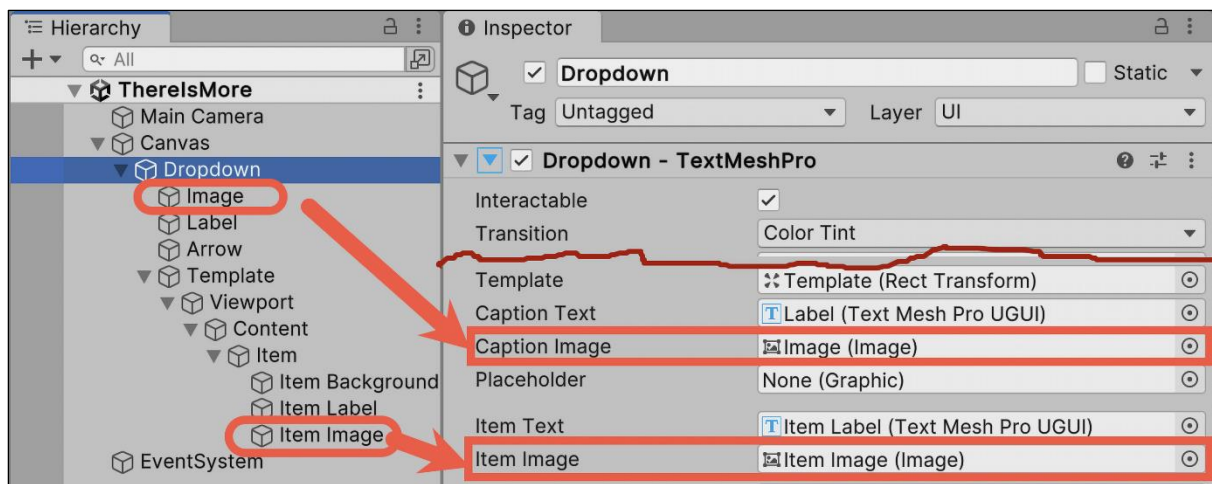


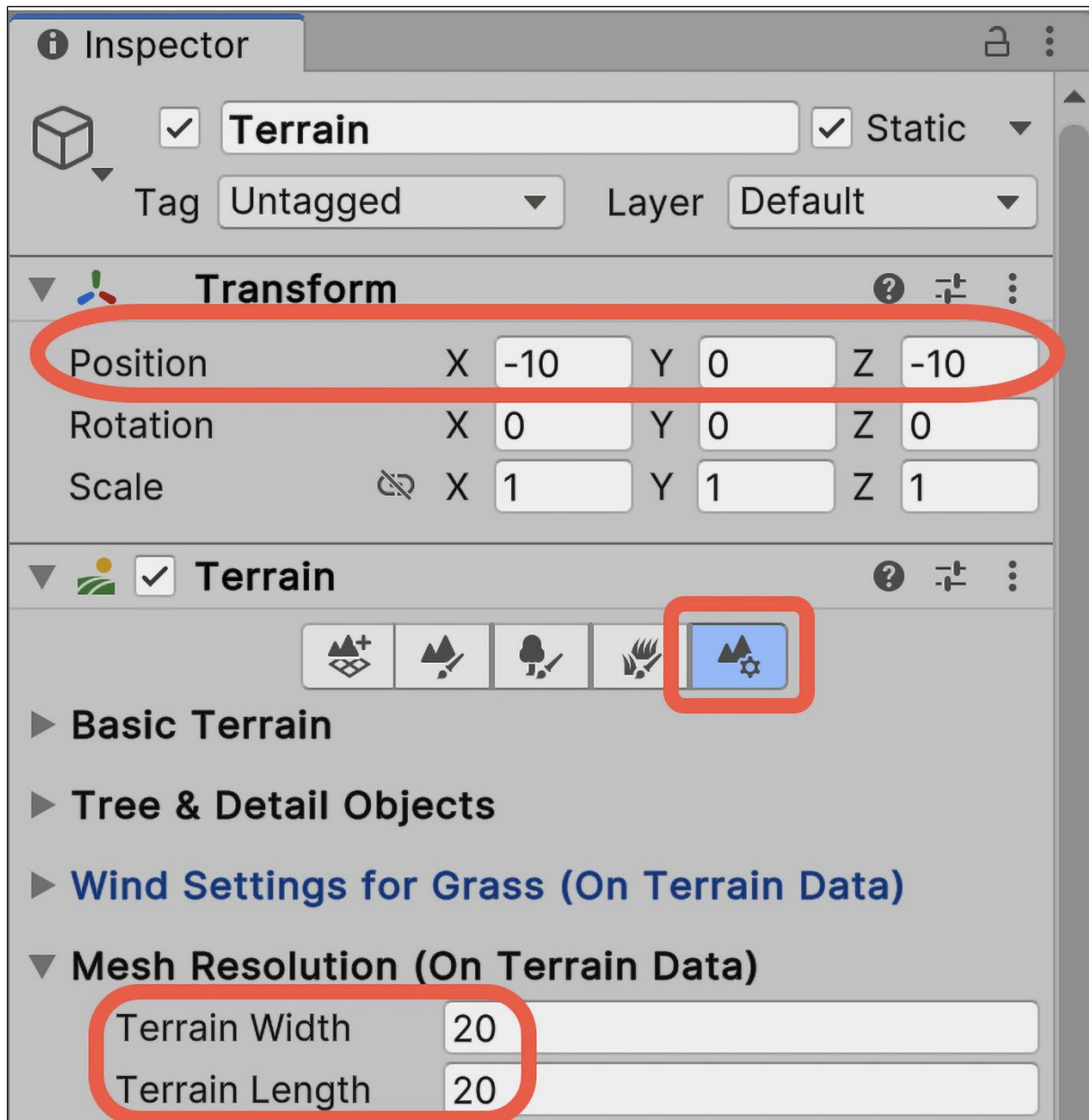


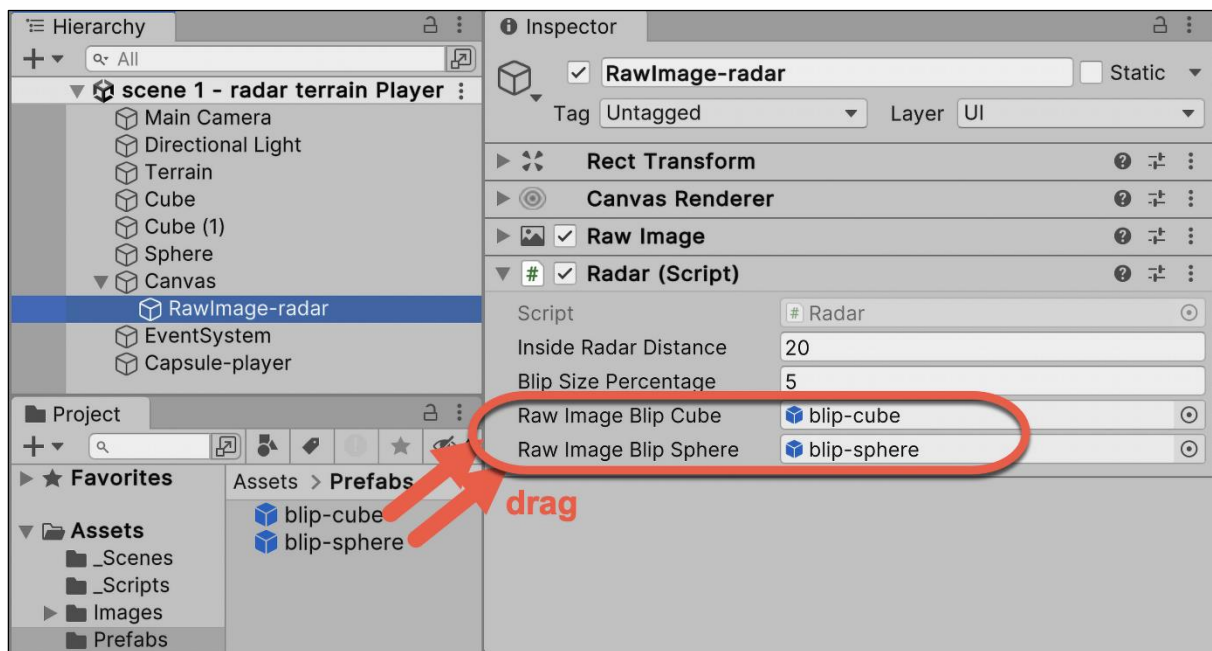
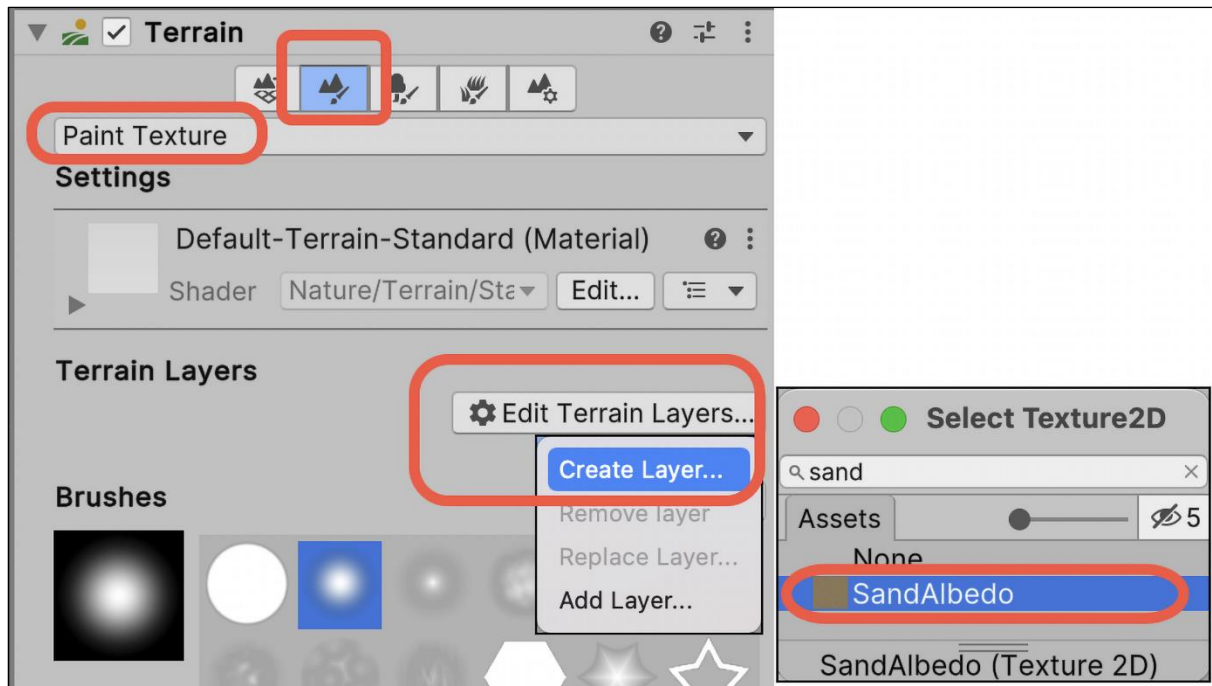


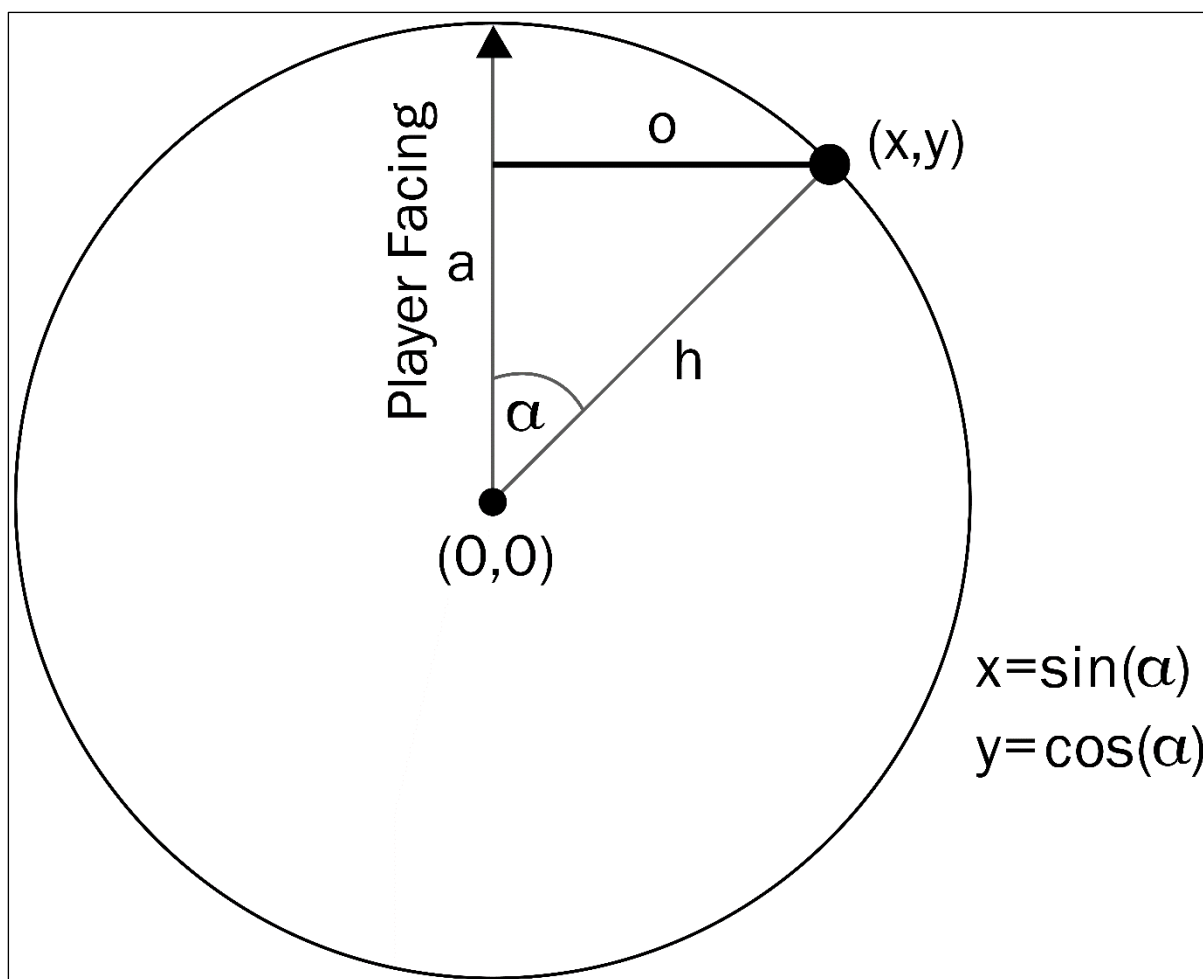




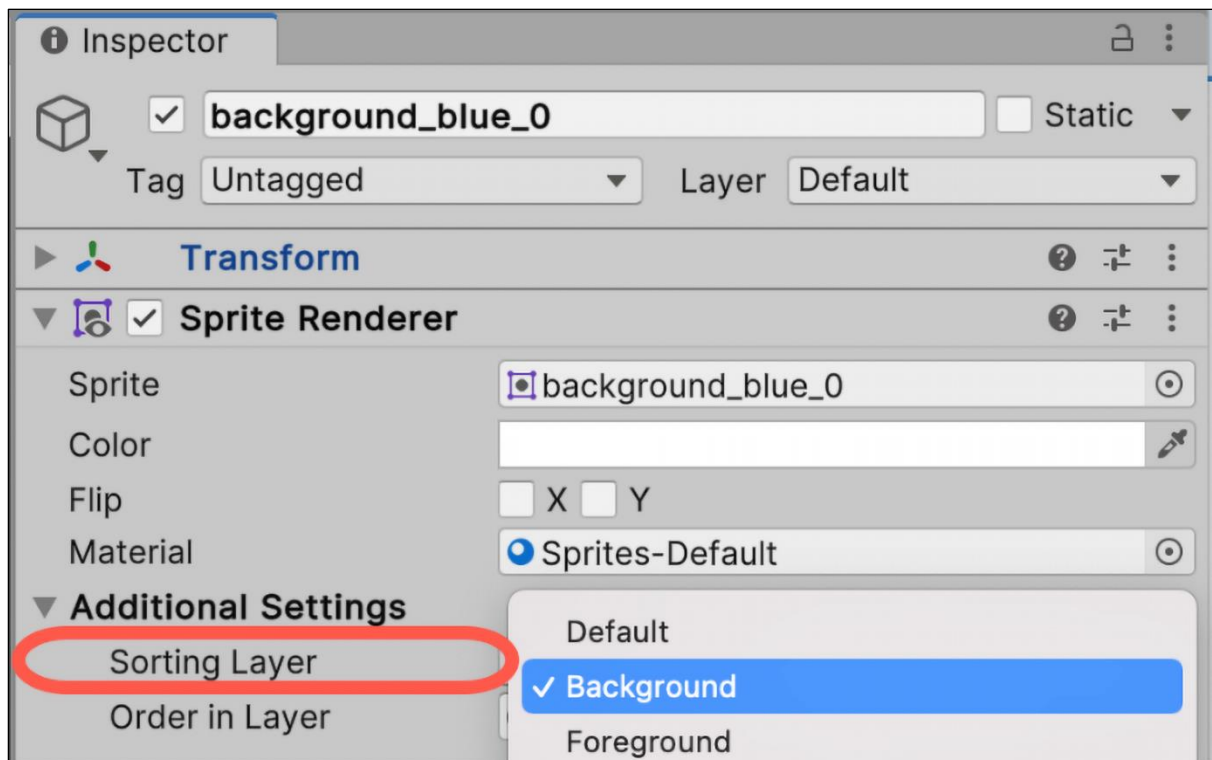
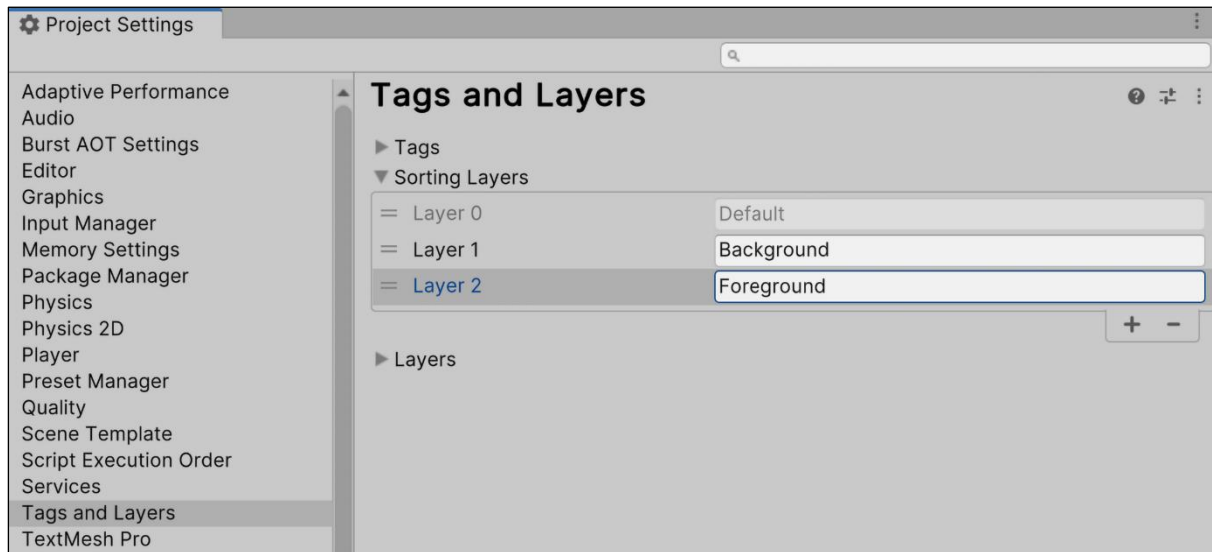


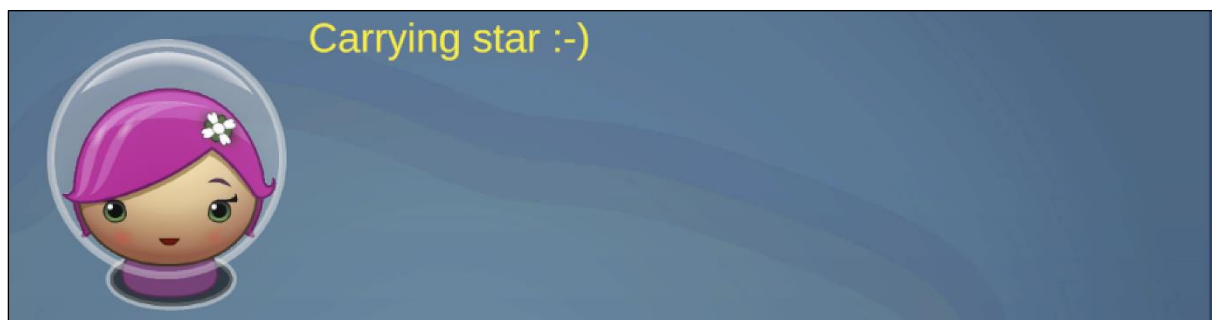
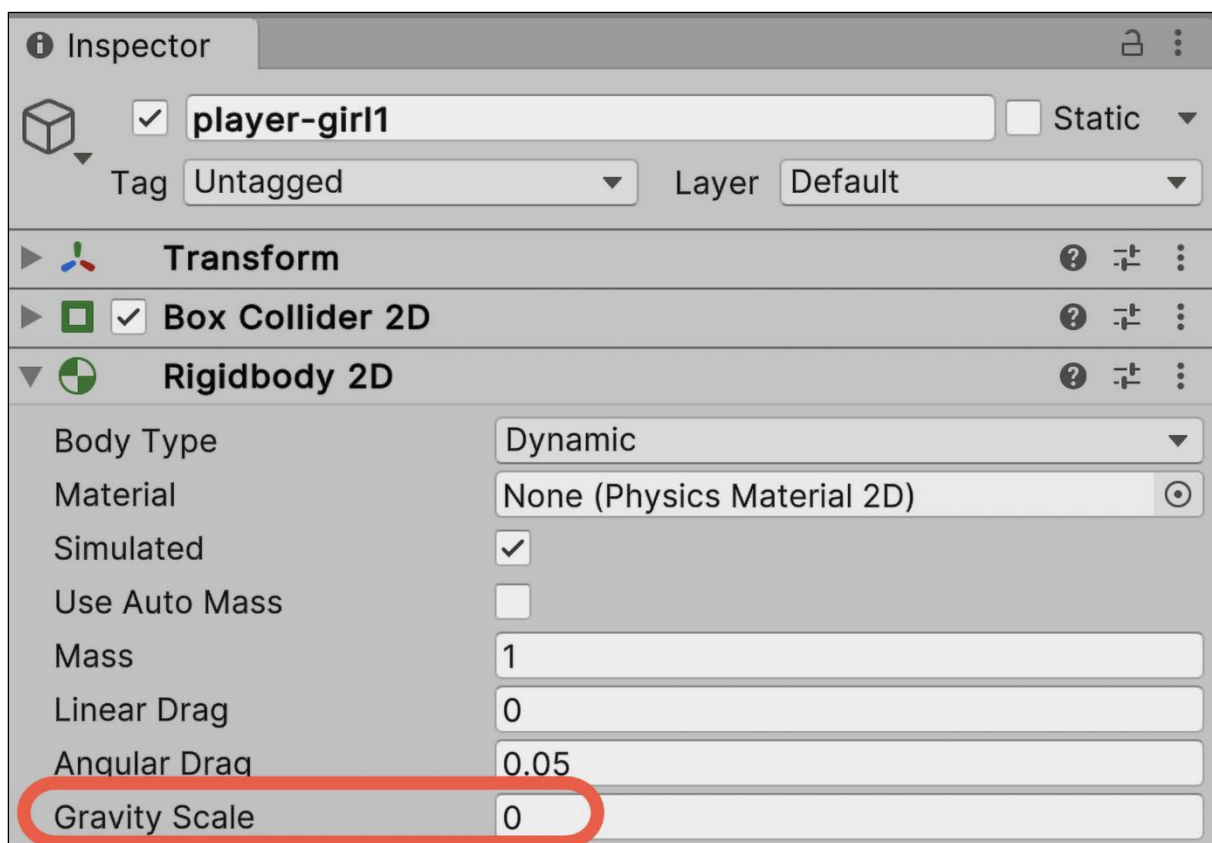
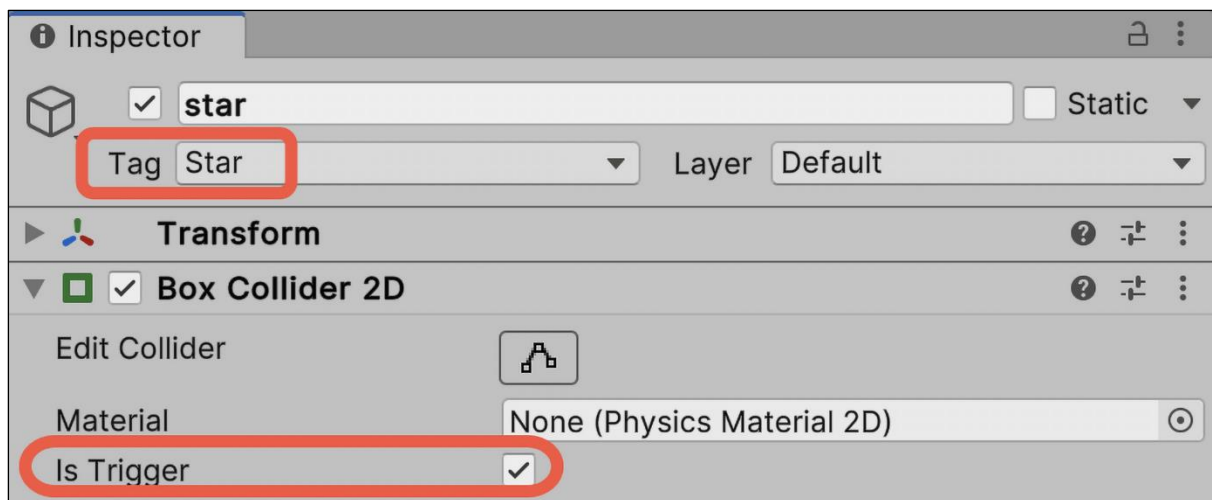


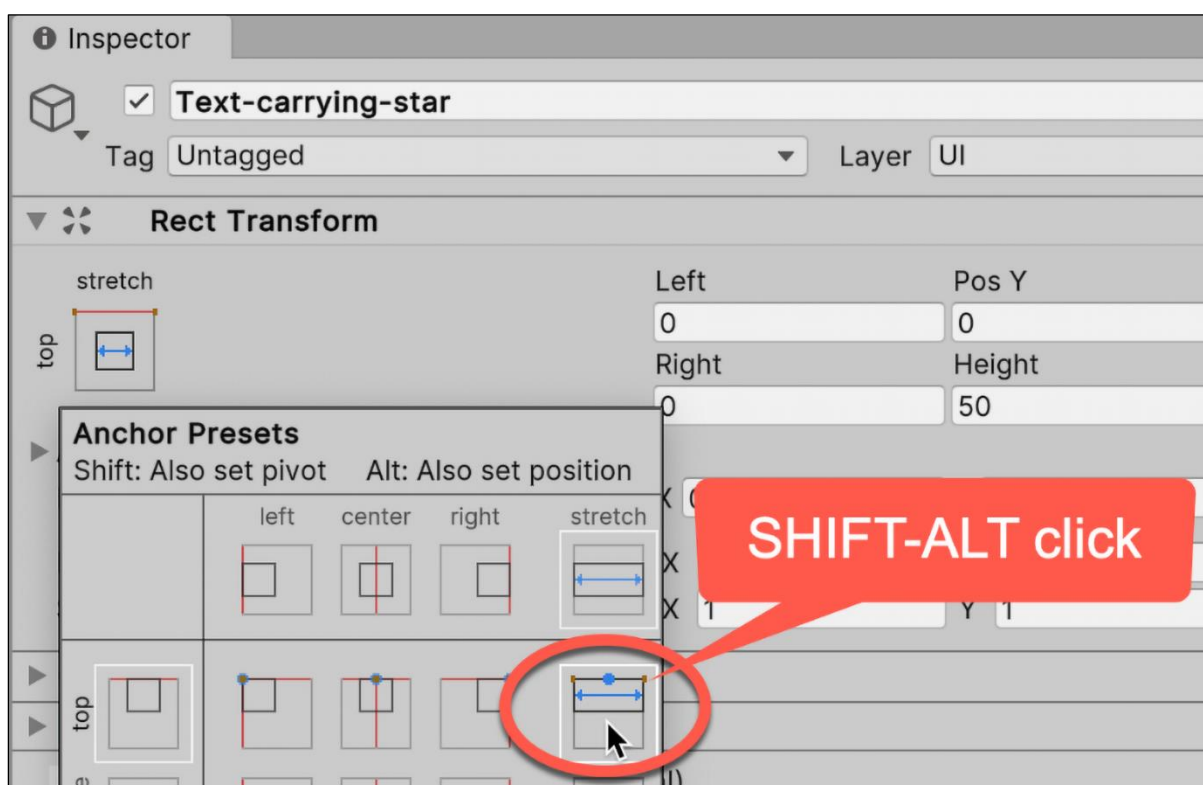
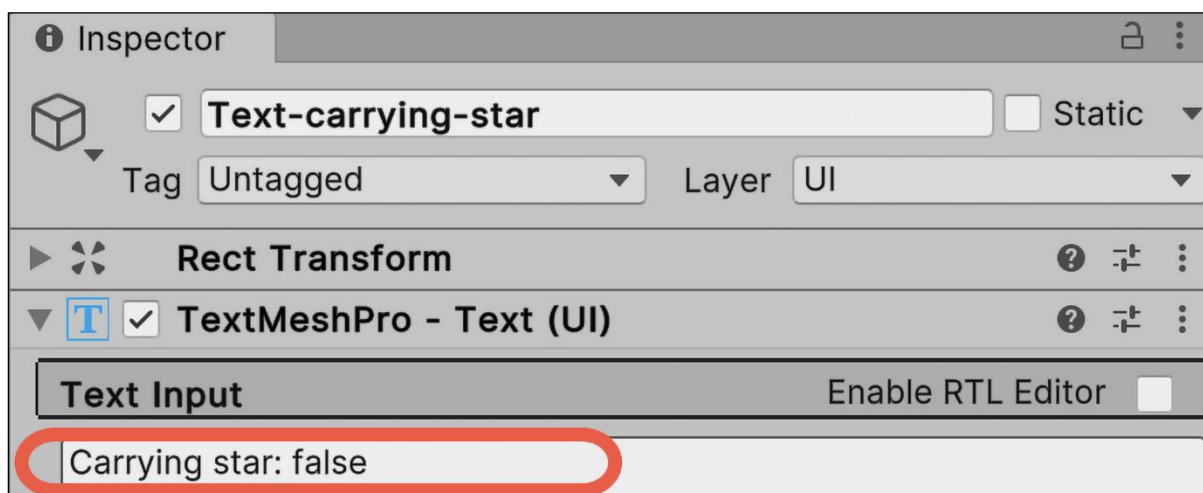


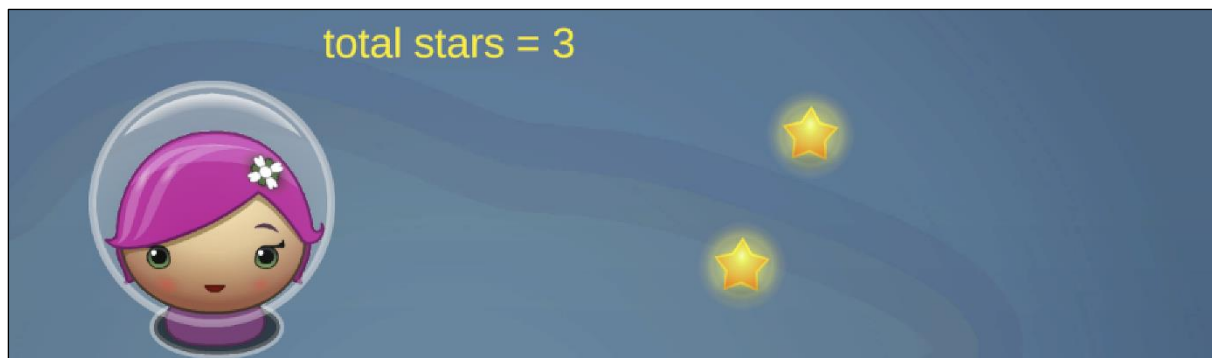
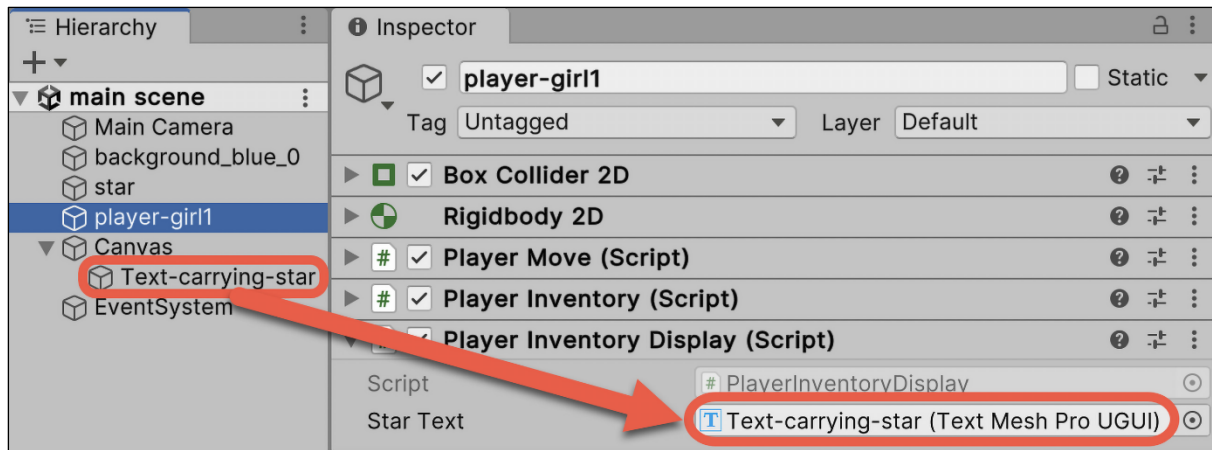


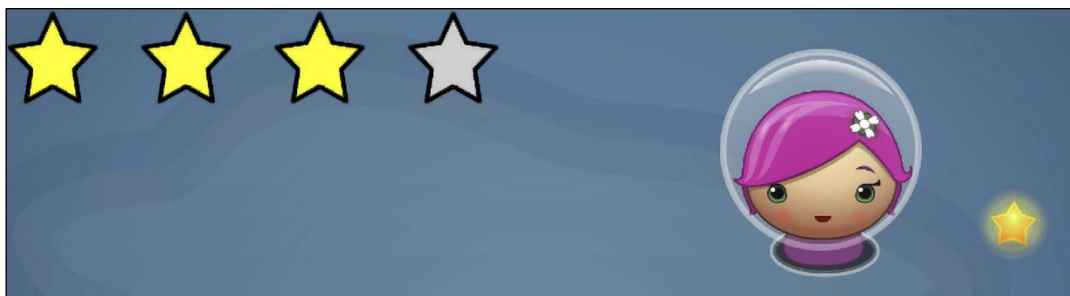
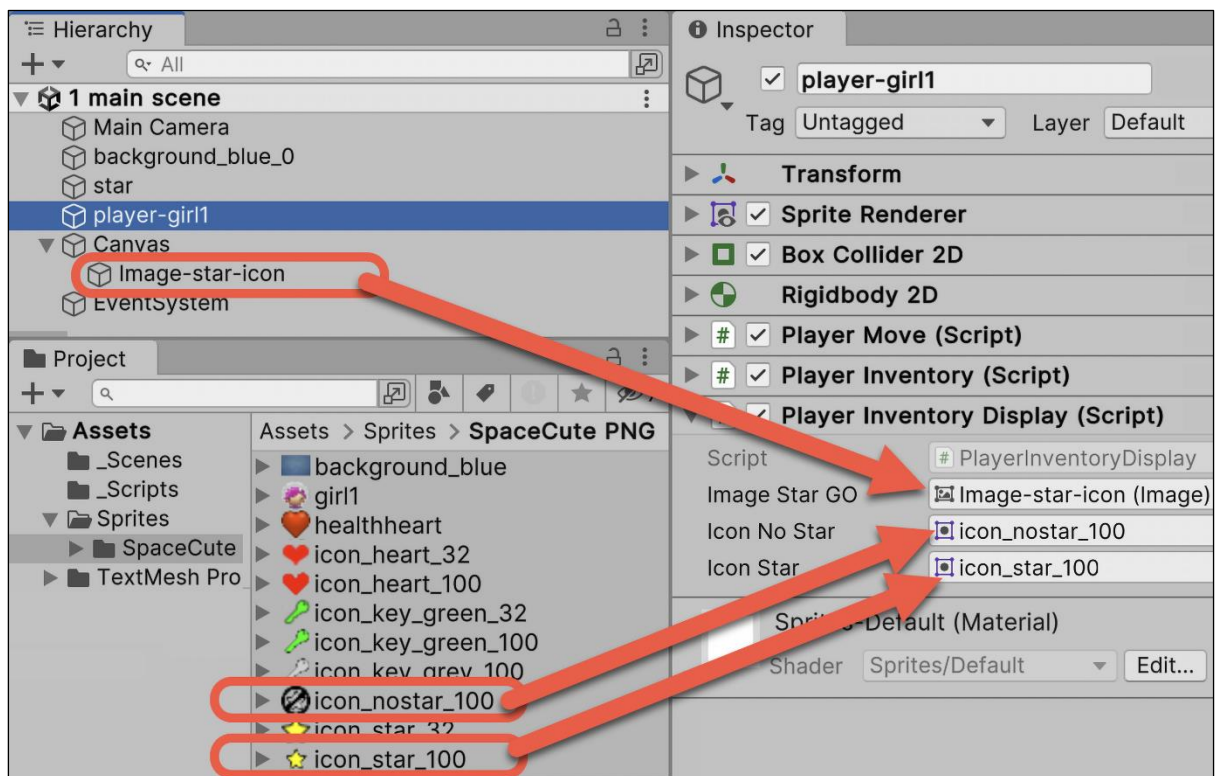
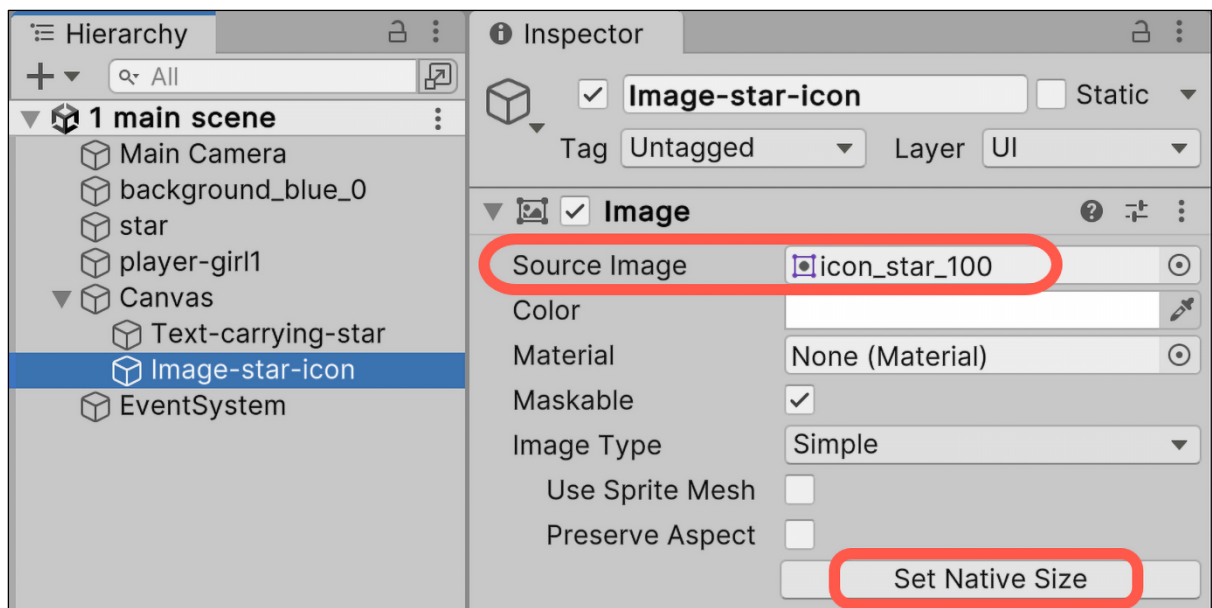
Chapter 3: Inventory and Advanced UIs

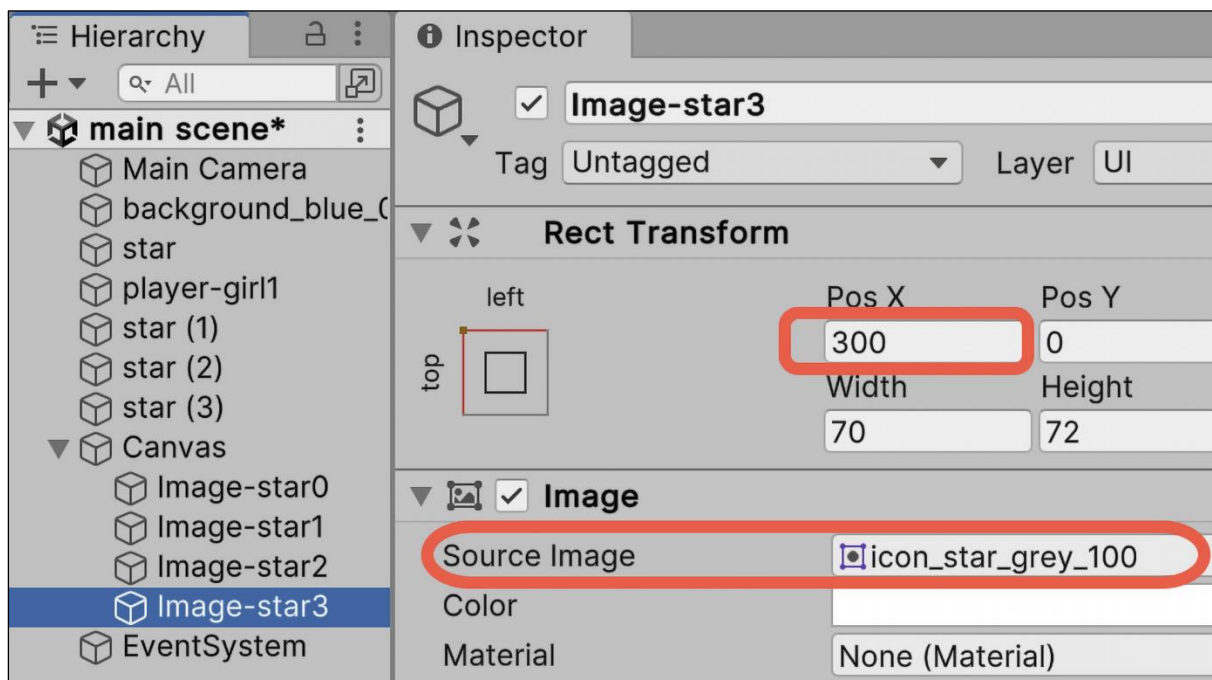
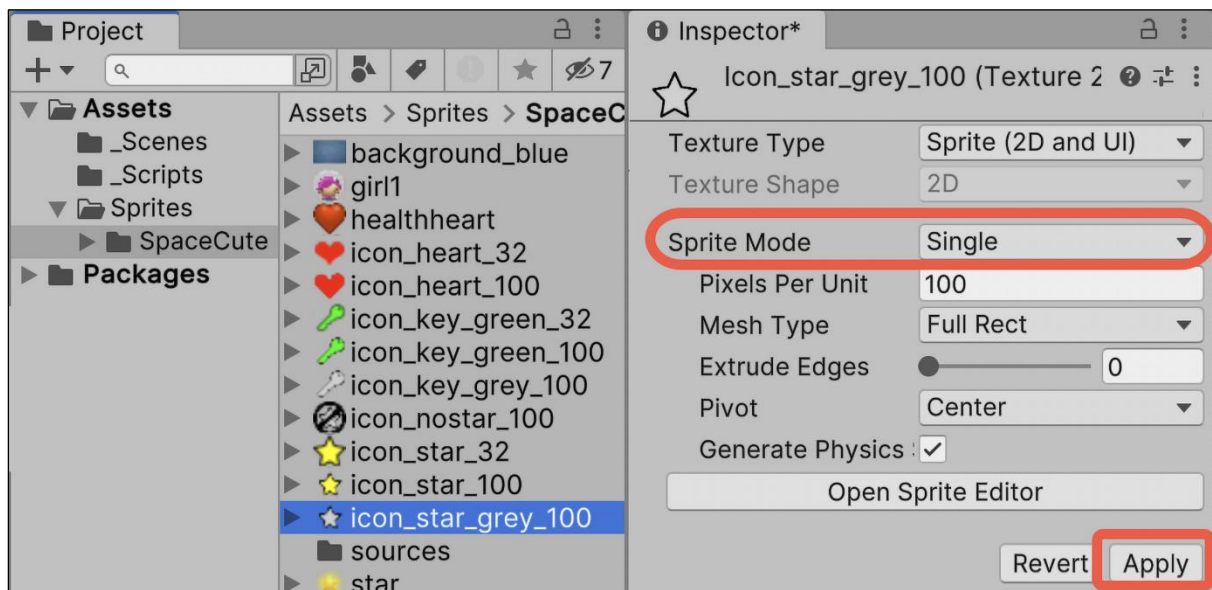


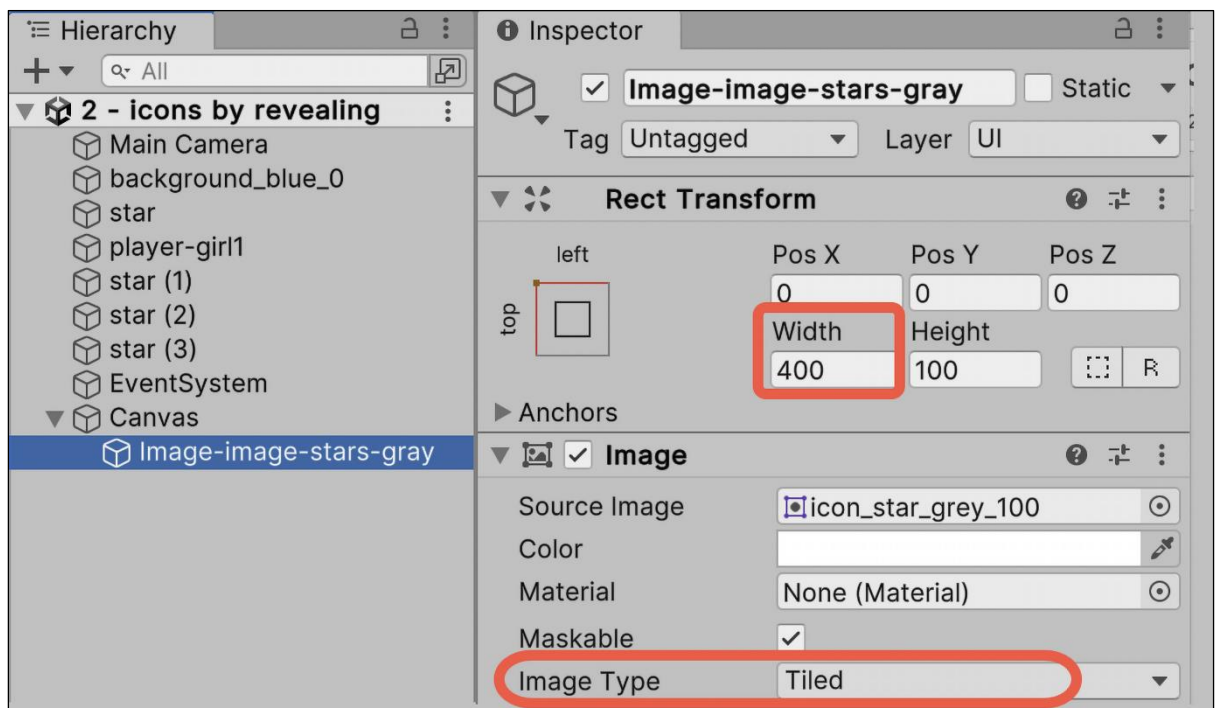
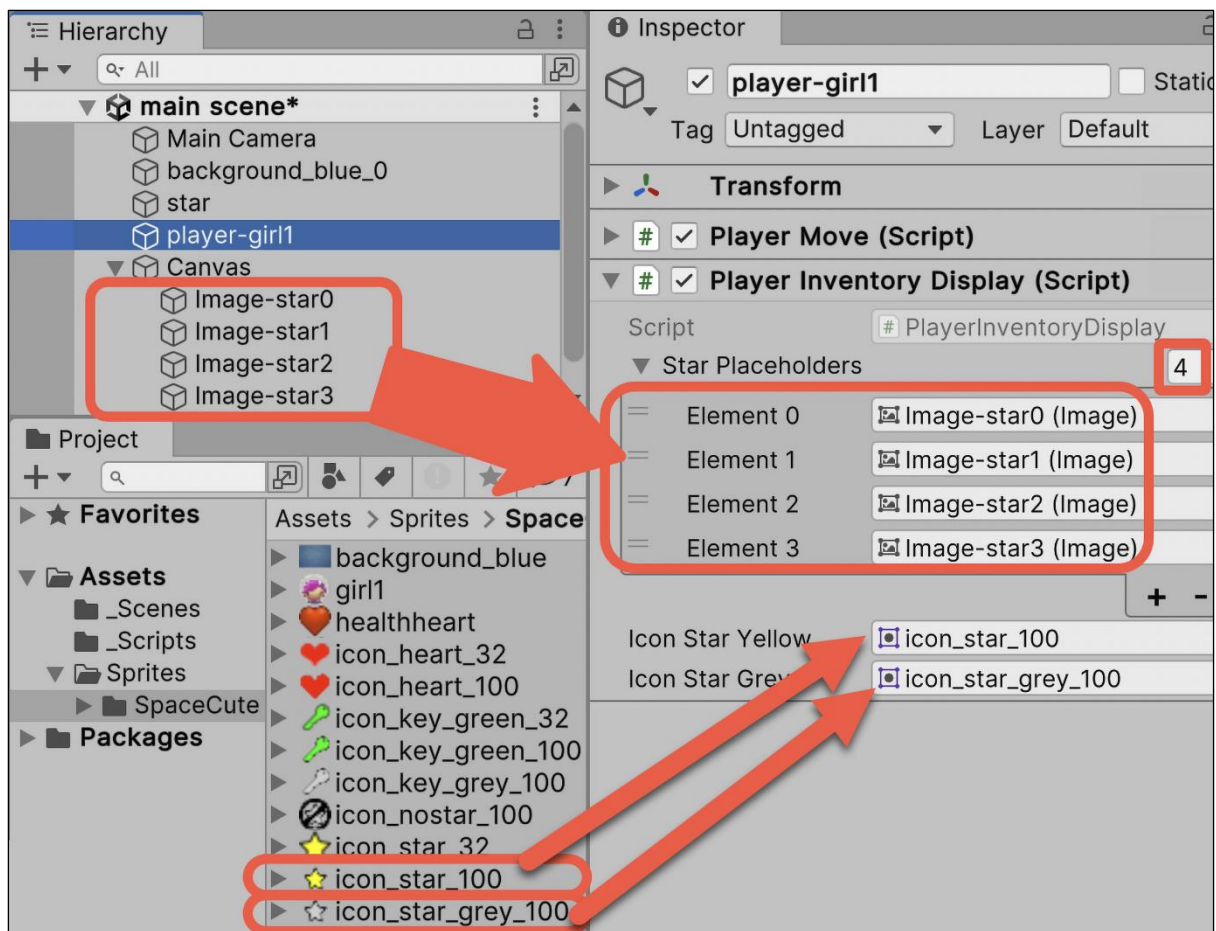


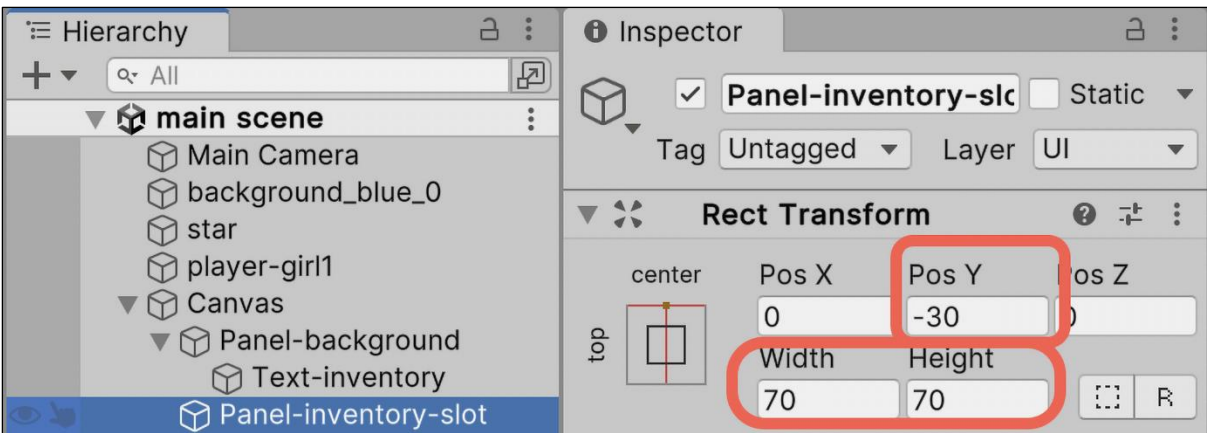


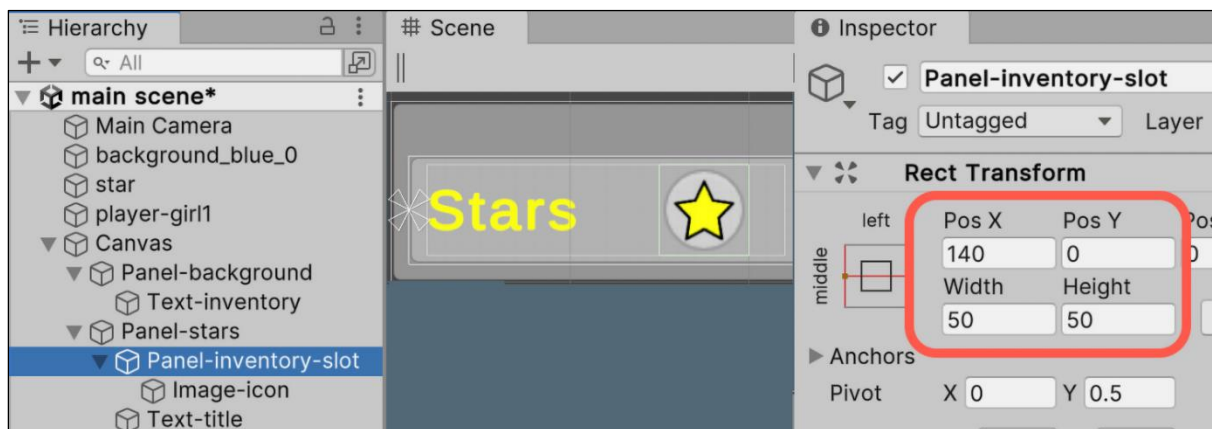
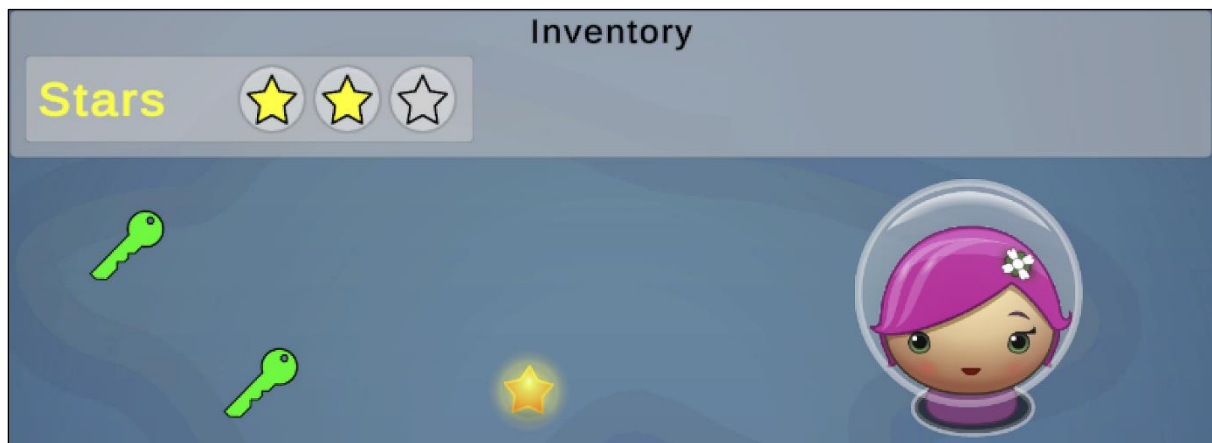
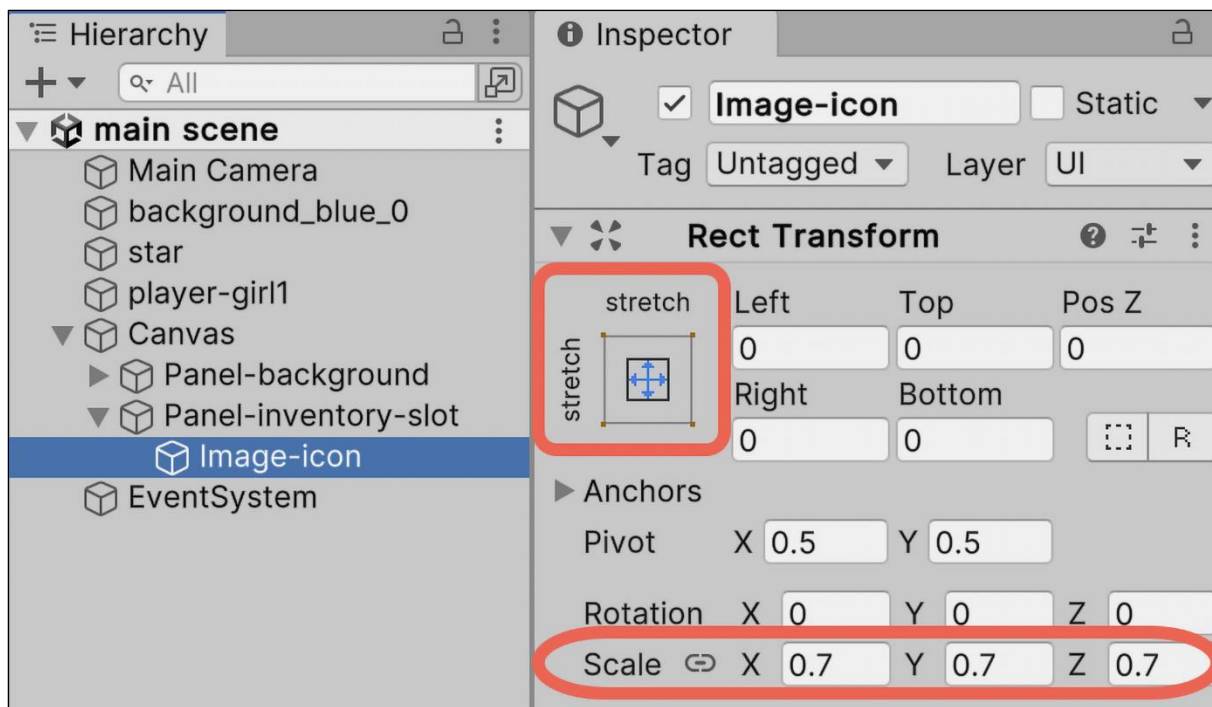


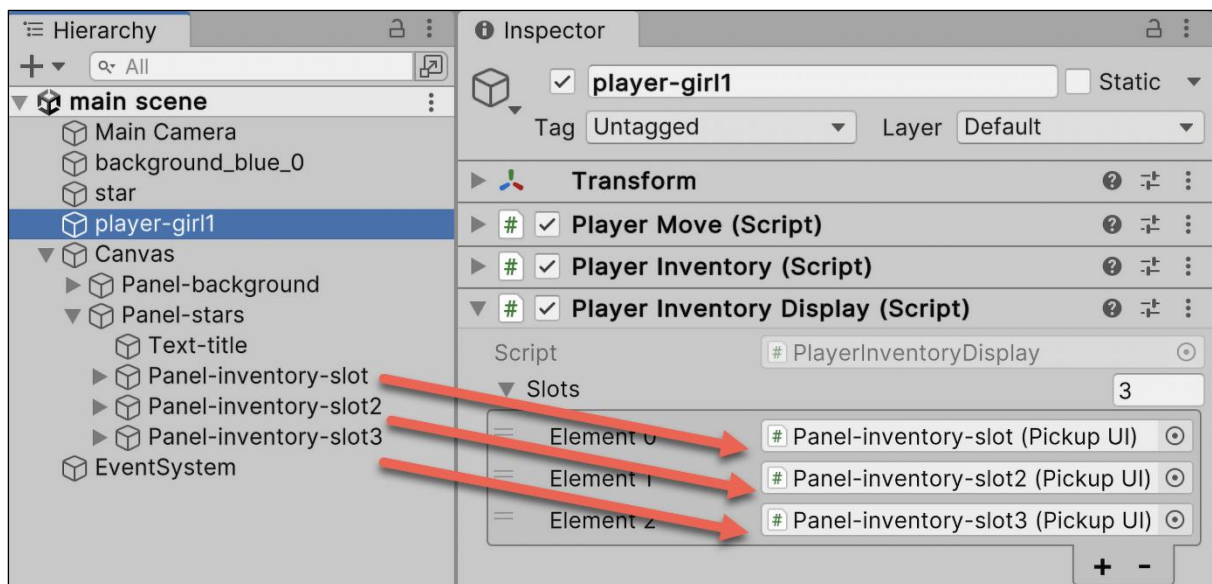
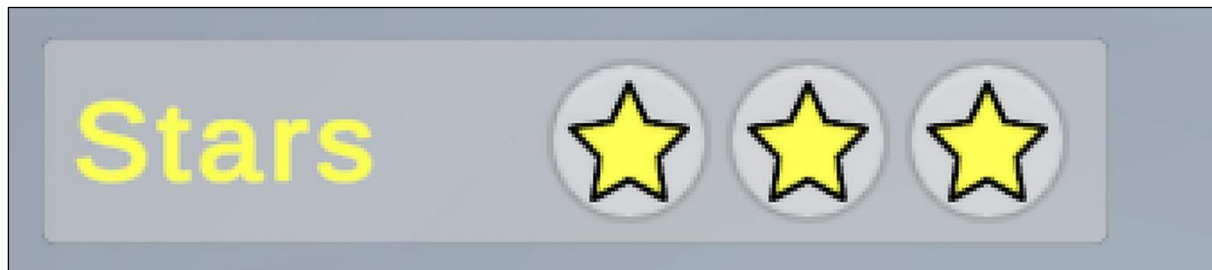
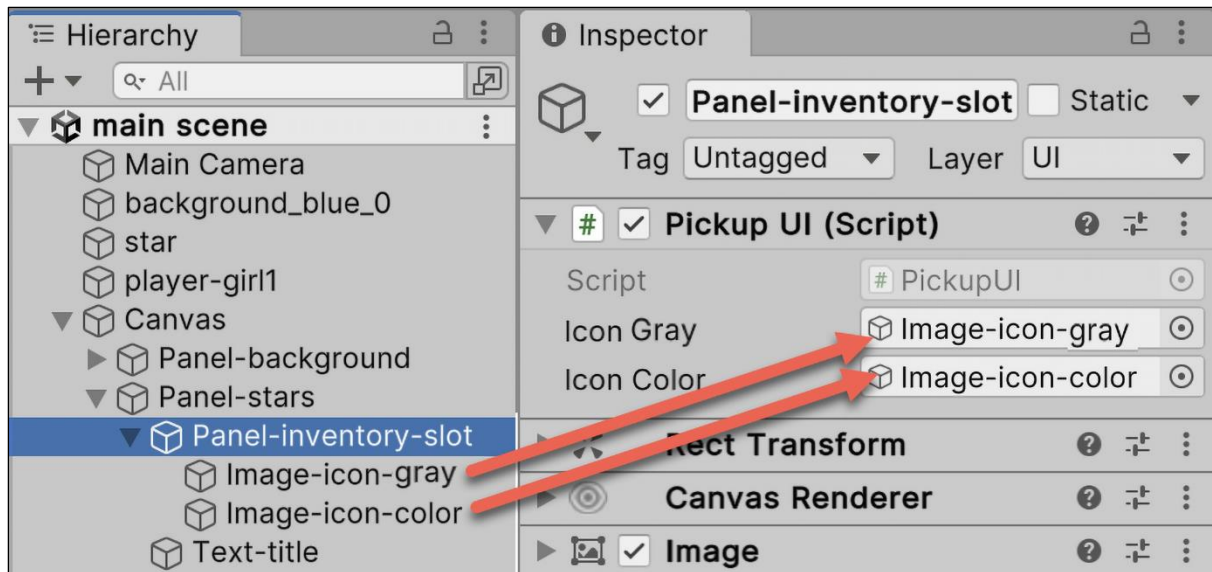


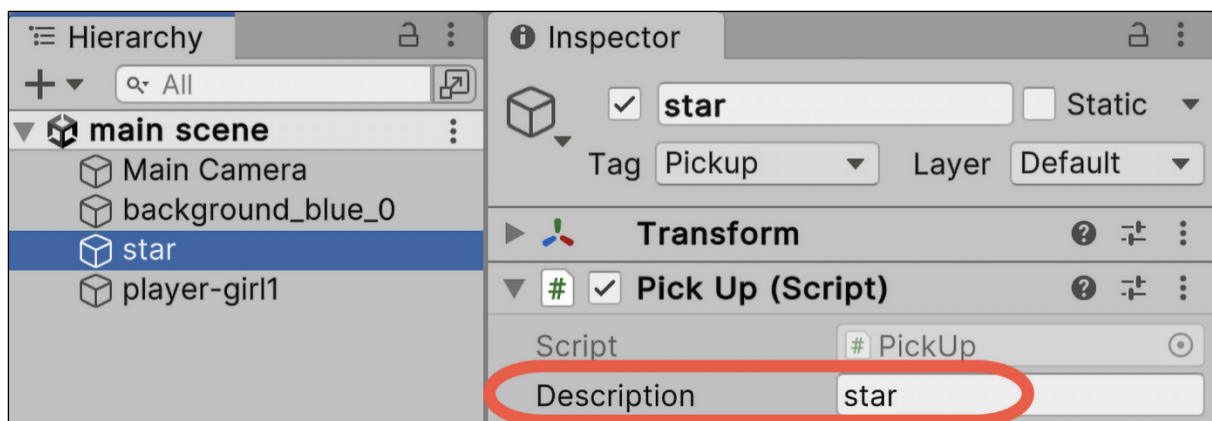
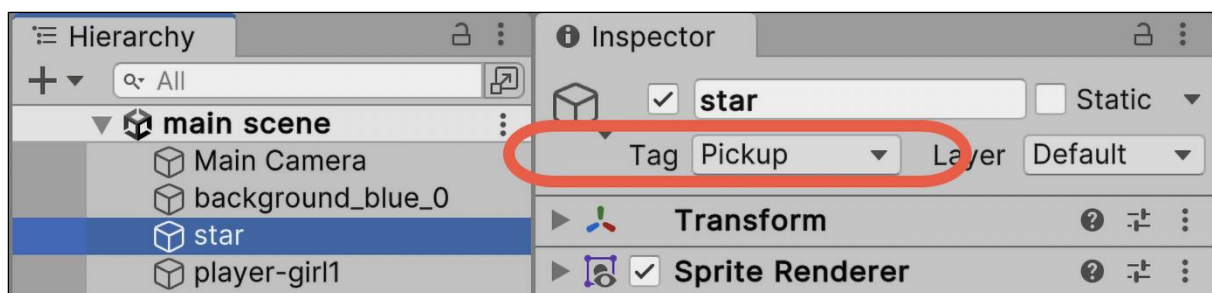
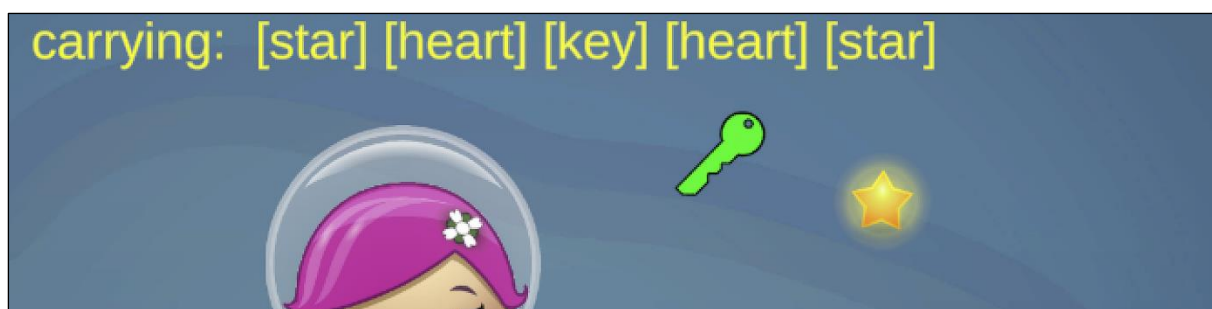
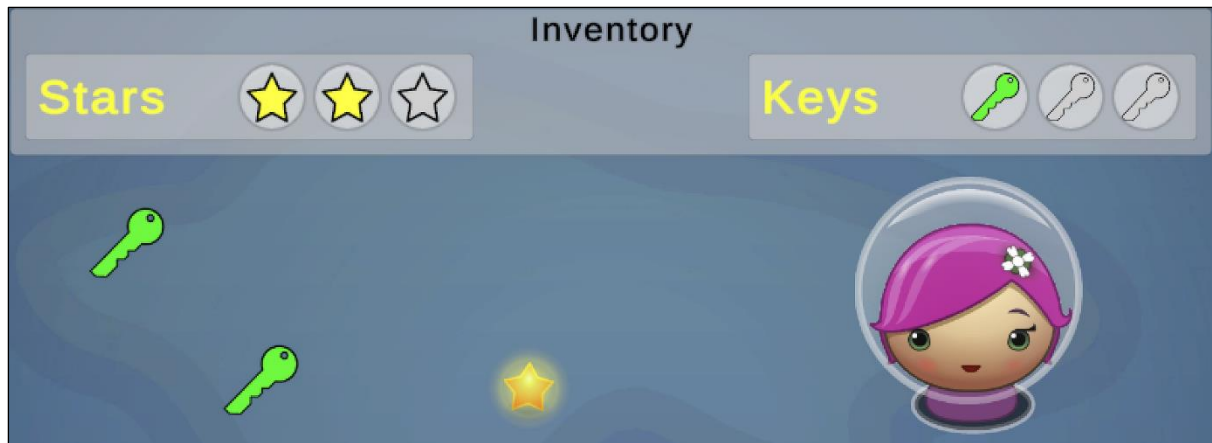


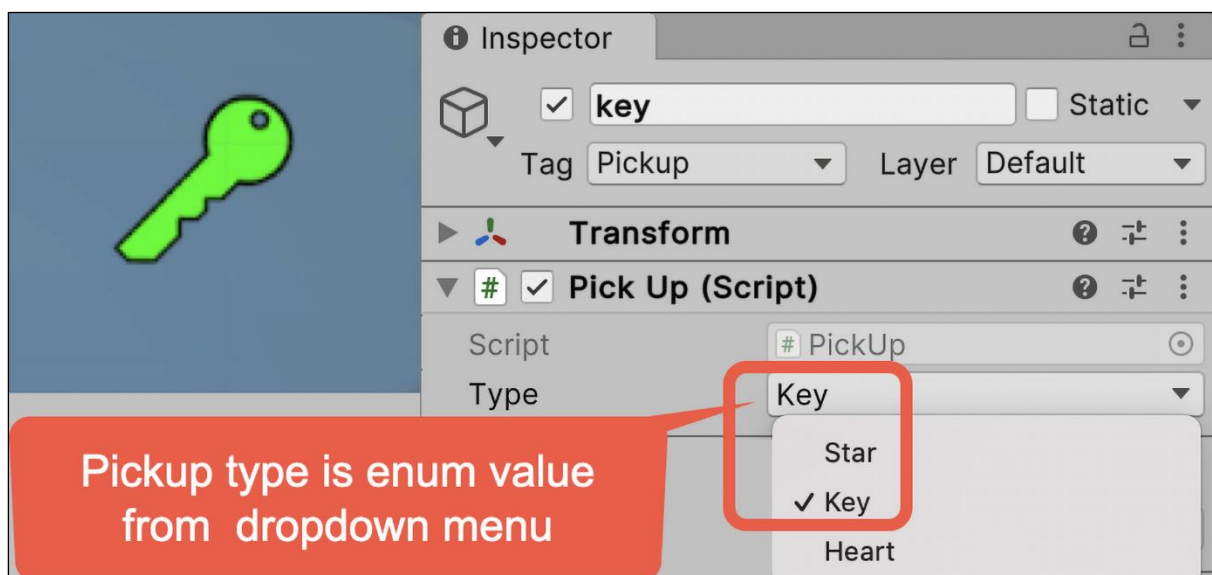
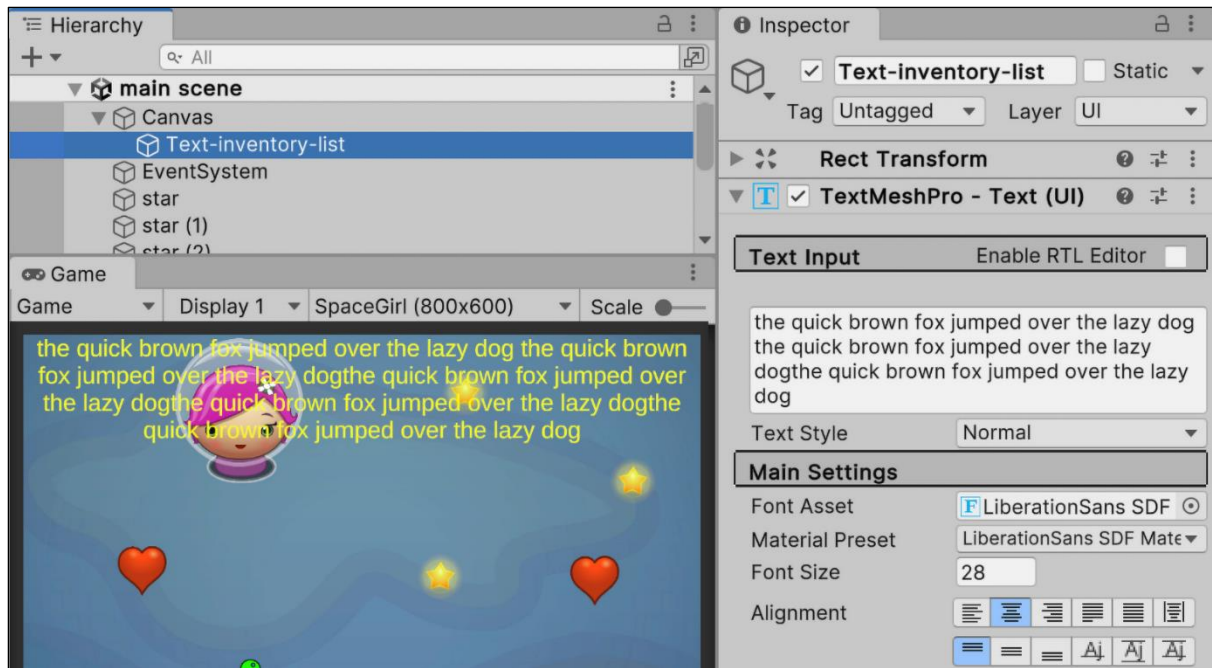




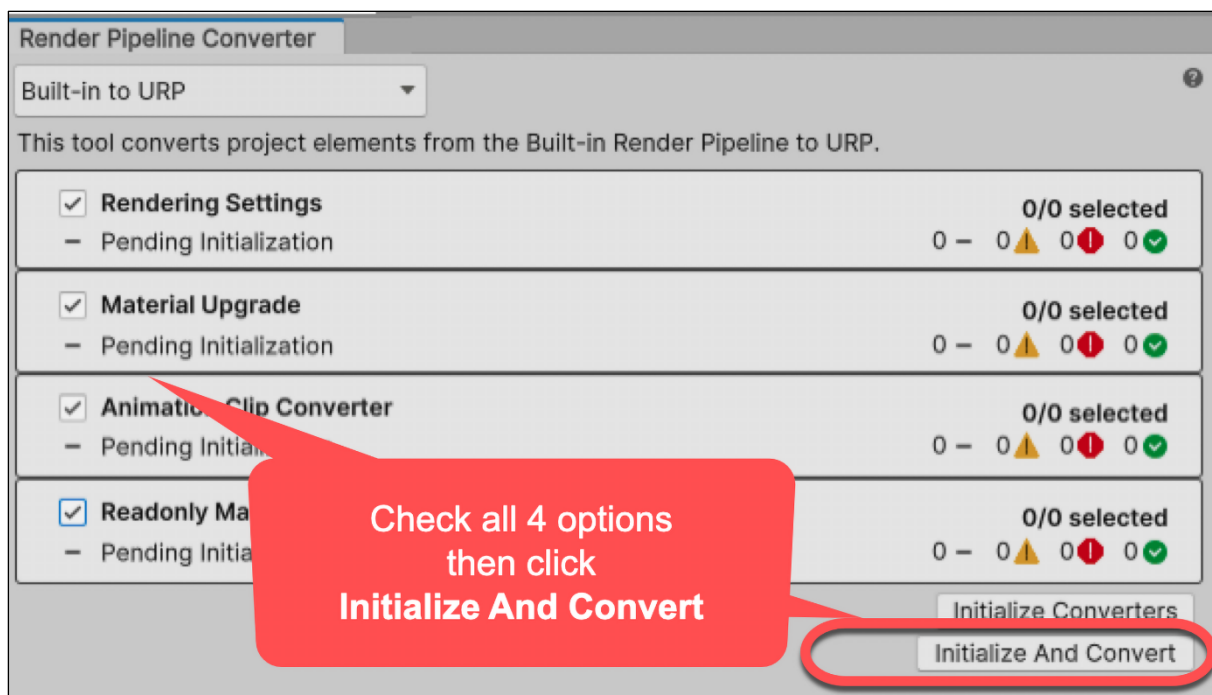
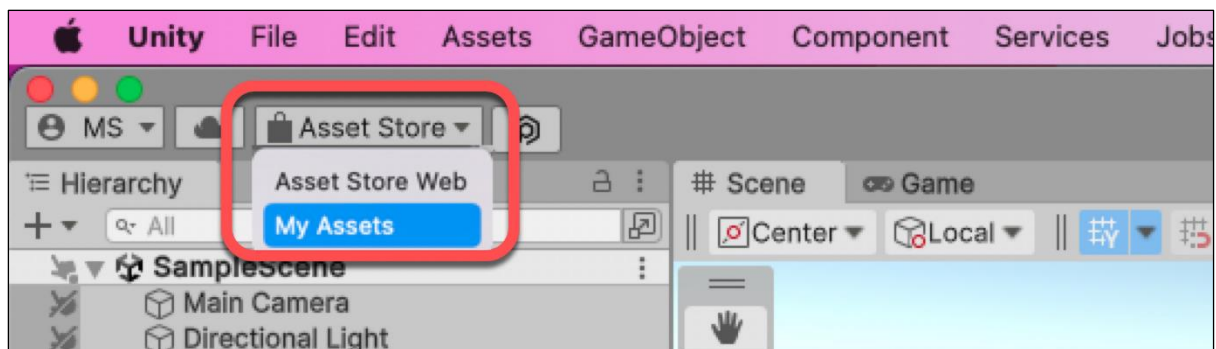
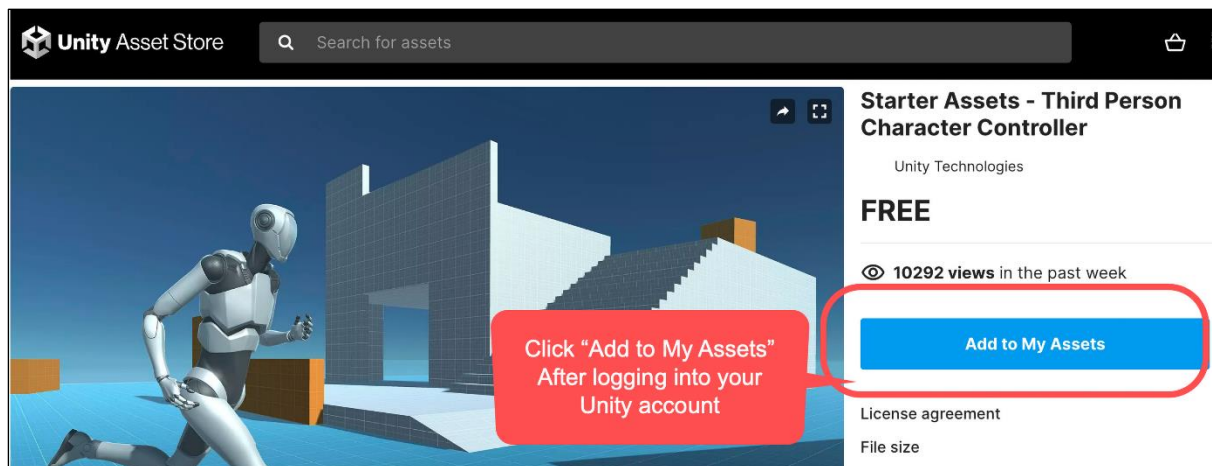


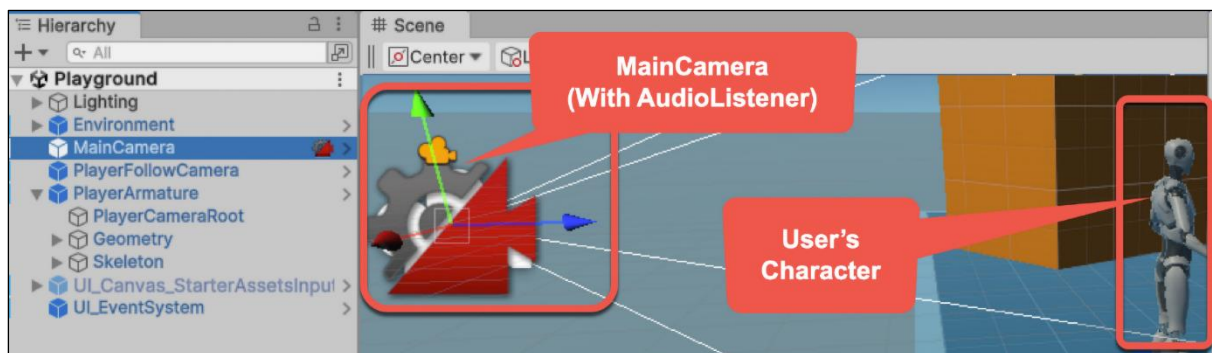
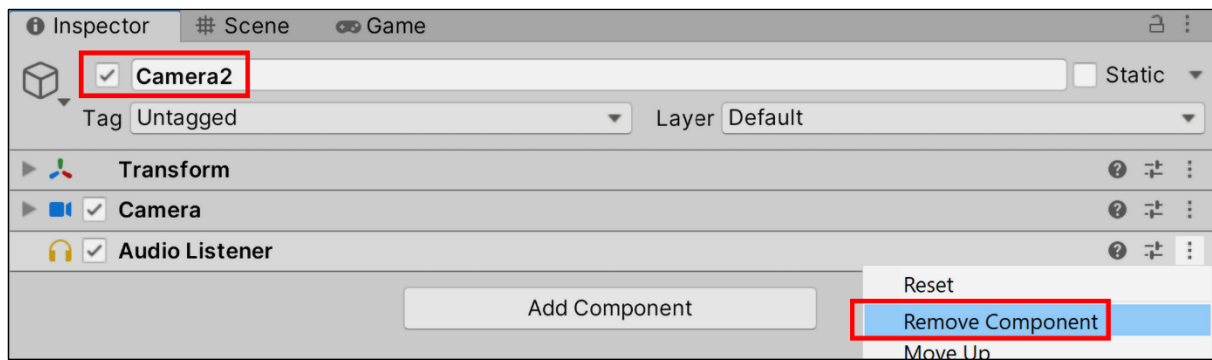
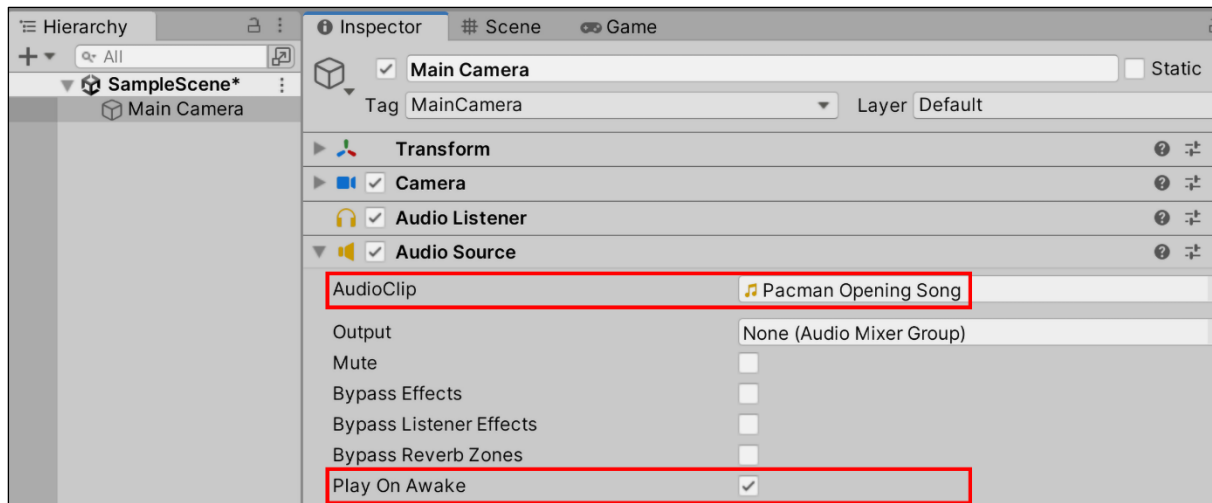


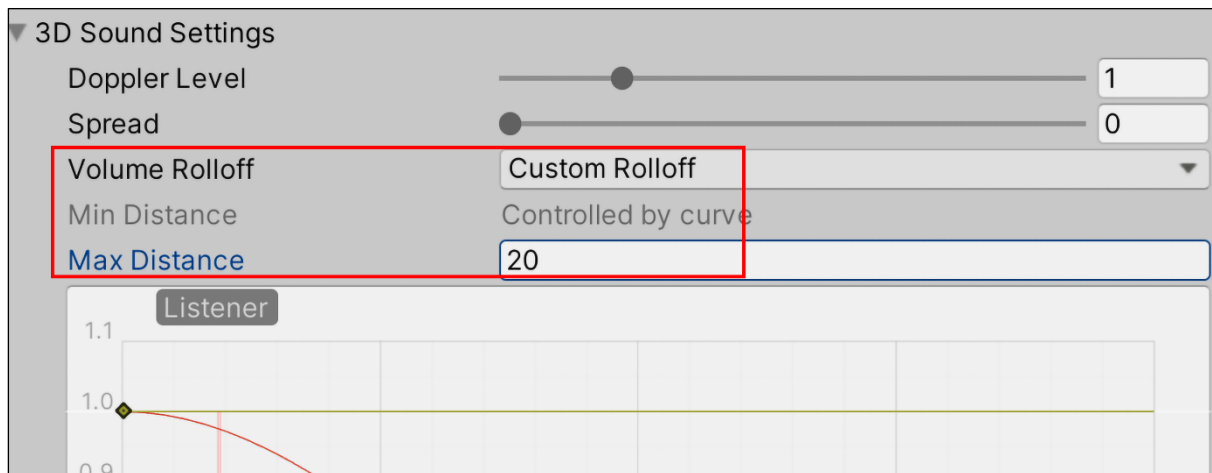
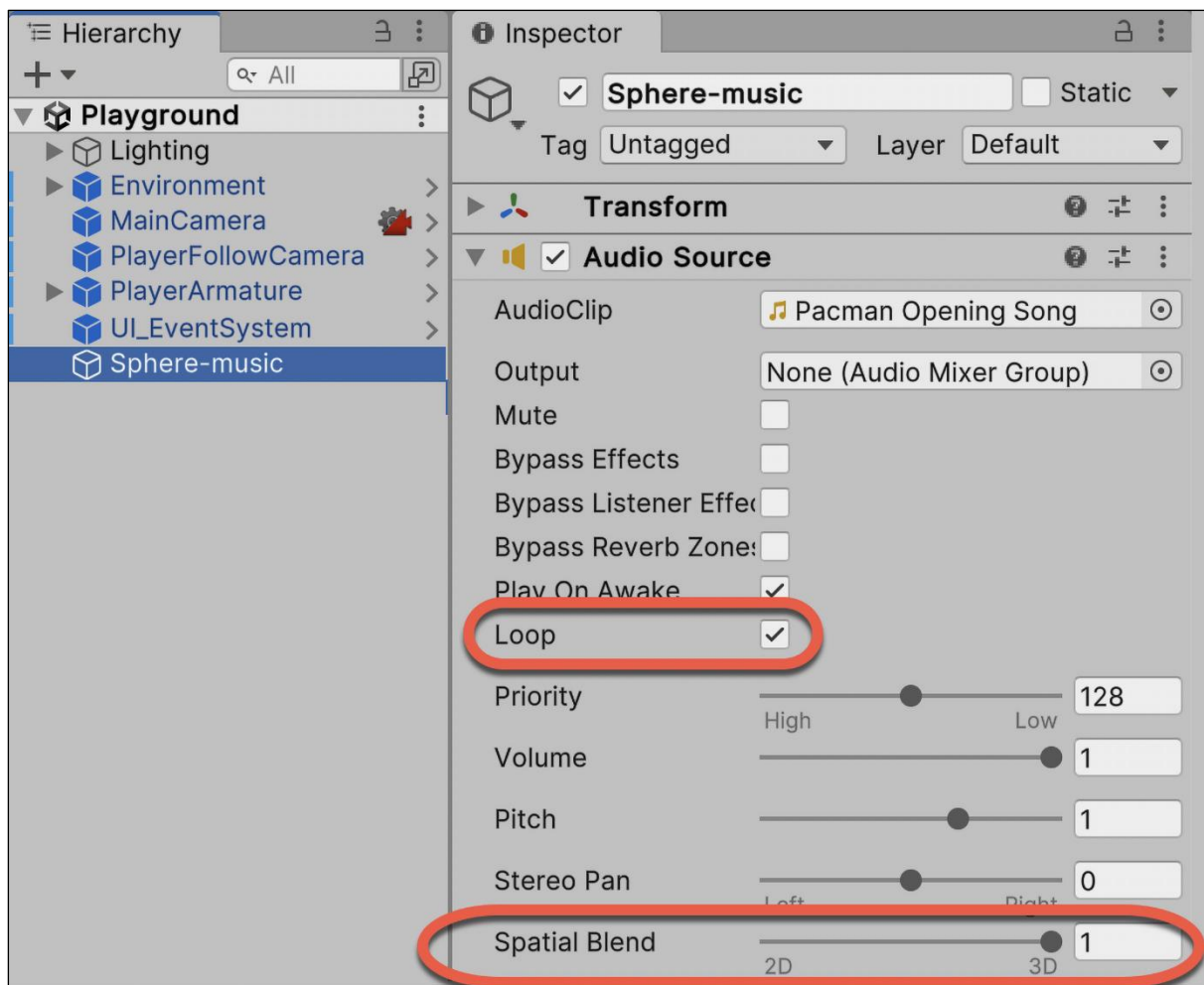


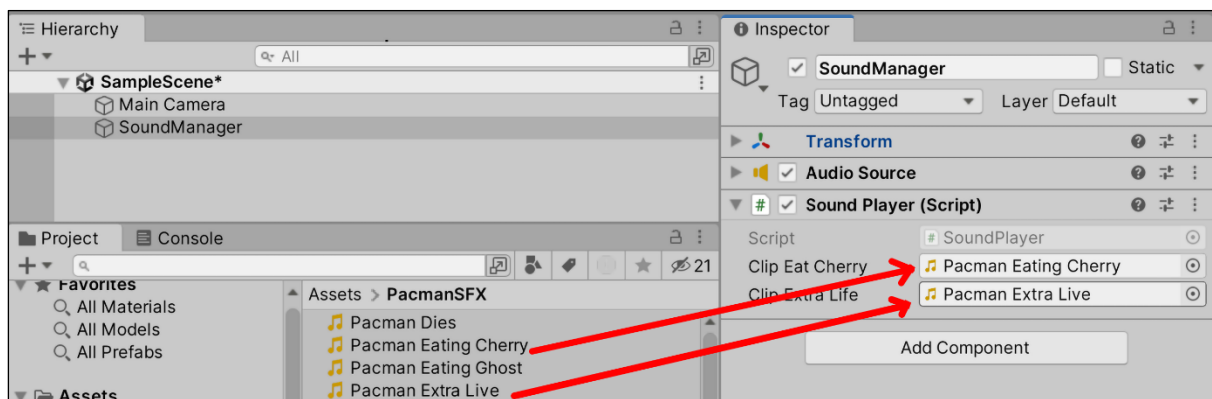
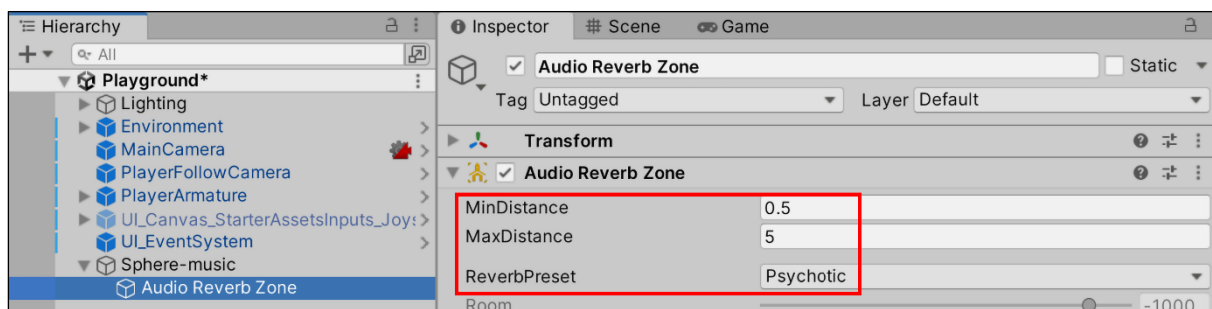
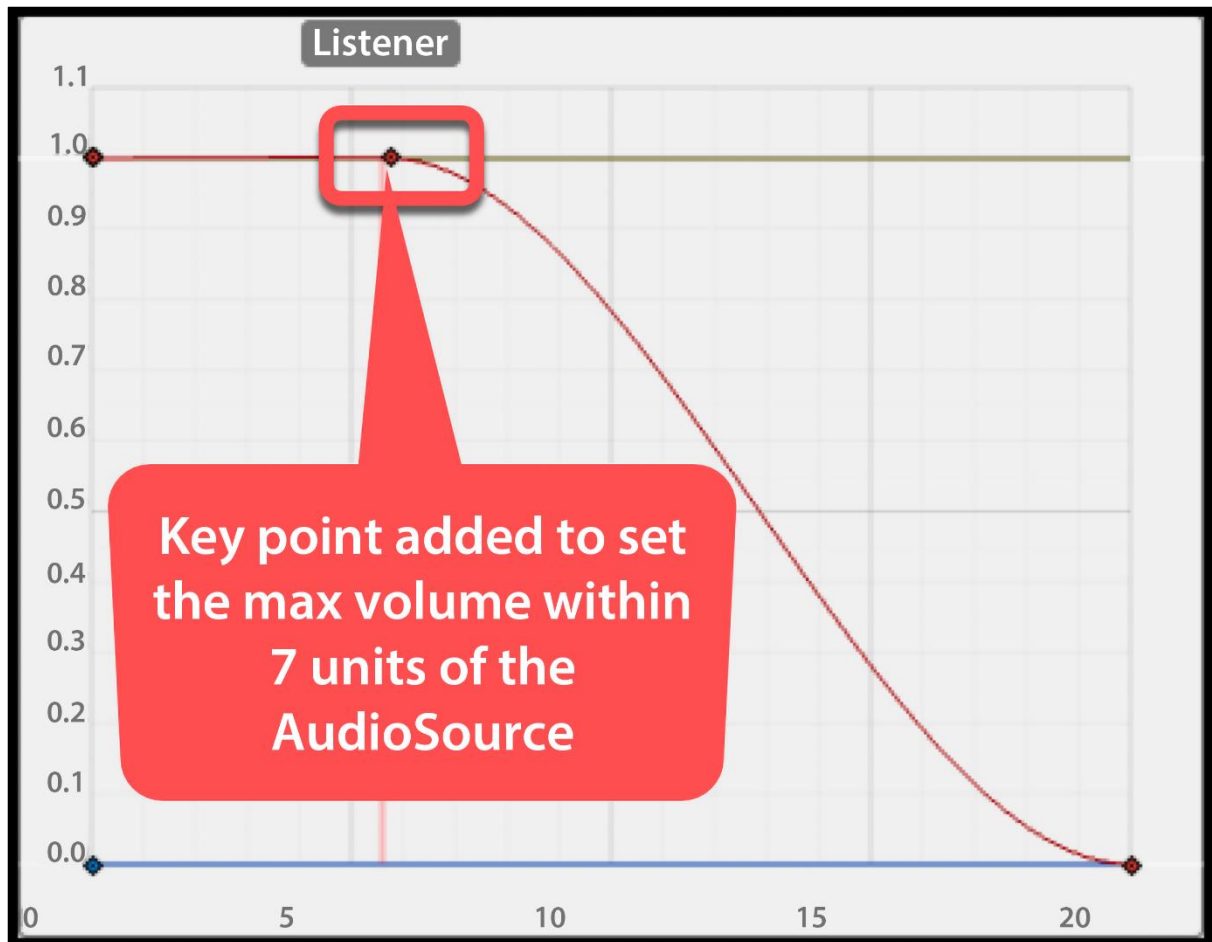


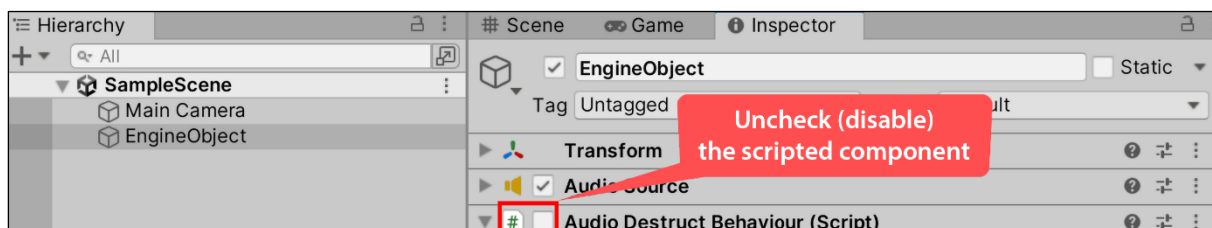
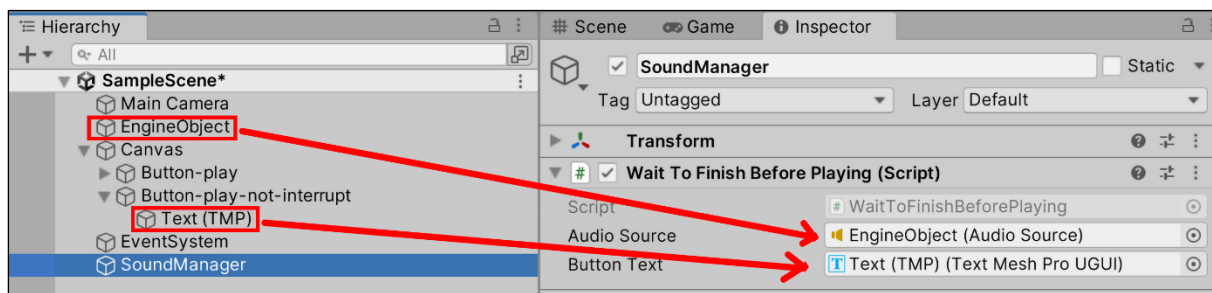
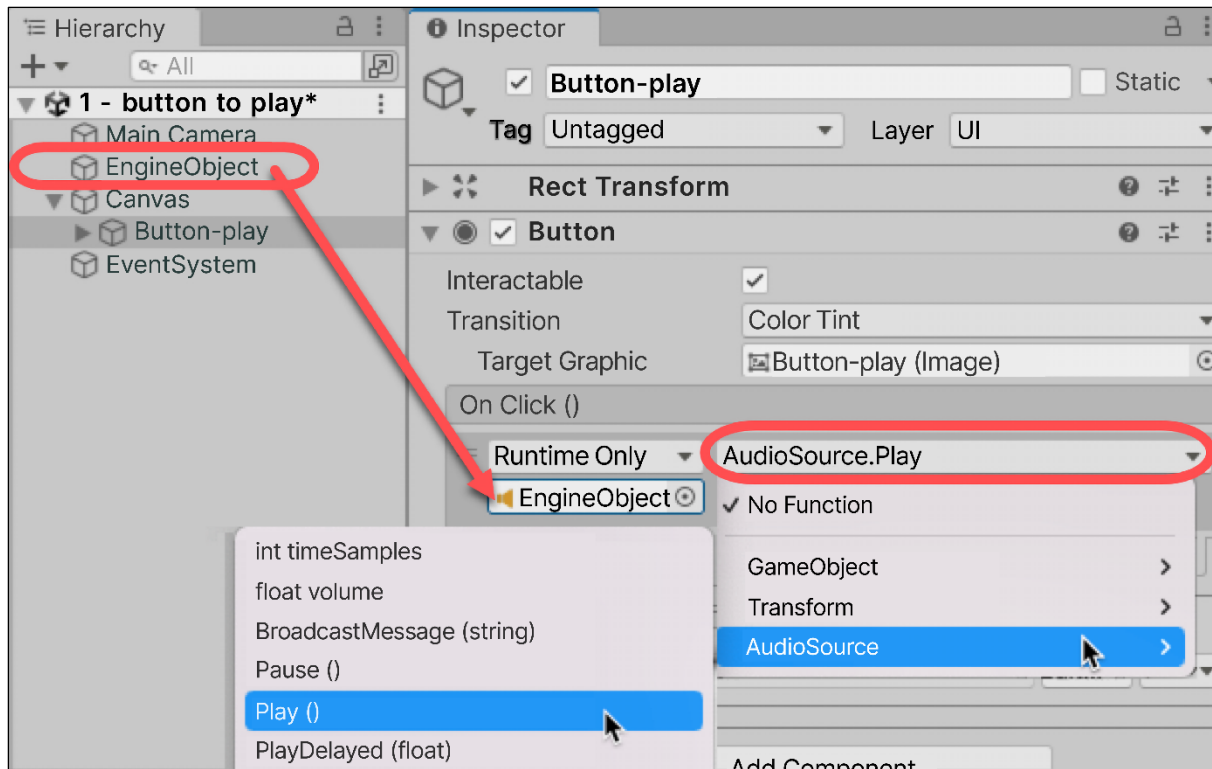
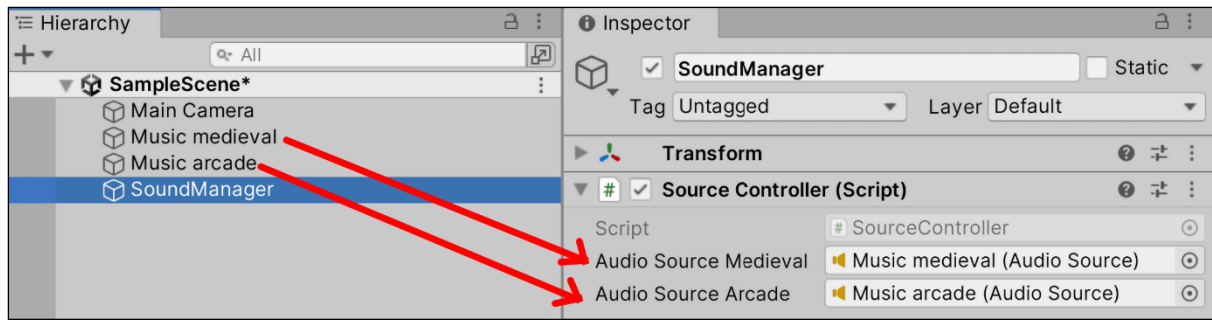
Chapter 4: Playing and Manipulating Sounds

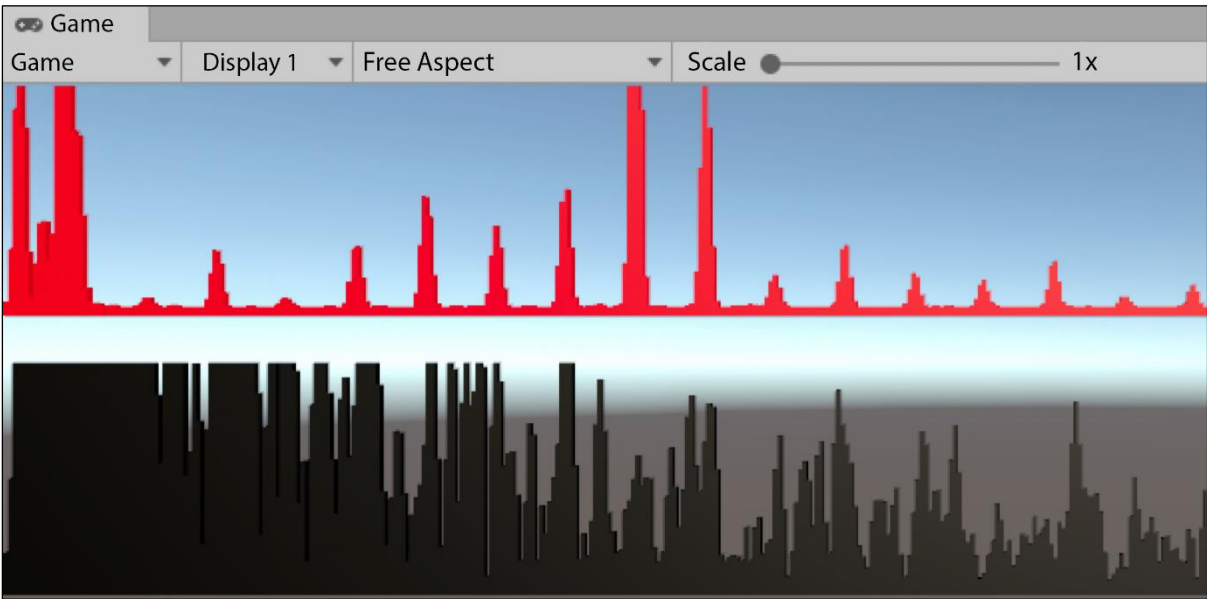
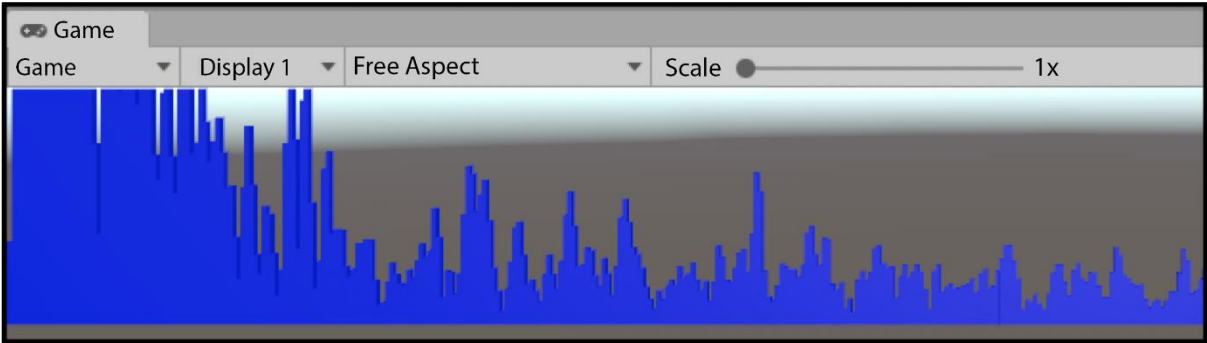
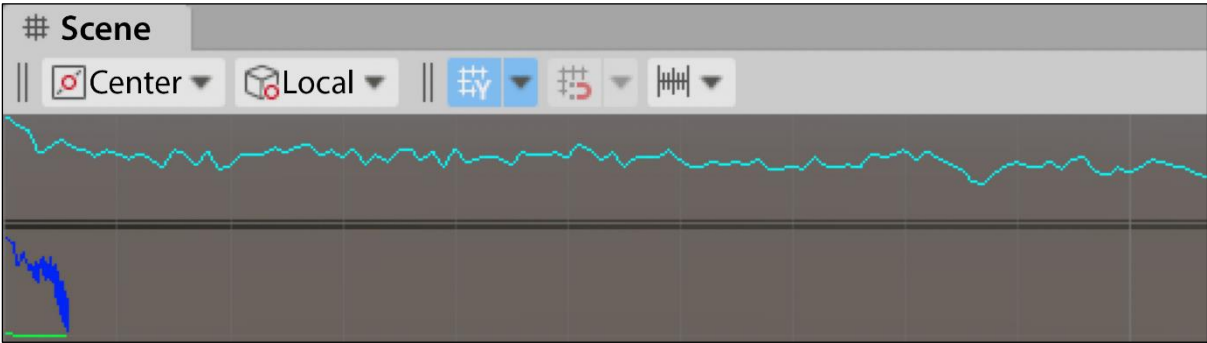


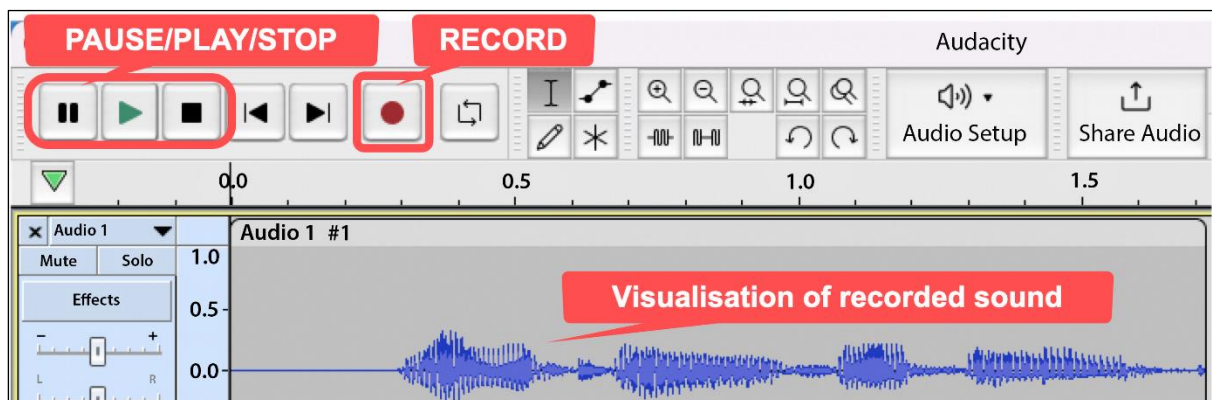
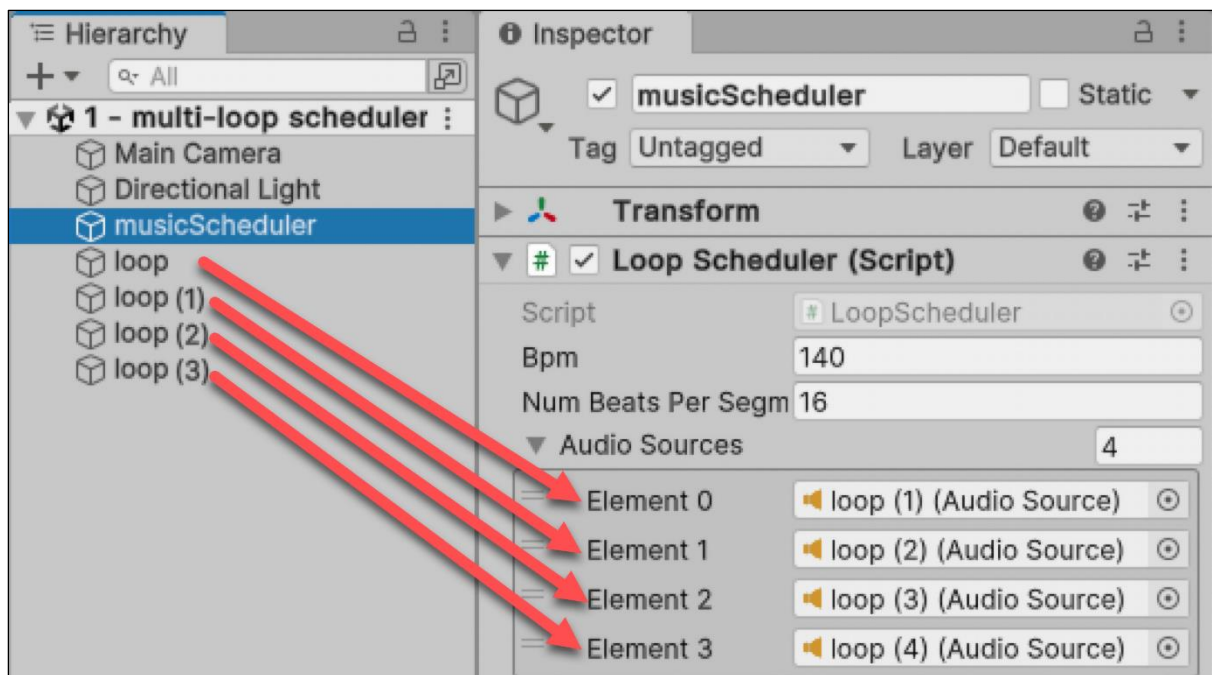




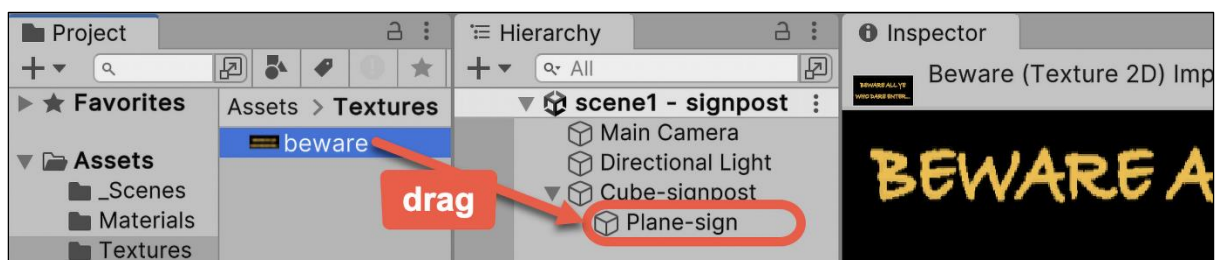
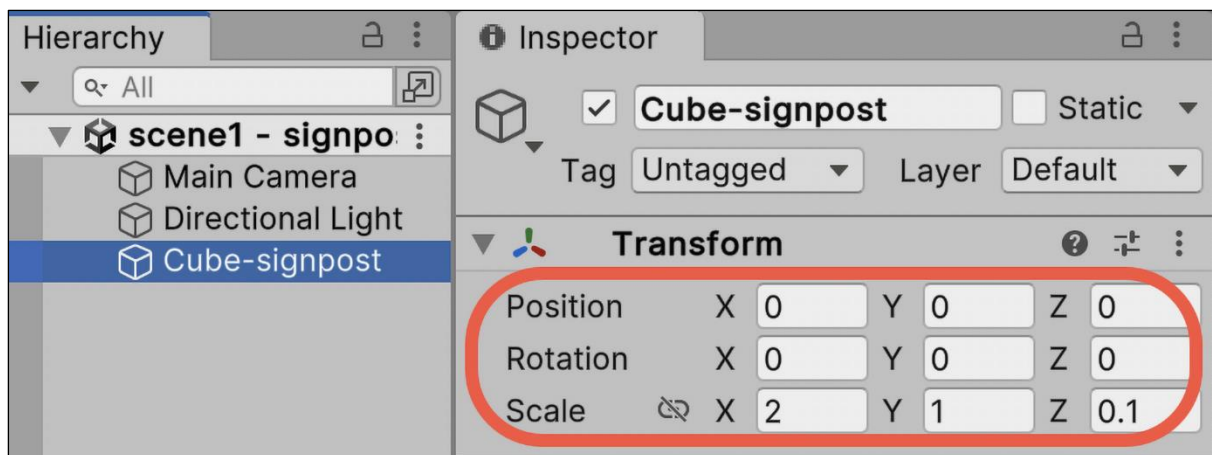
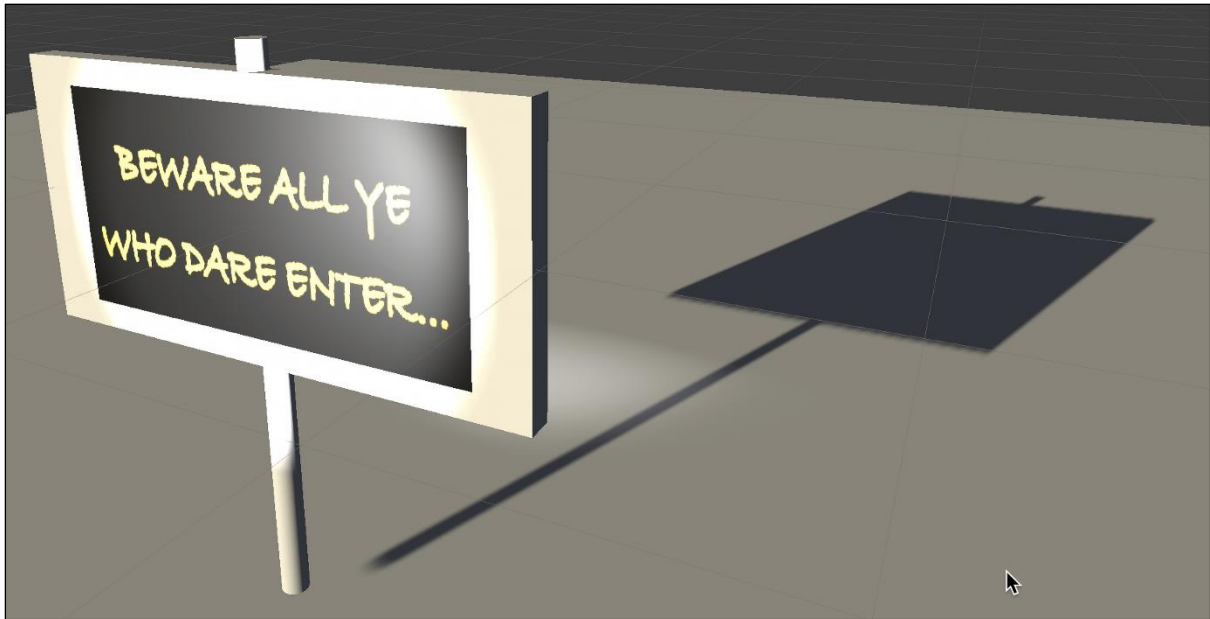


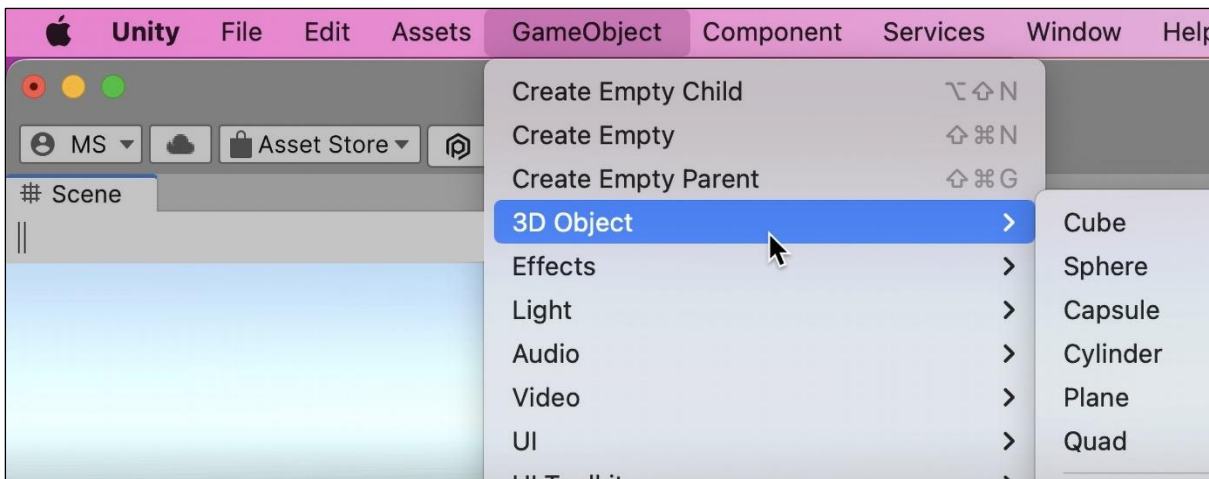
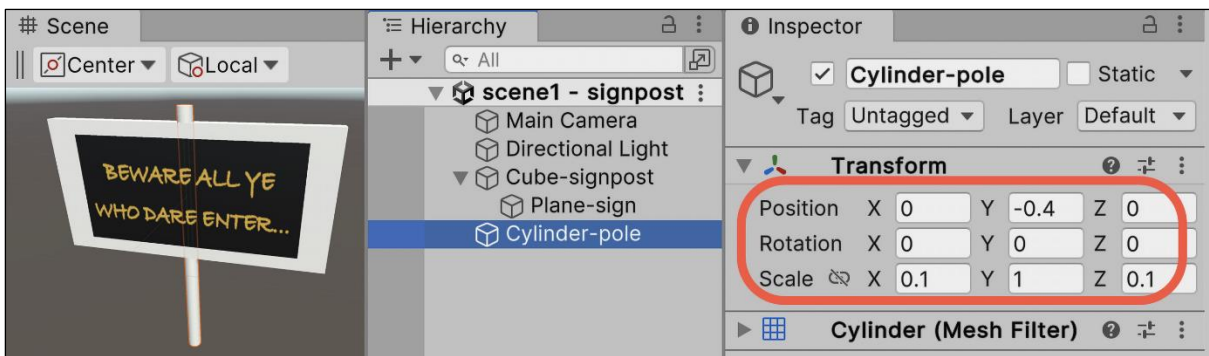
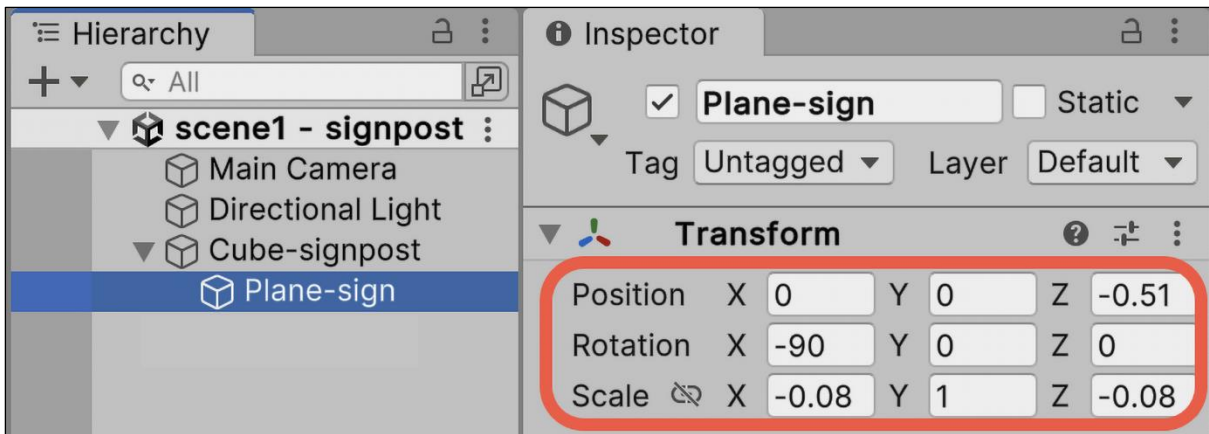


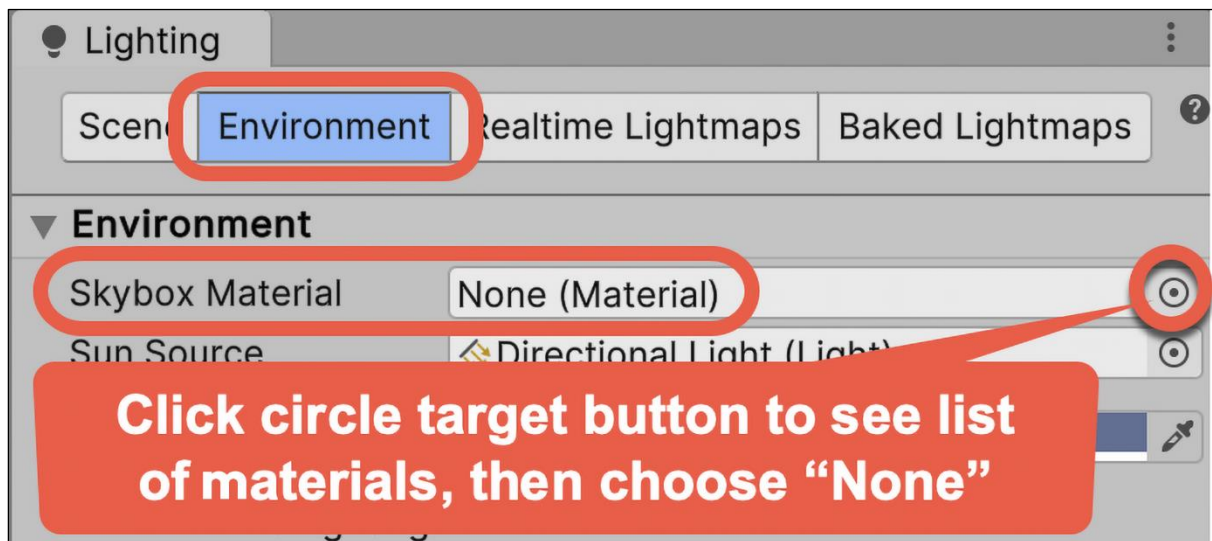
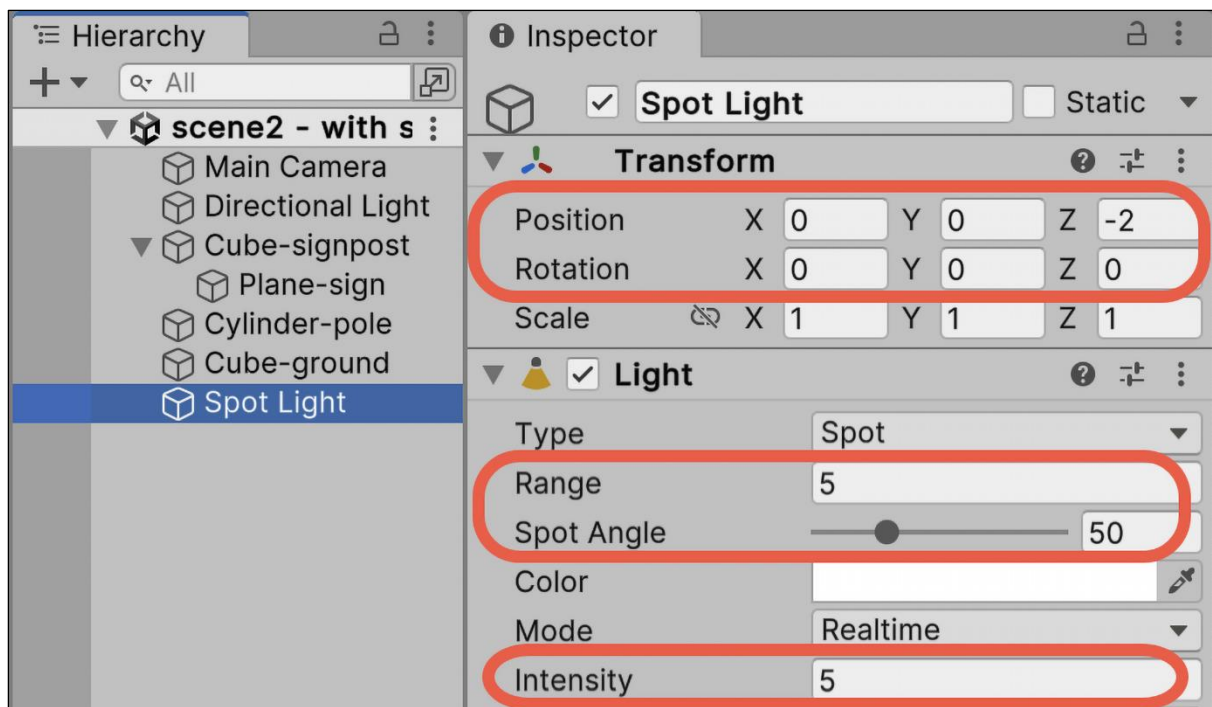


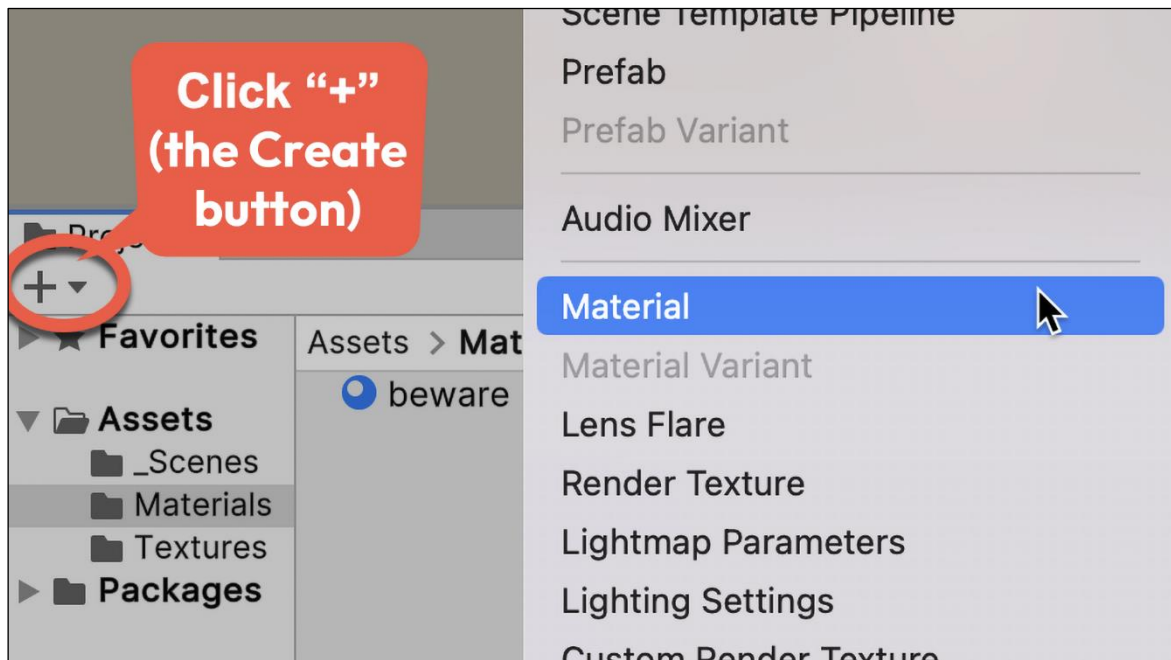
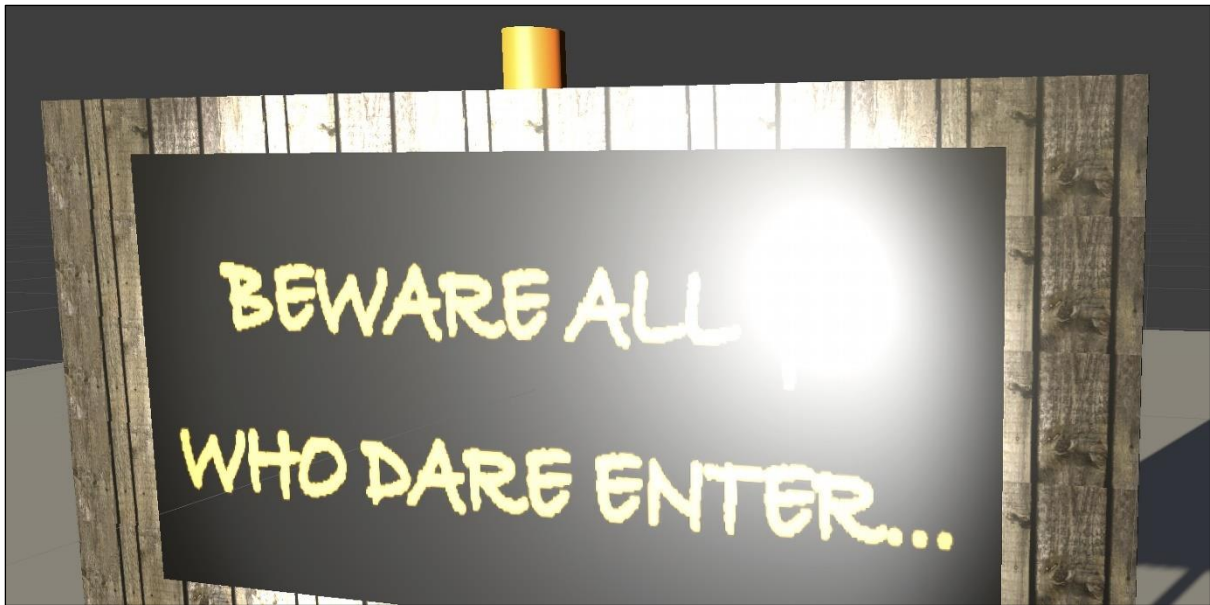


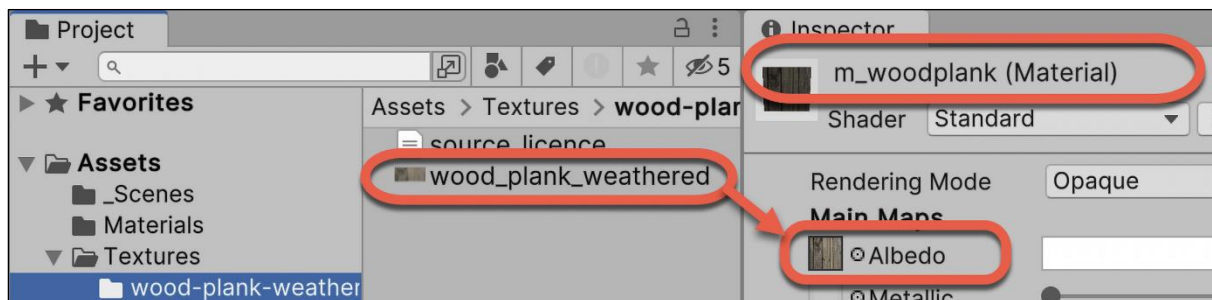
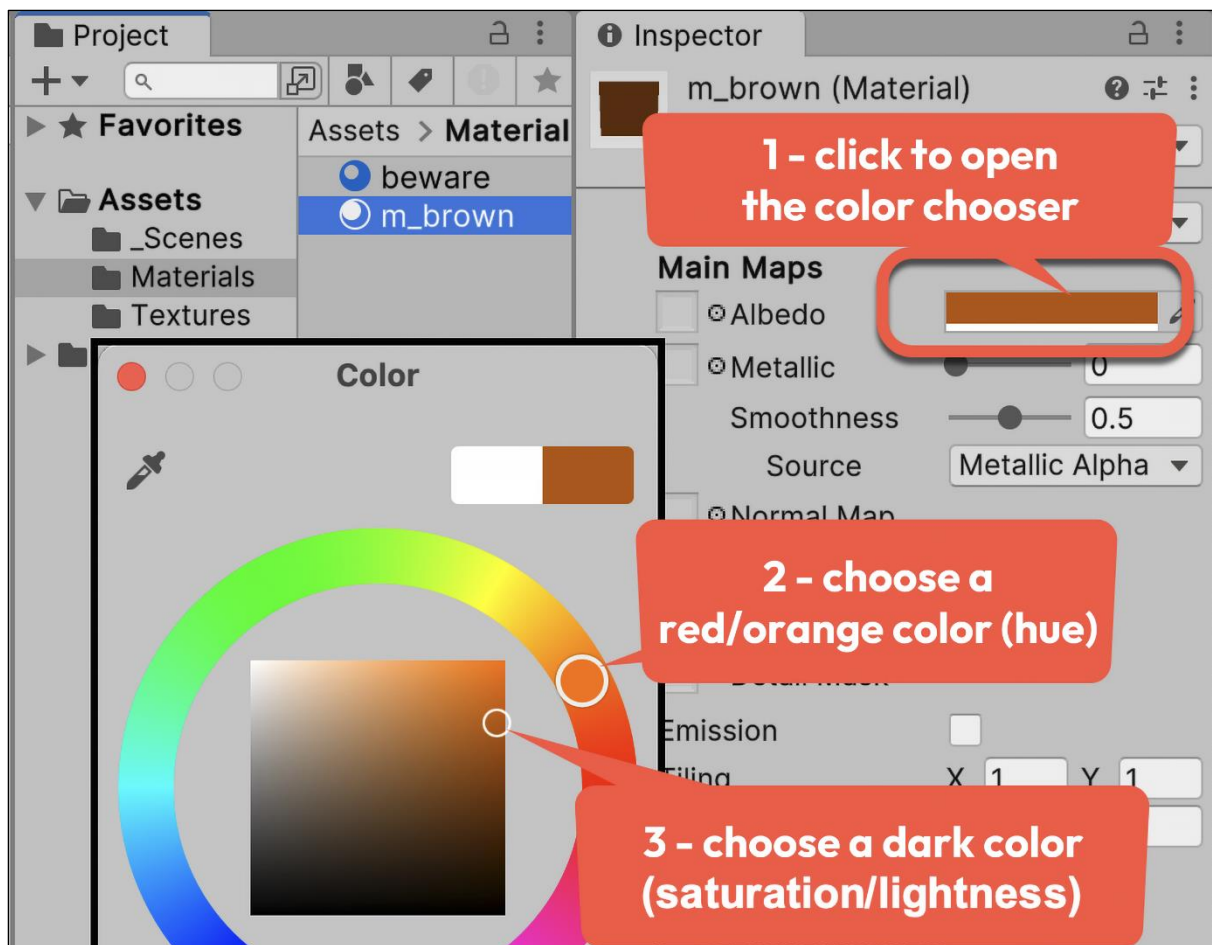
Chapter 5: Textures, Materials, and 3D Objects

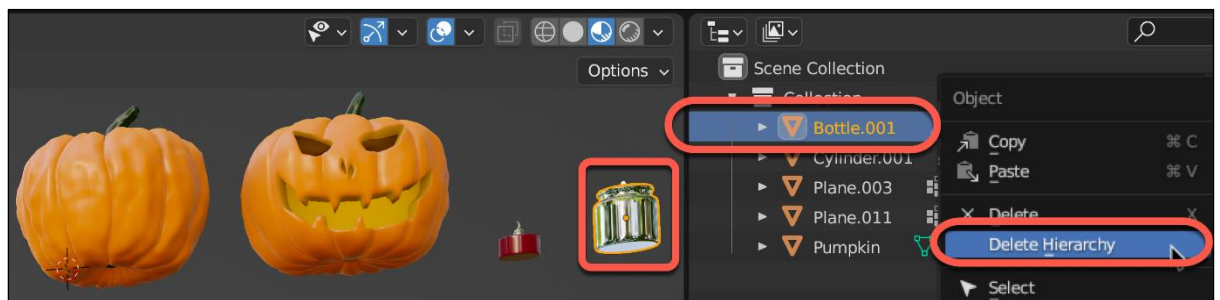
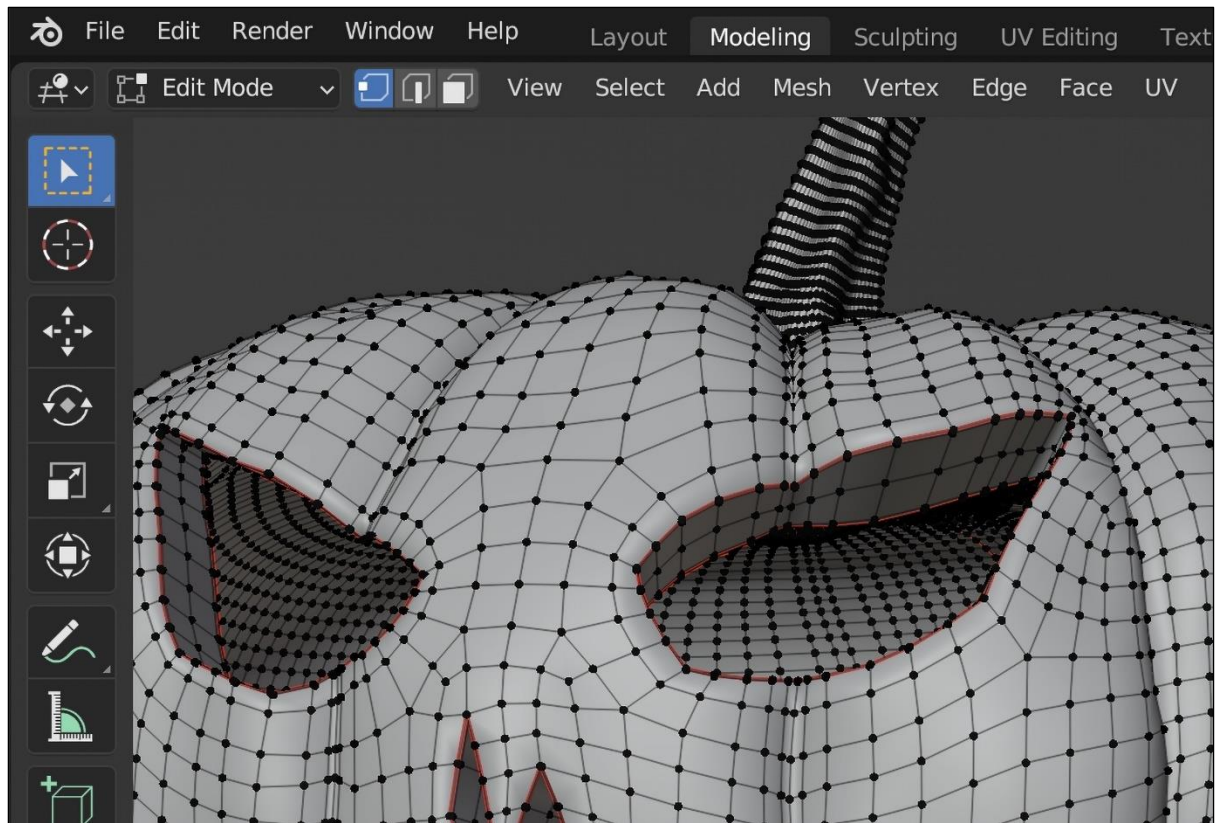


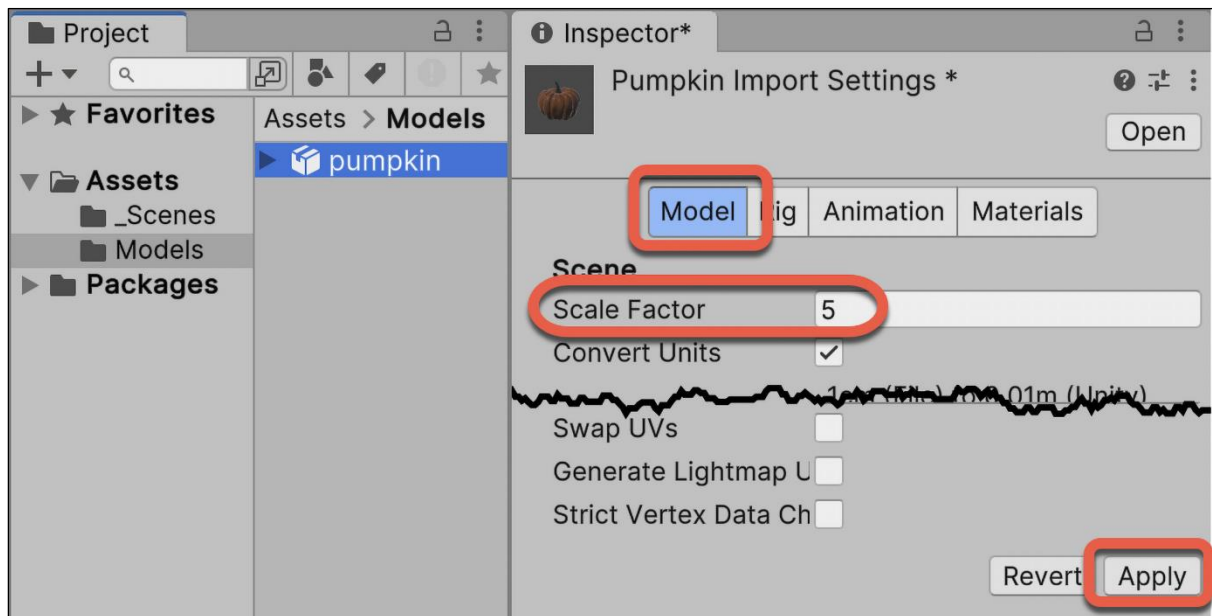
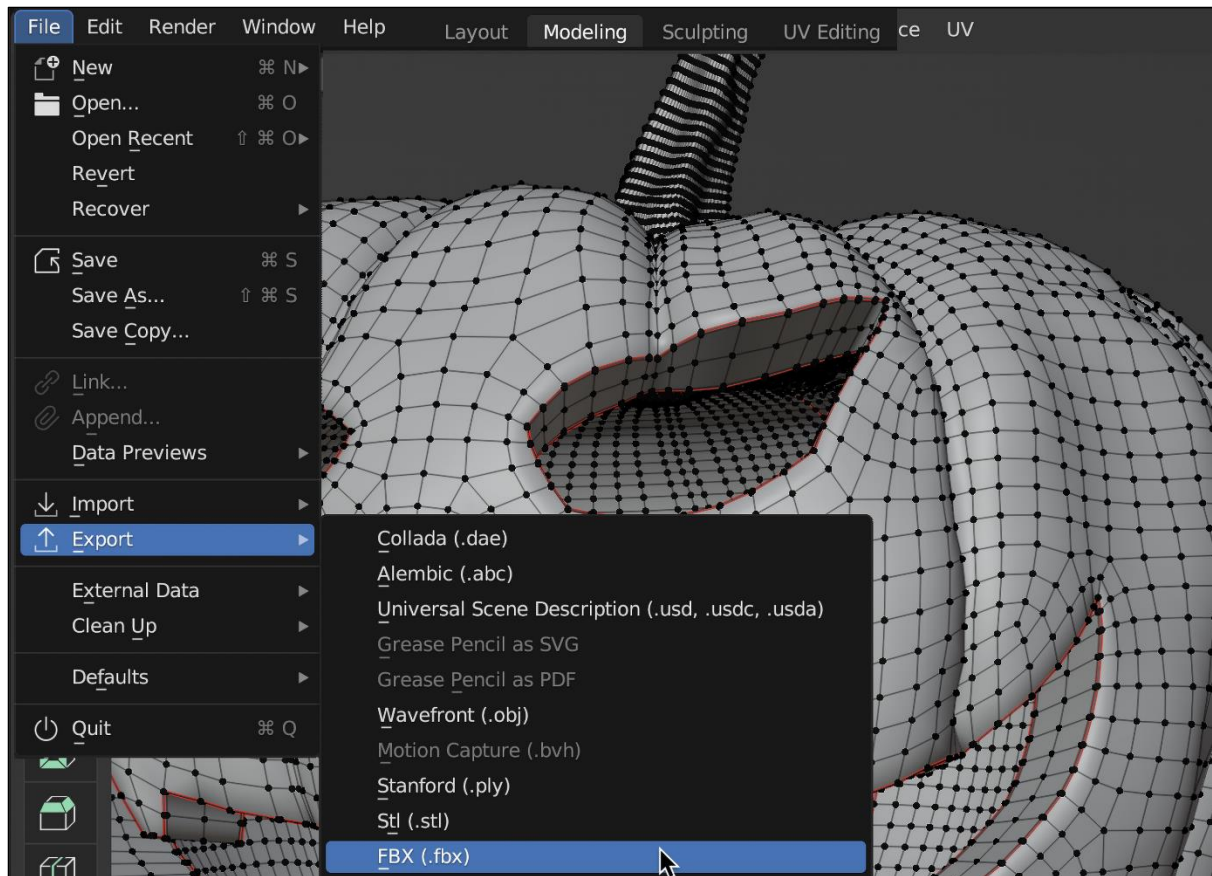


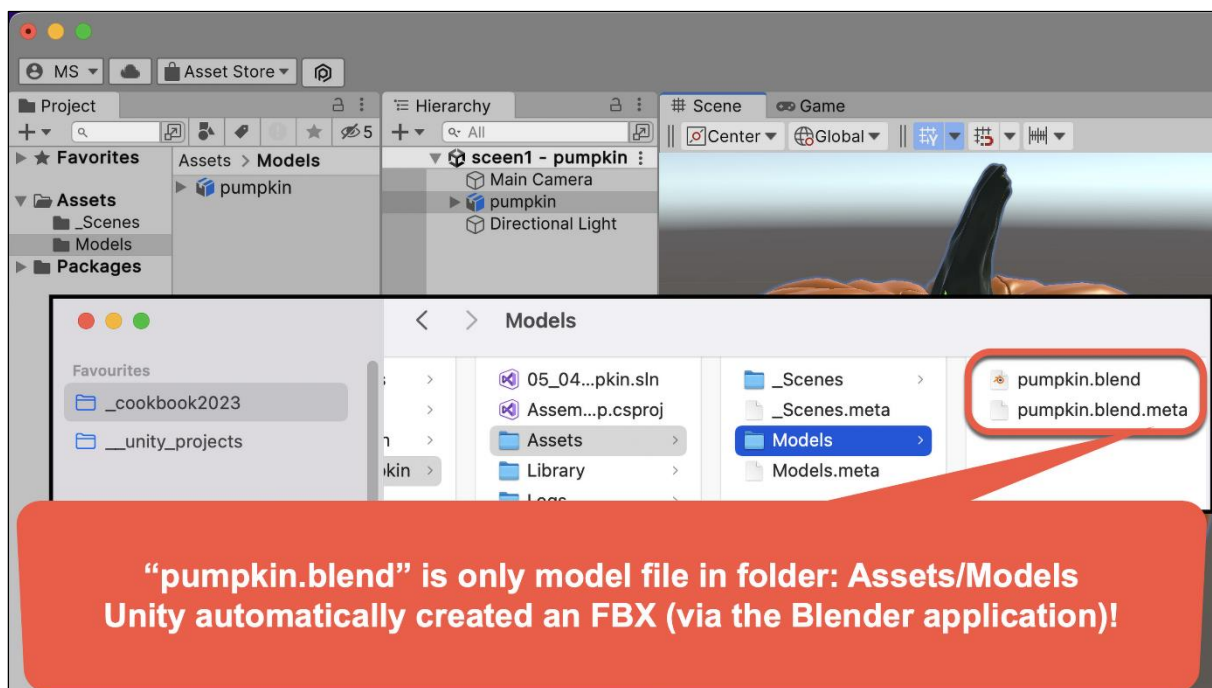
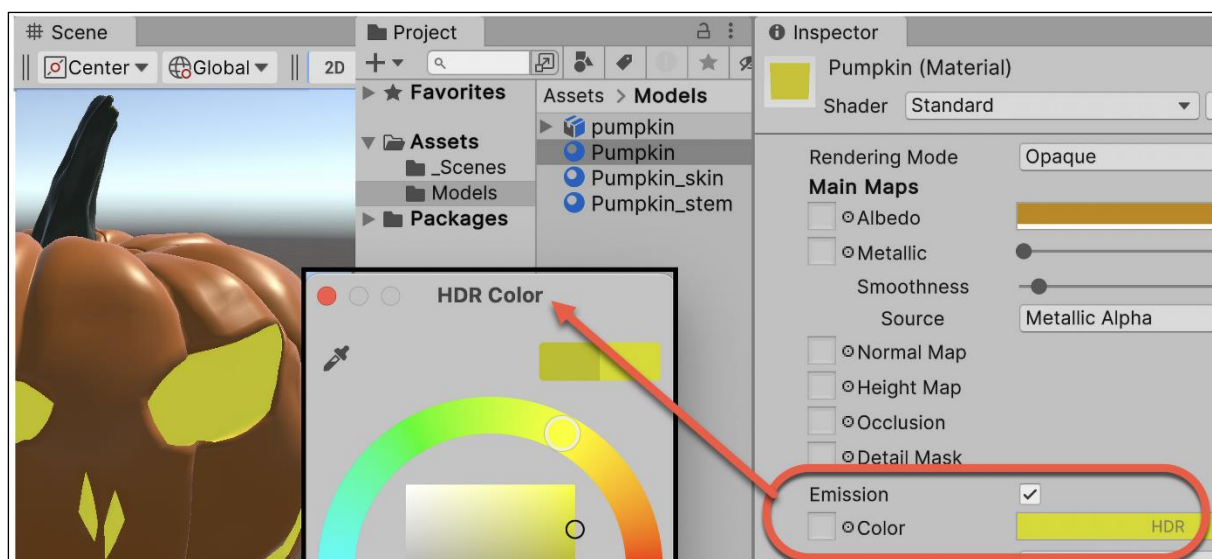
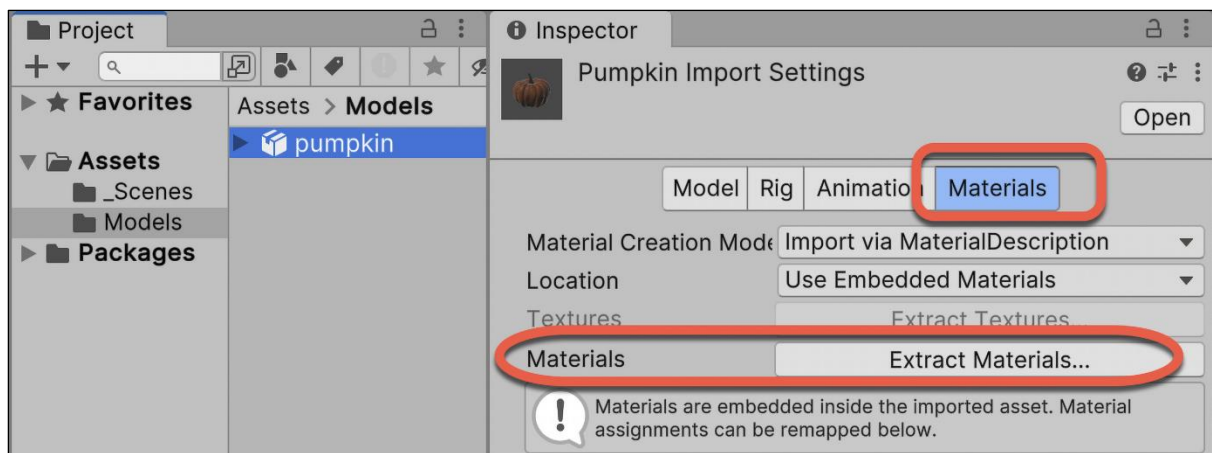


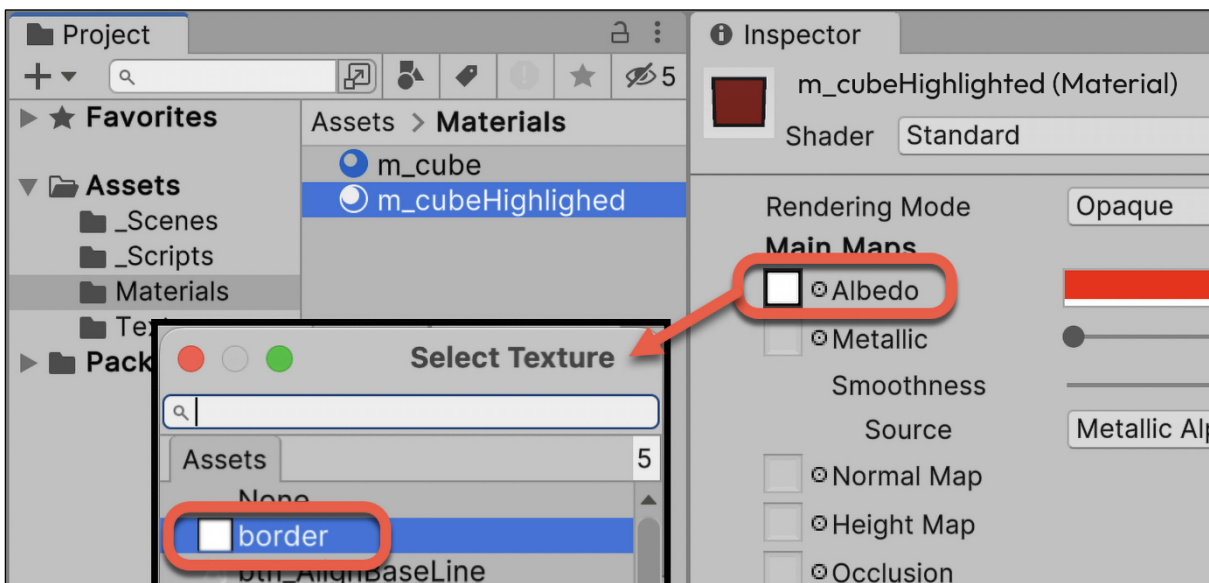
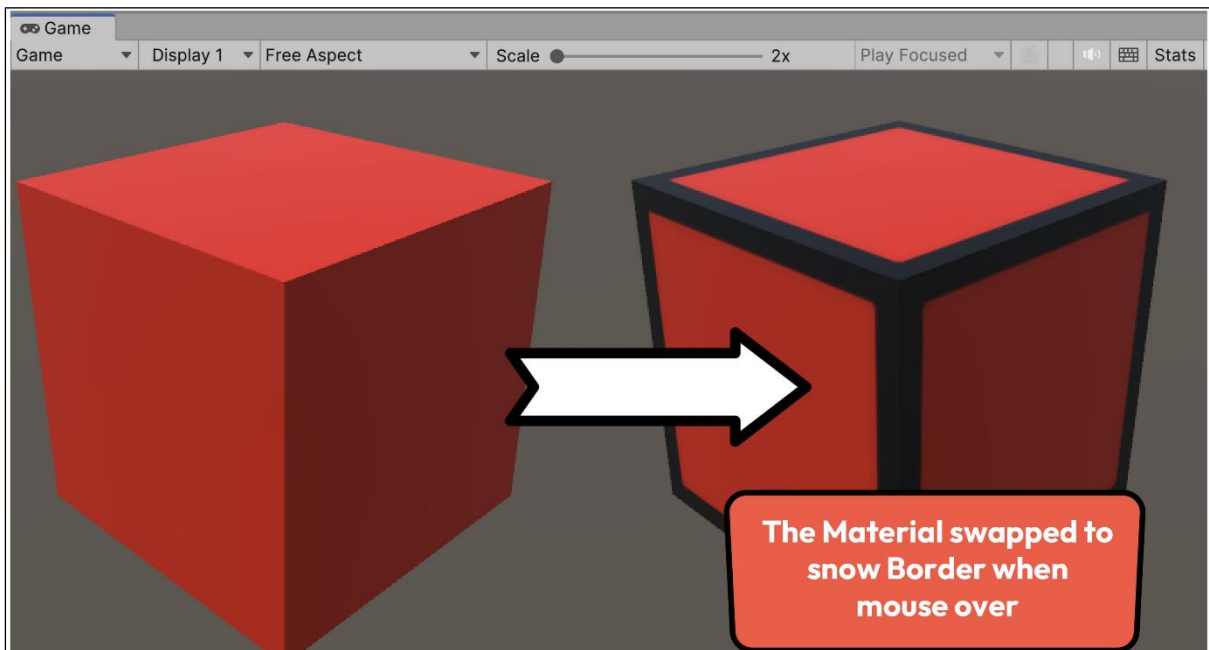


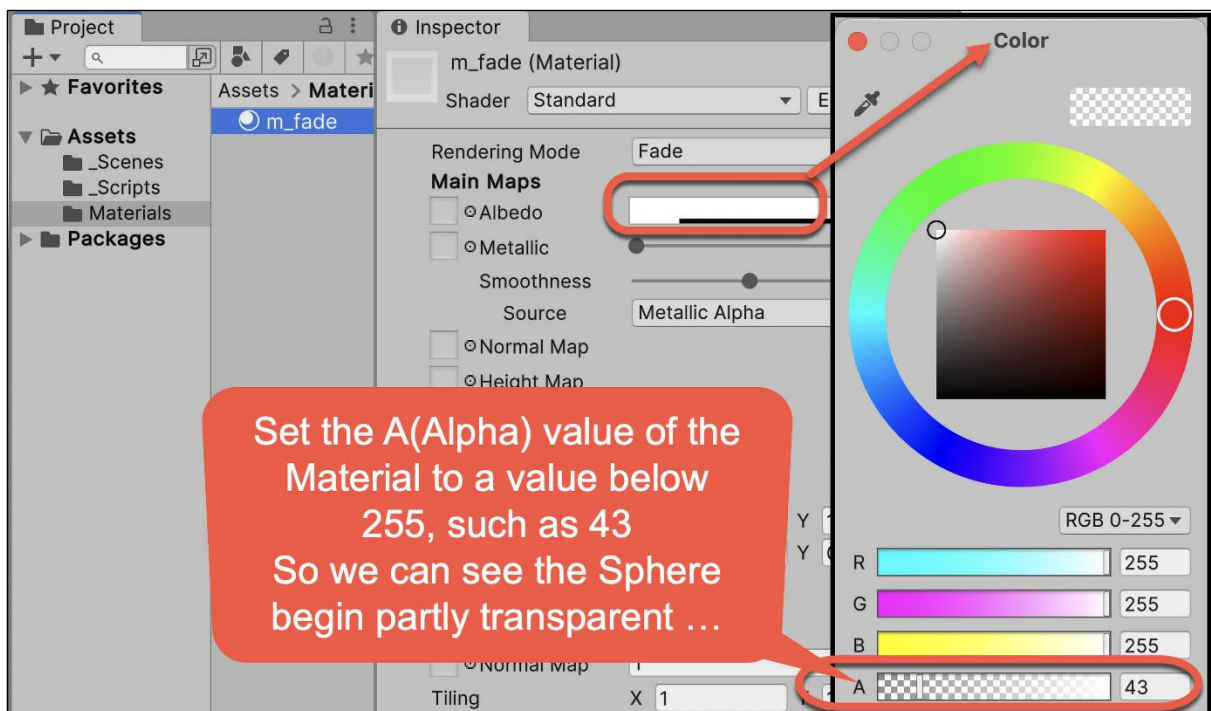
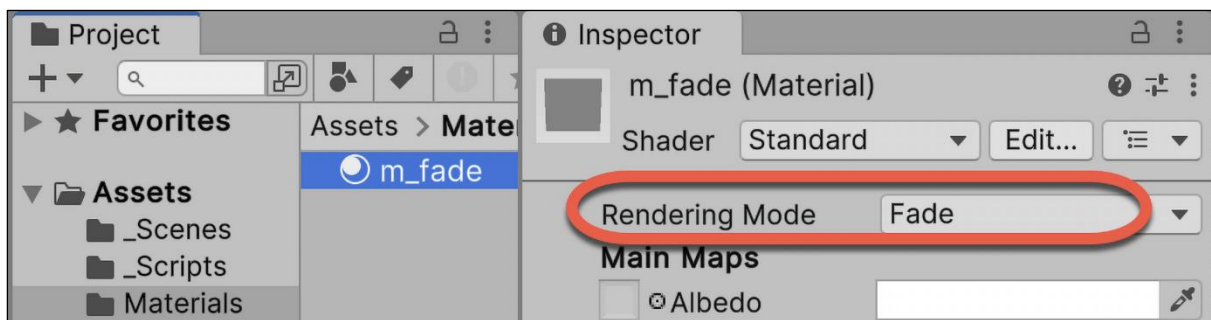
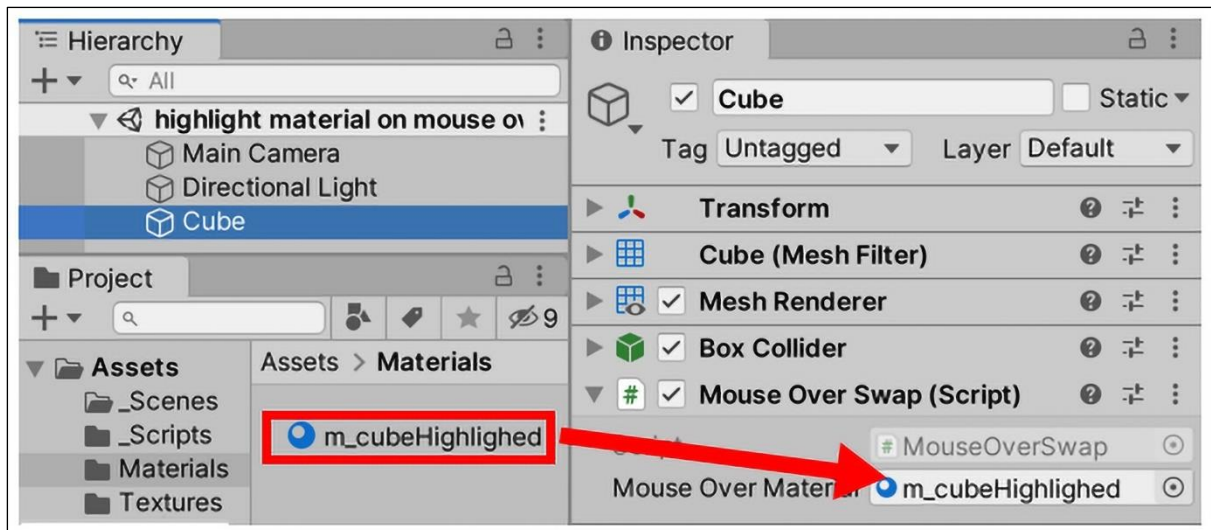




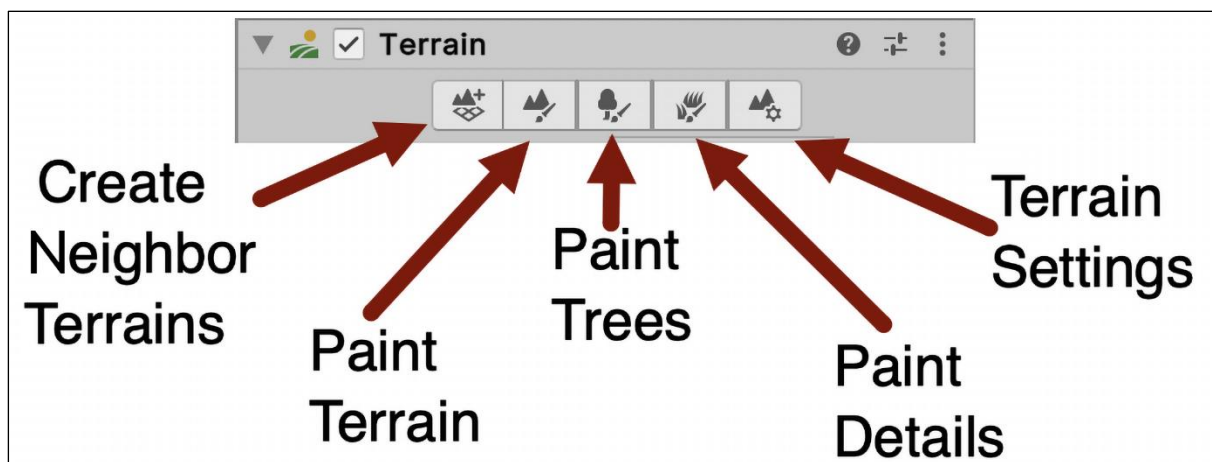
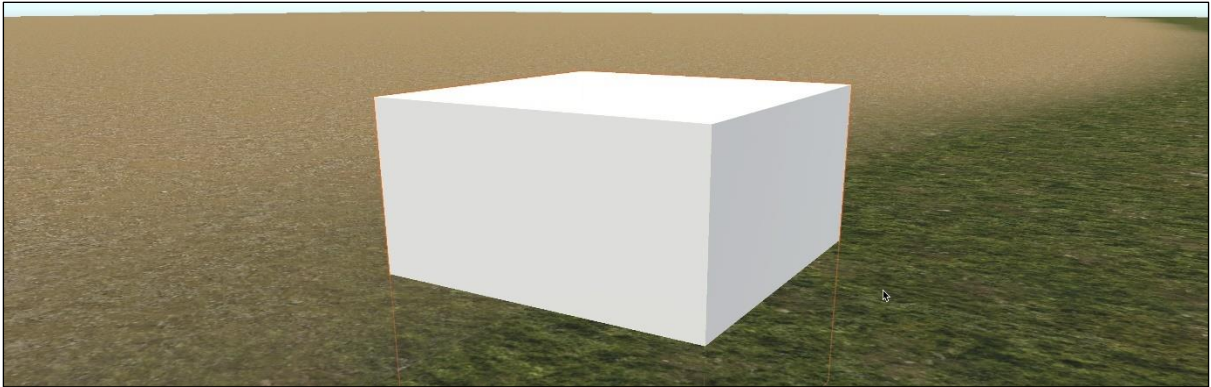


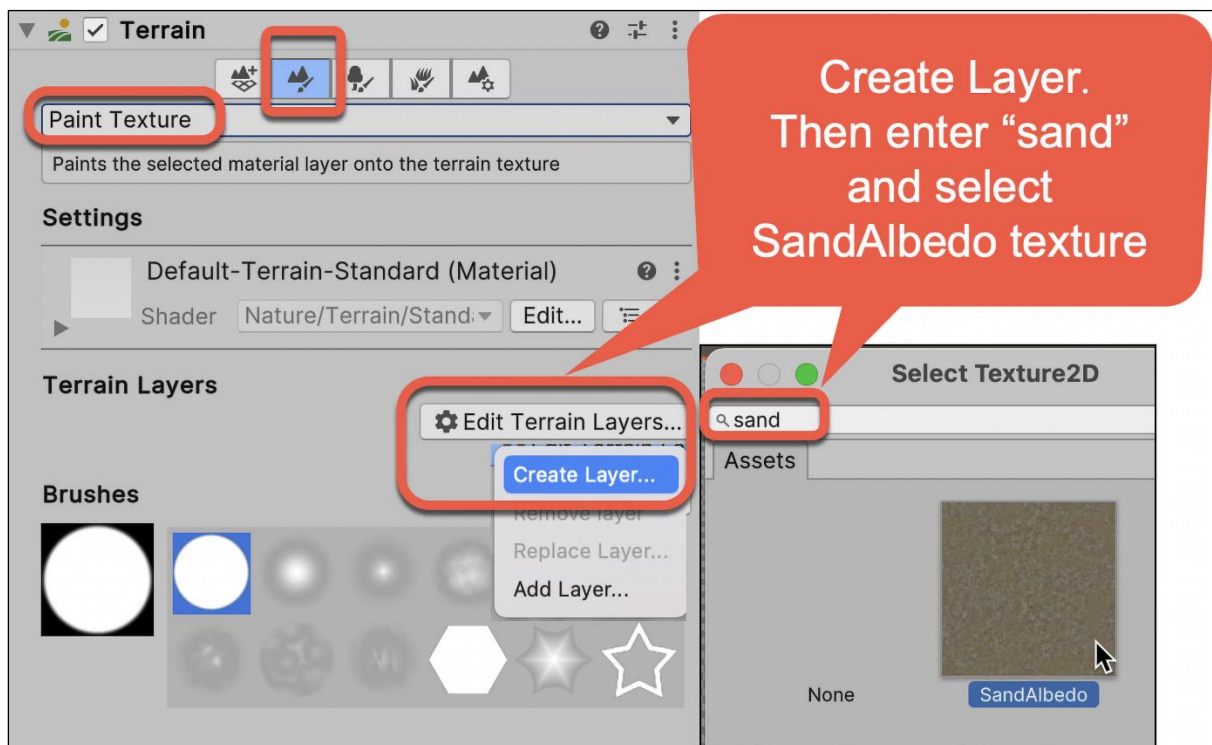
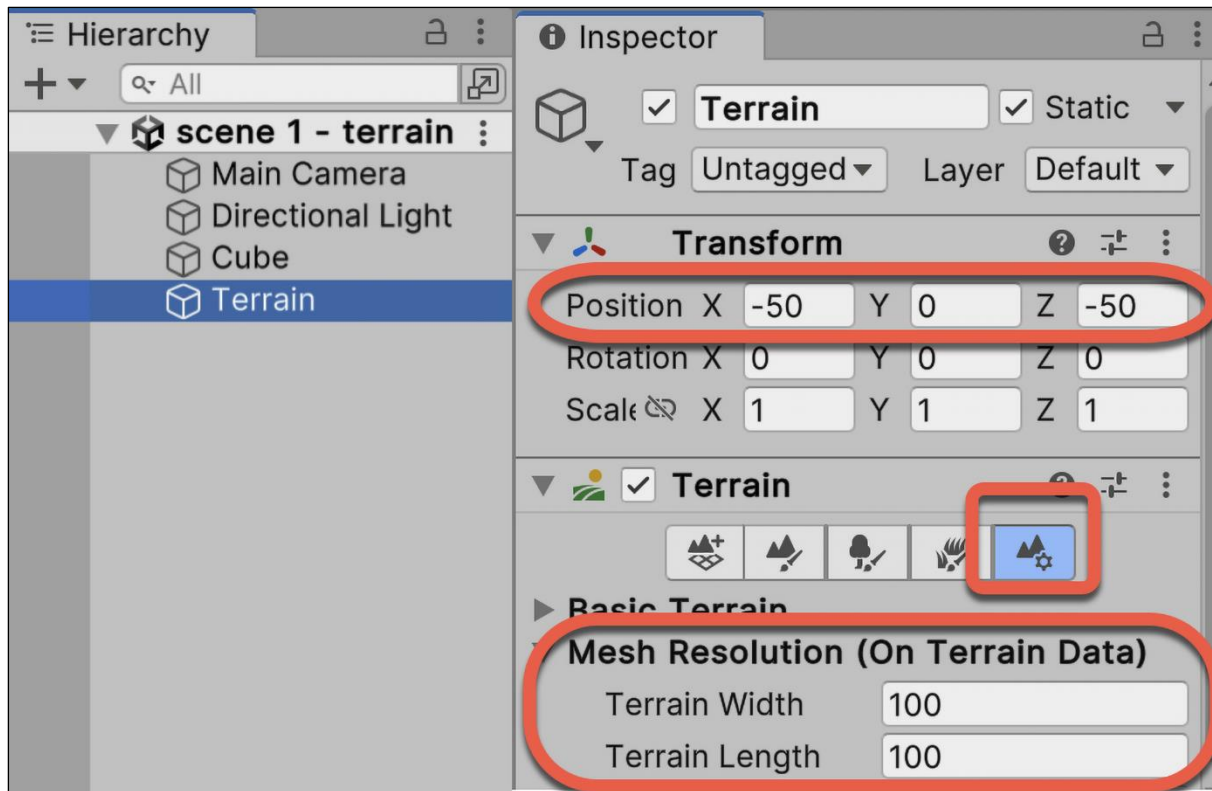


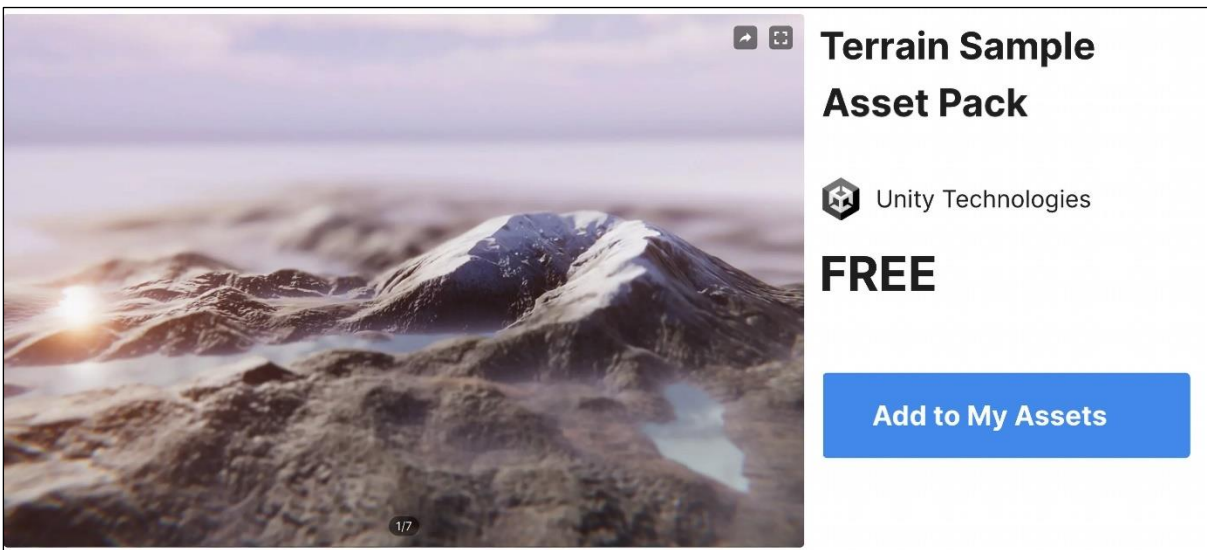
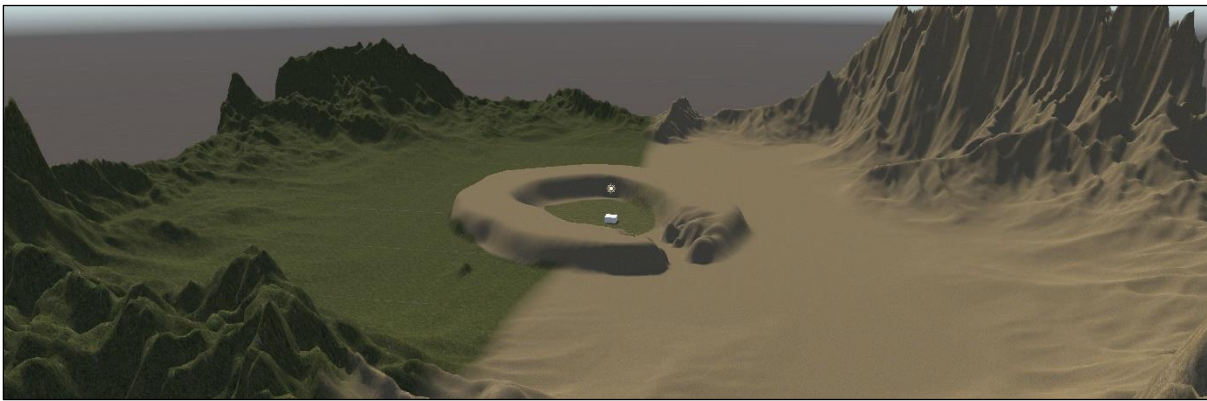
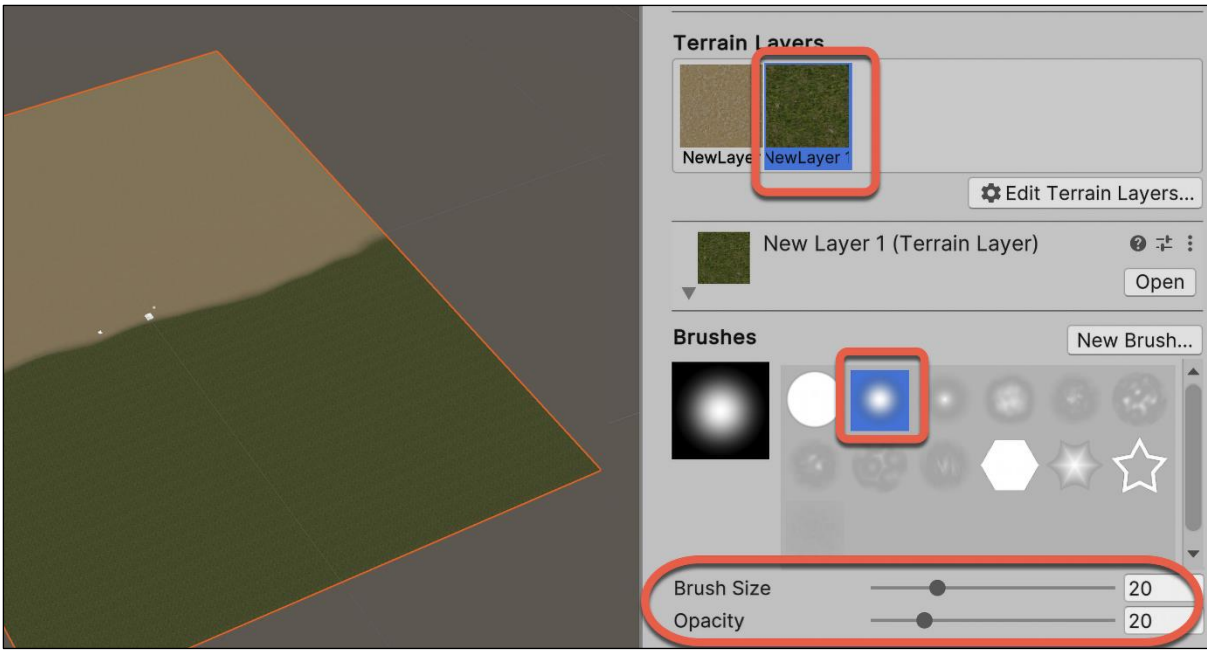


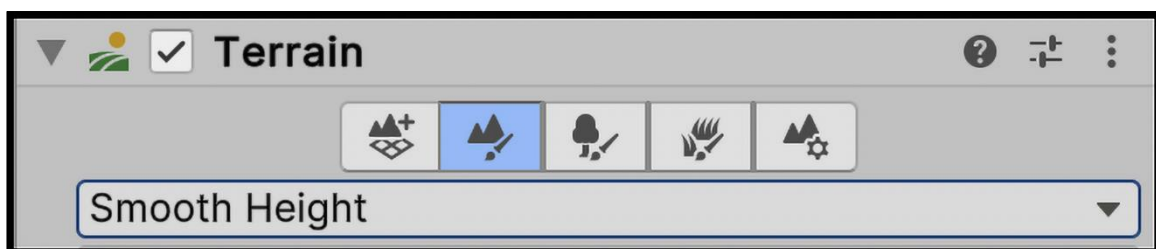
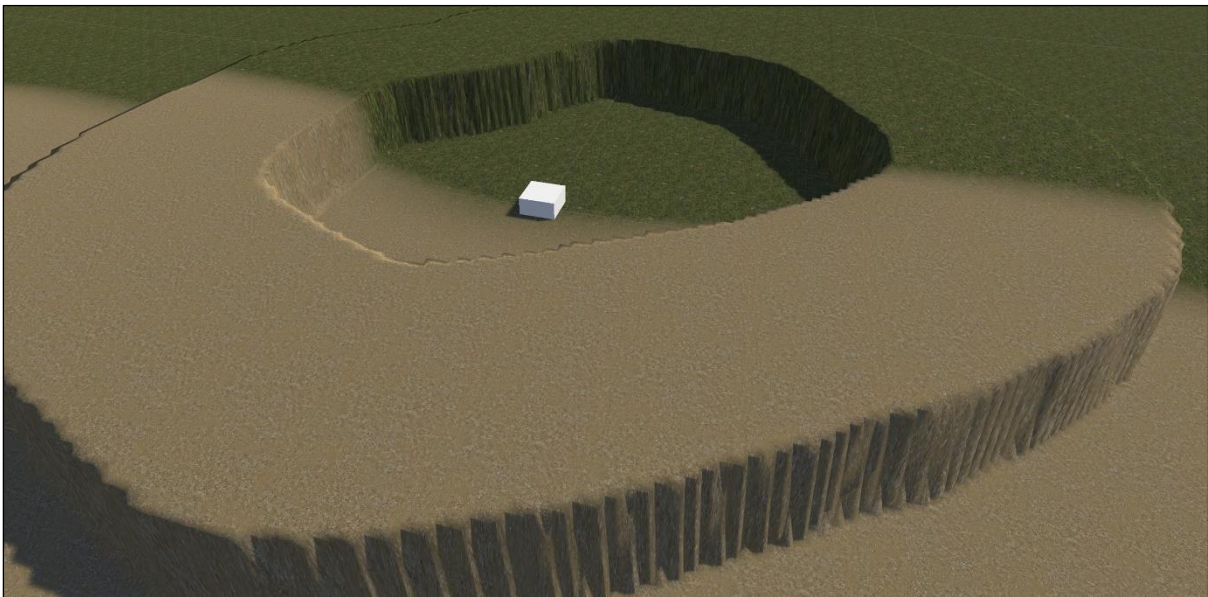
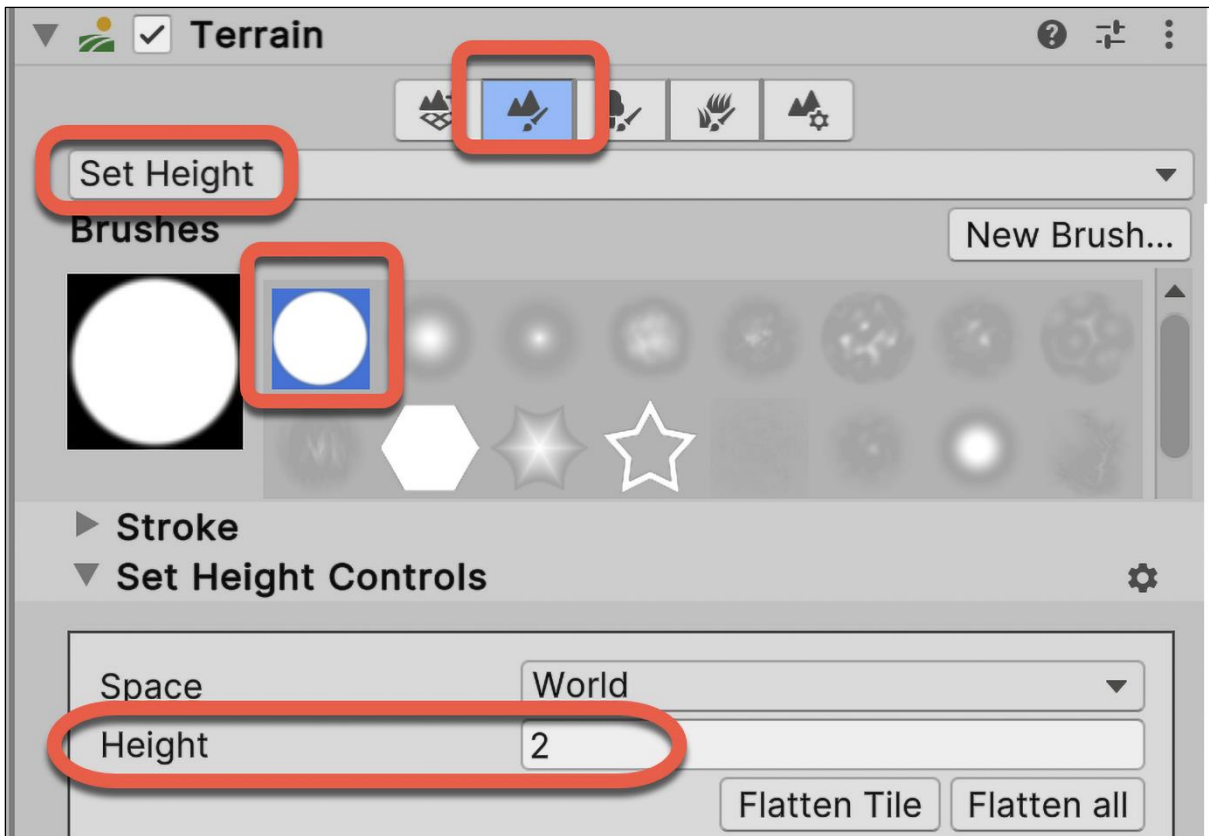


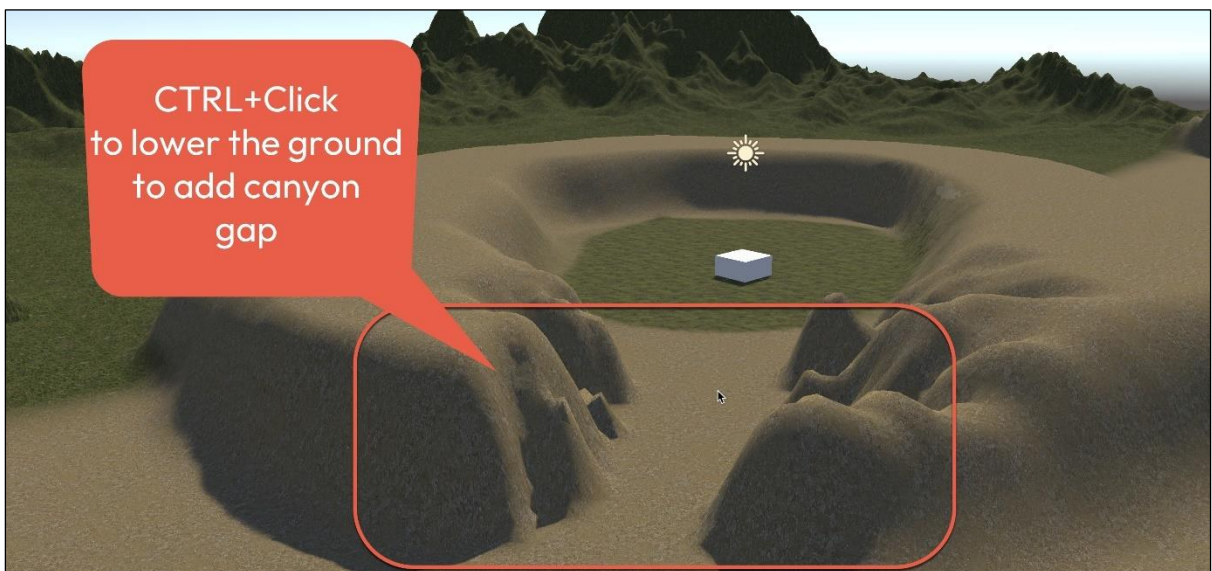
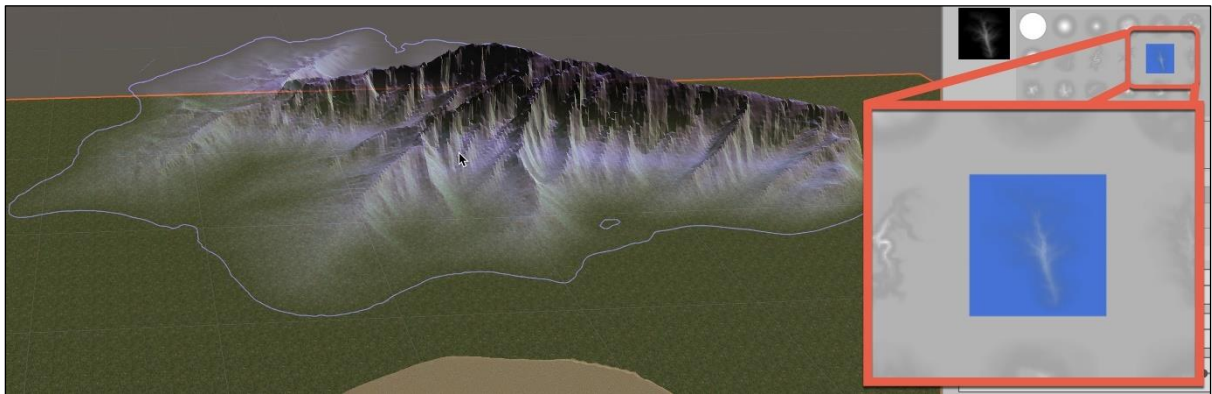
Chapter 6: Creating 3D Environments with Terrains

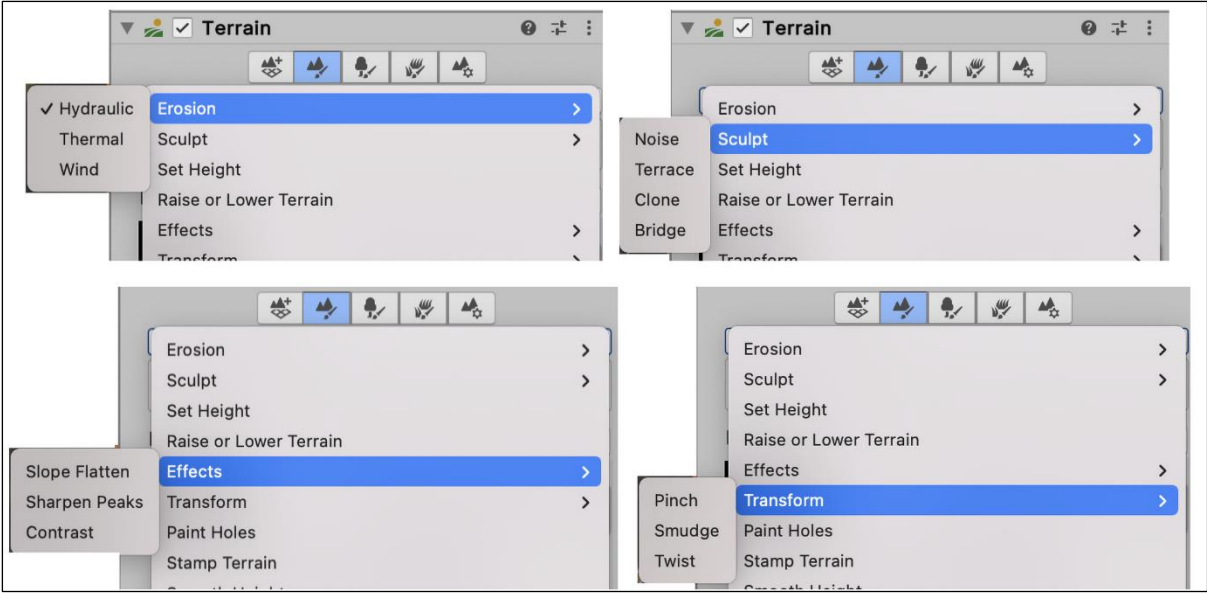


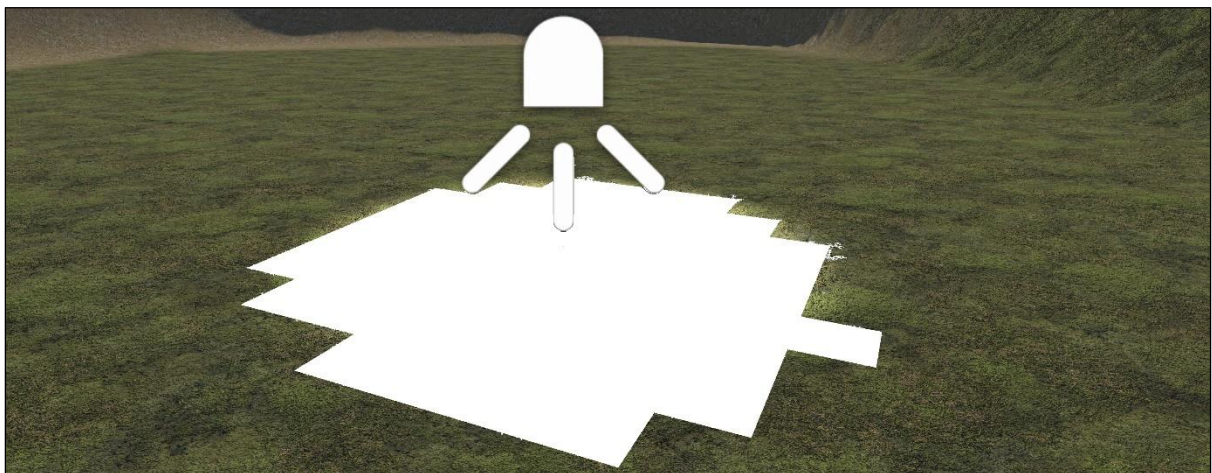
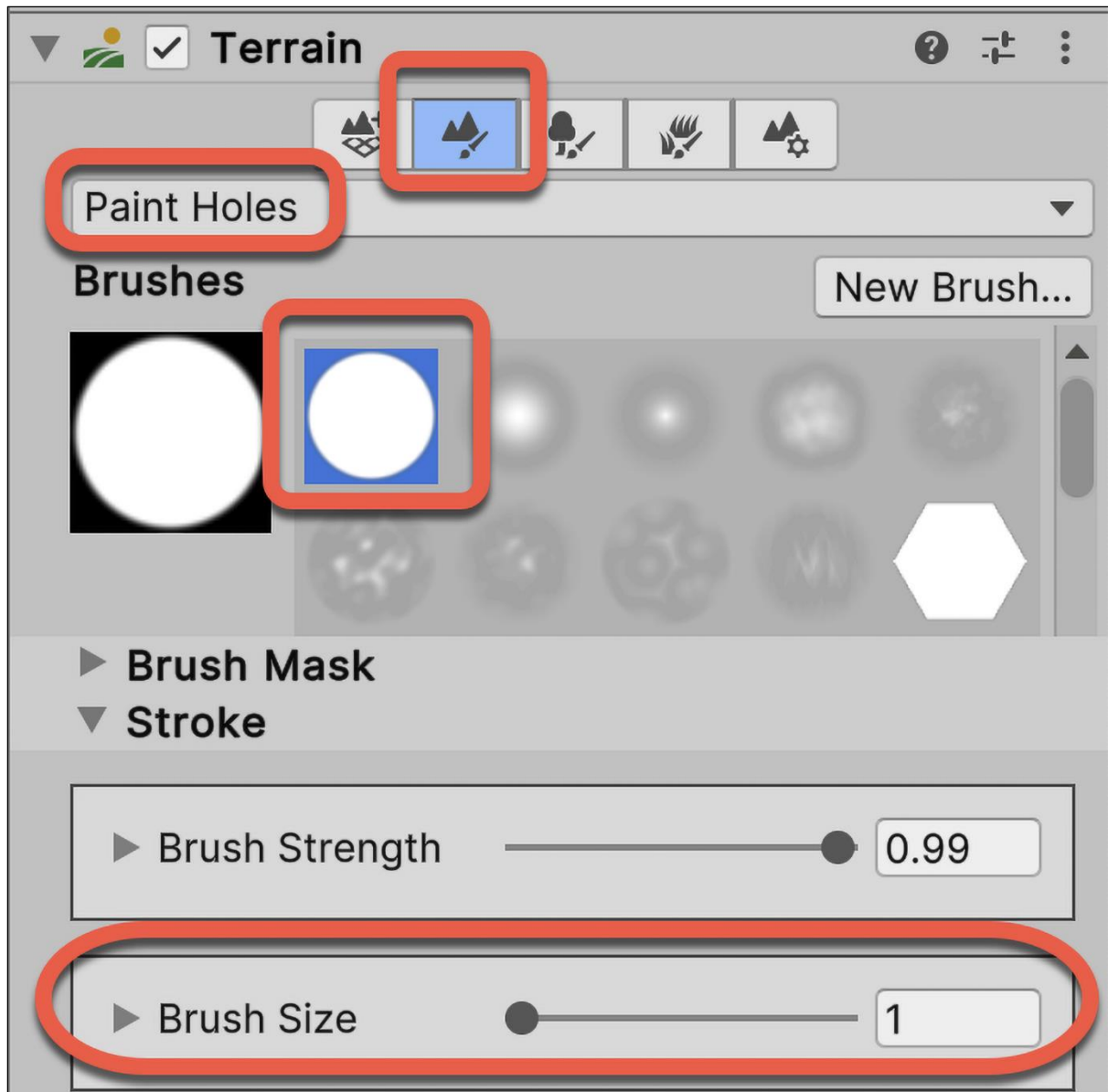


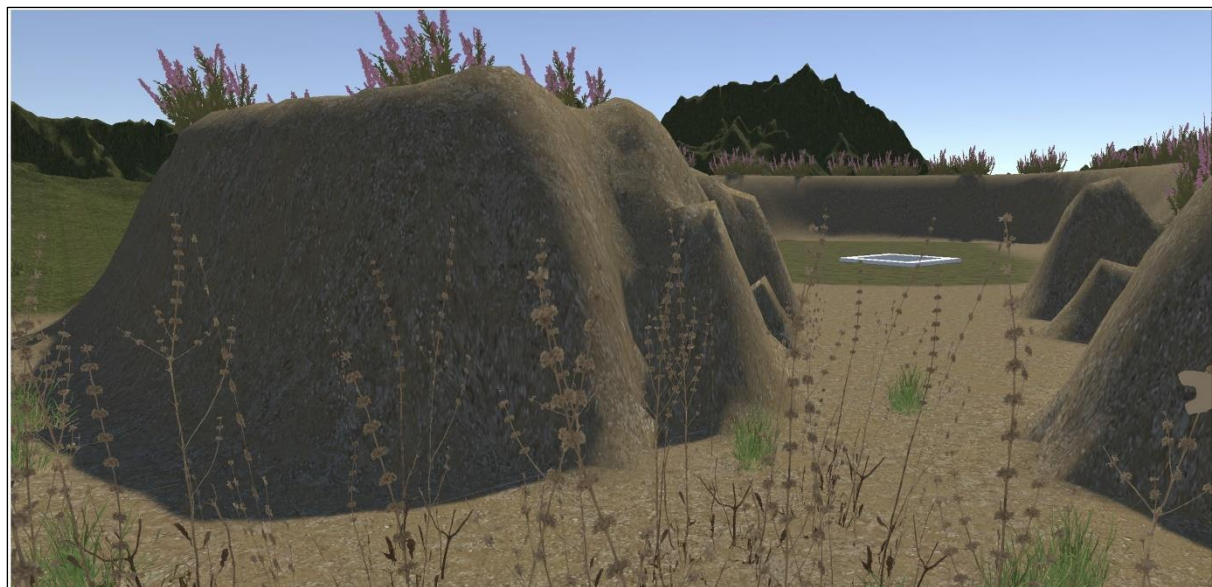
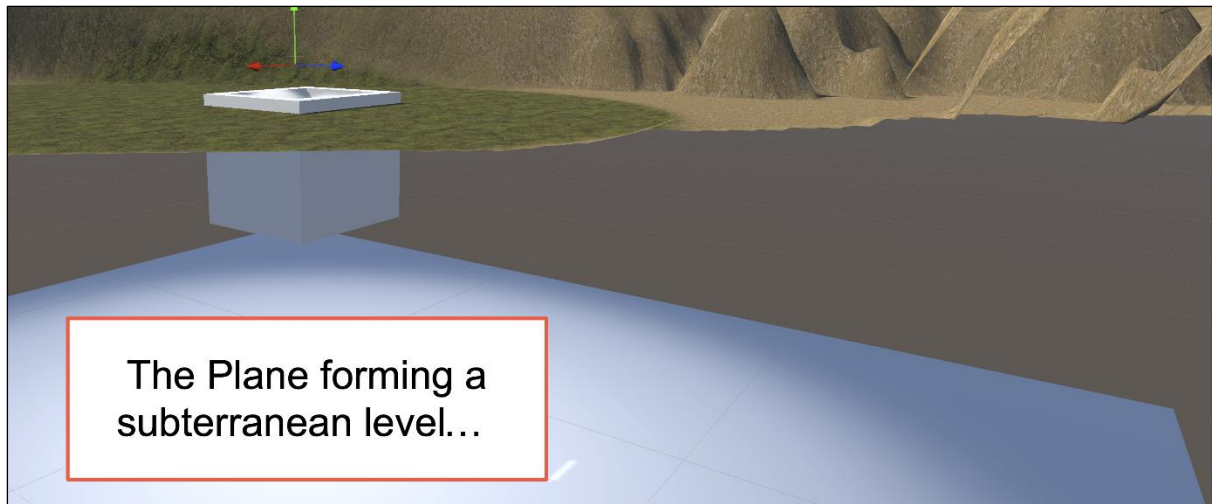
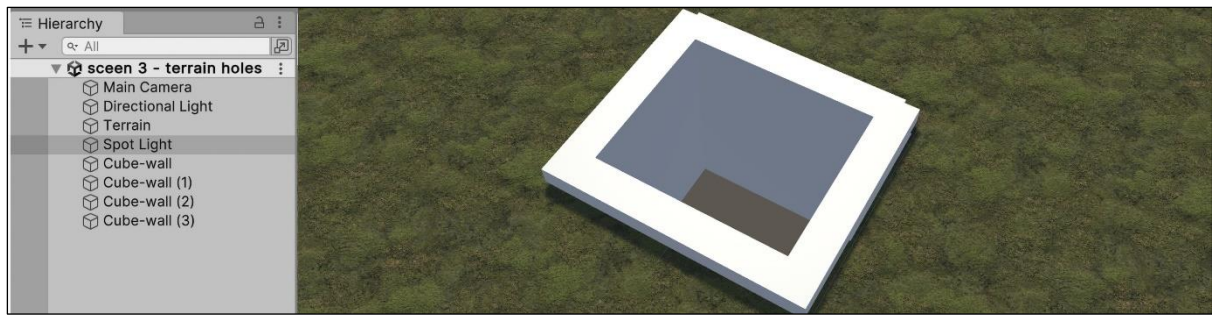


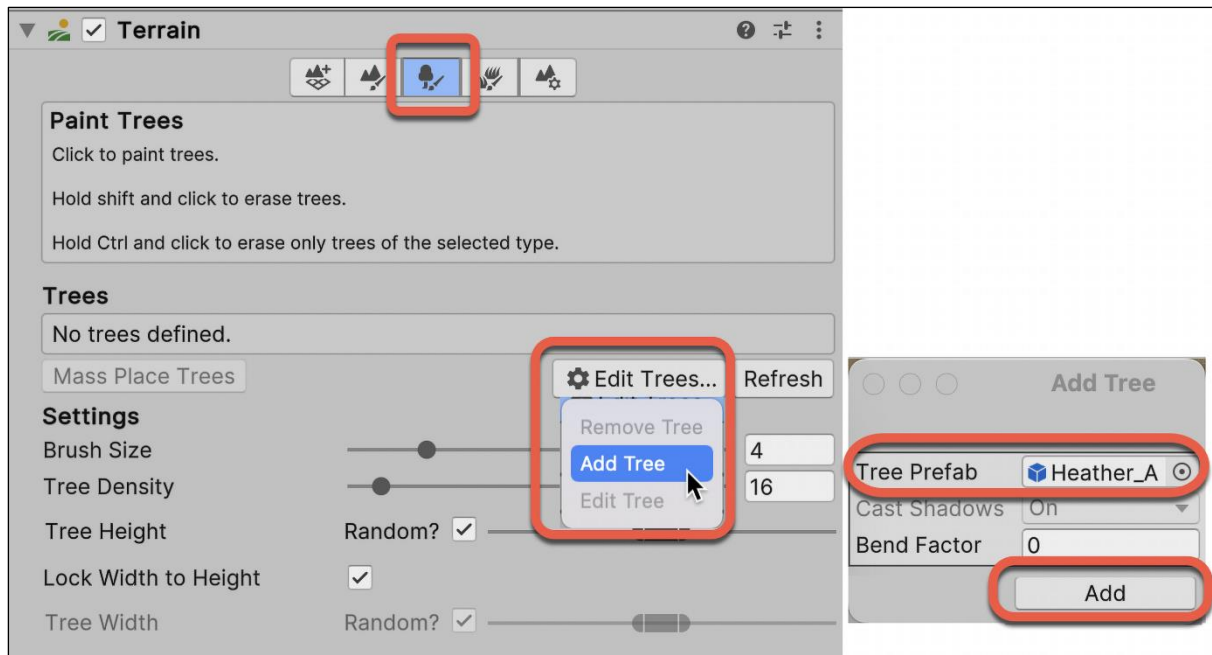


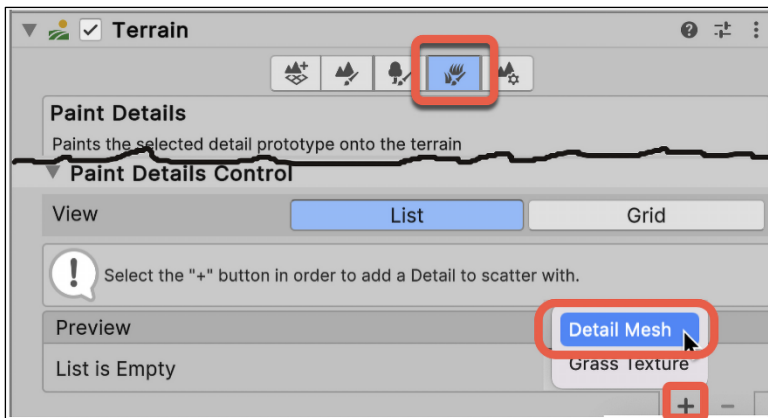




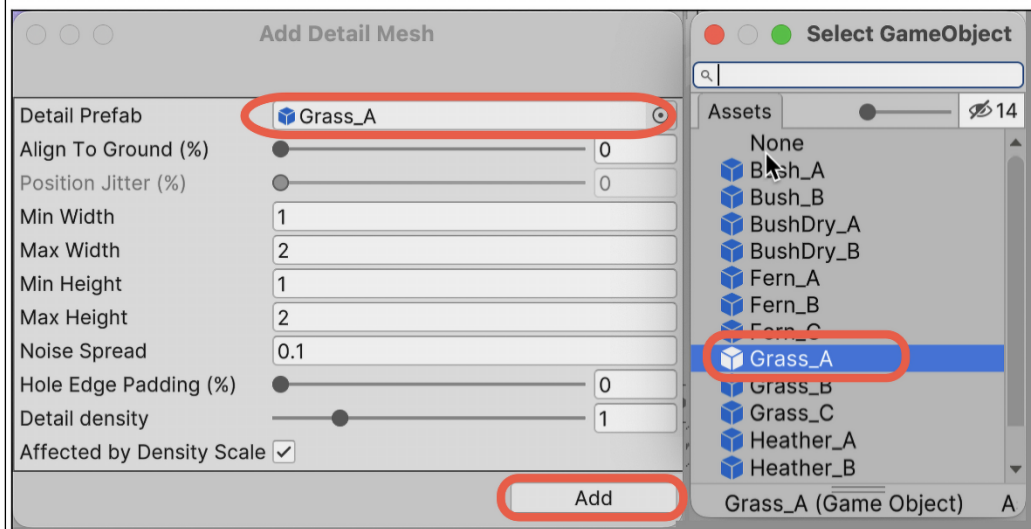




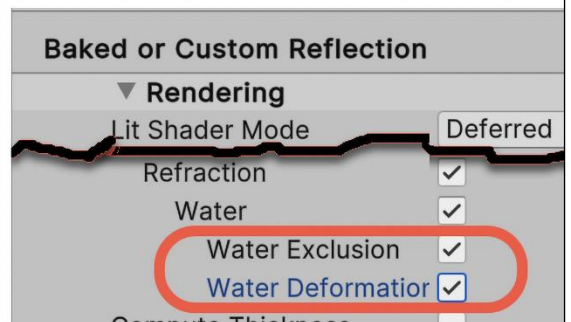
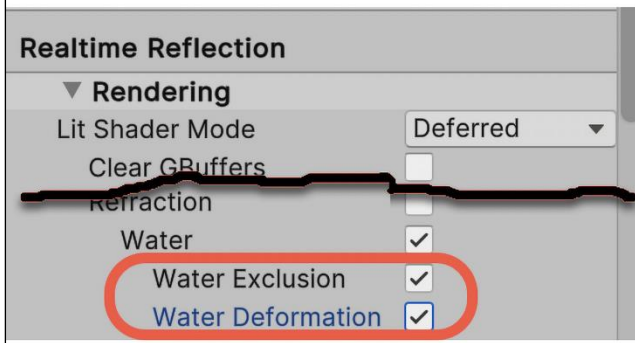
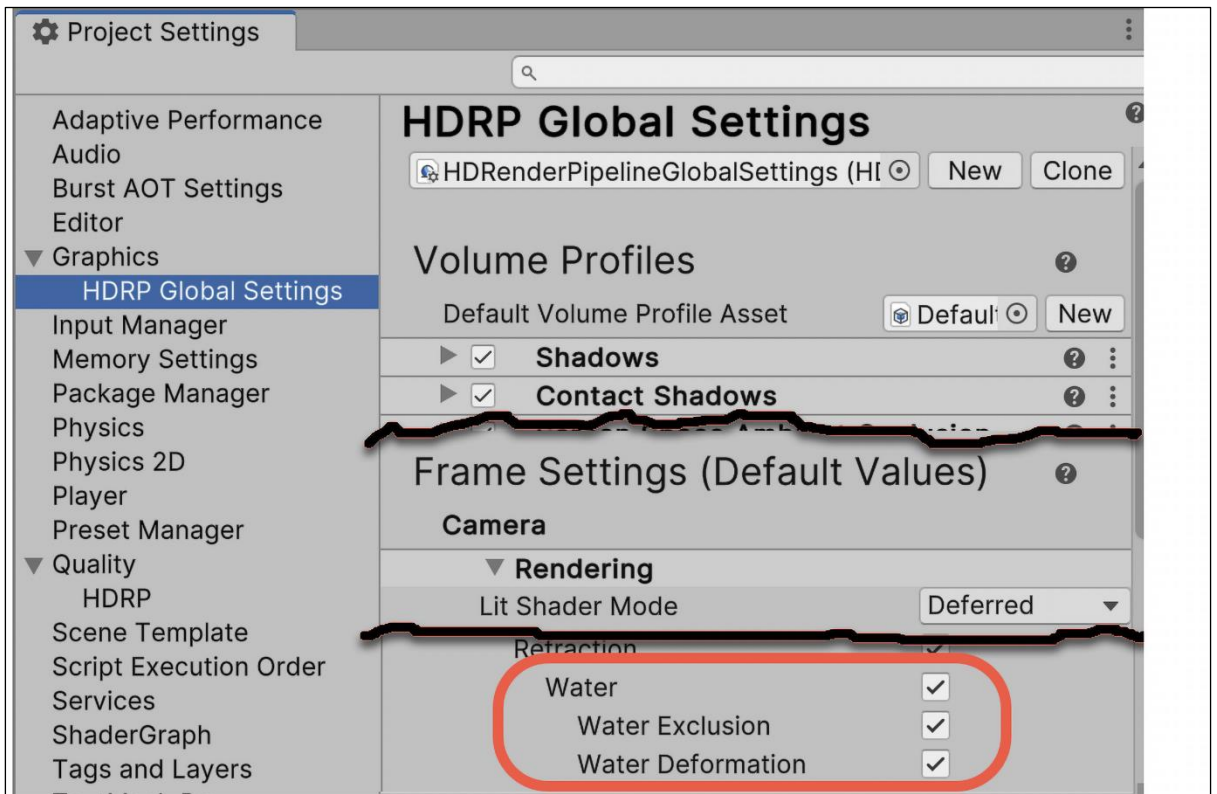
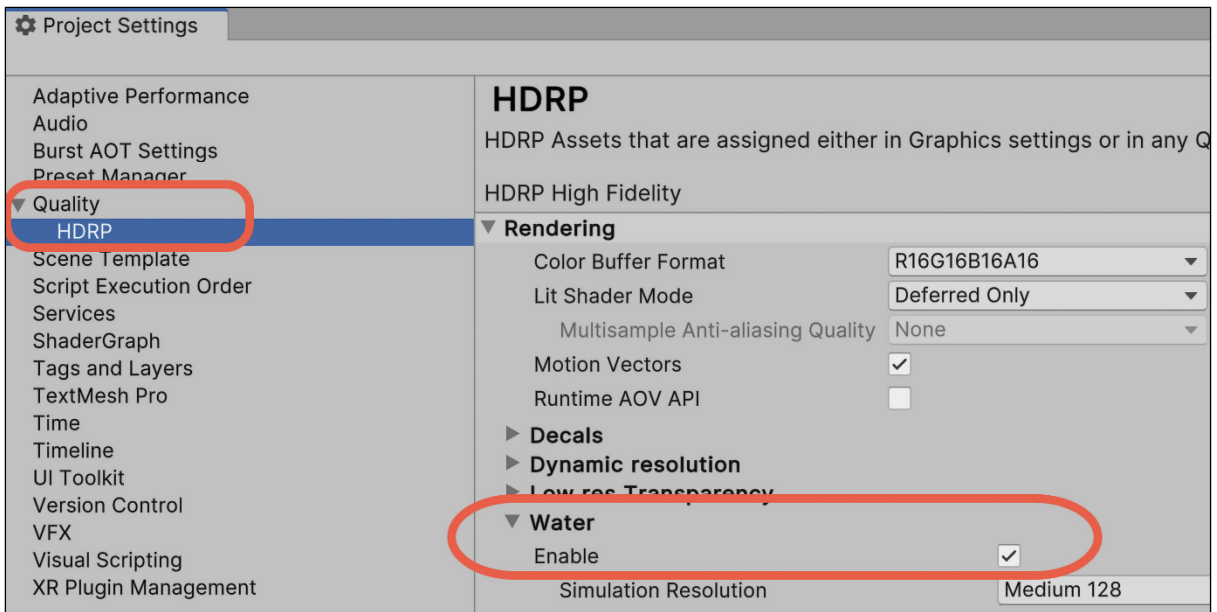


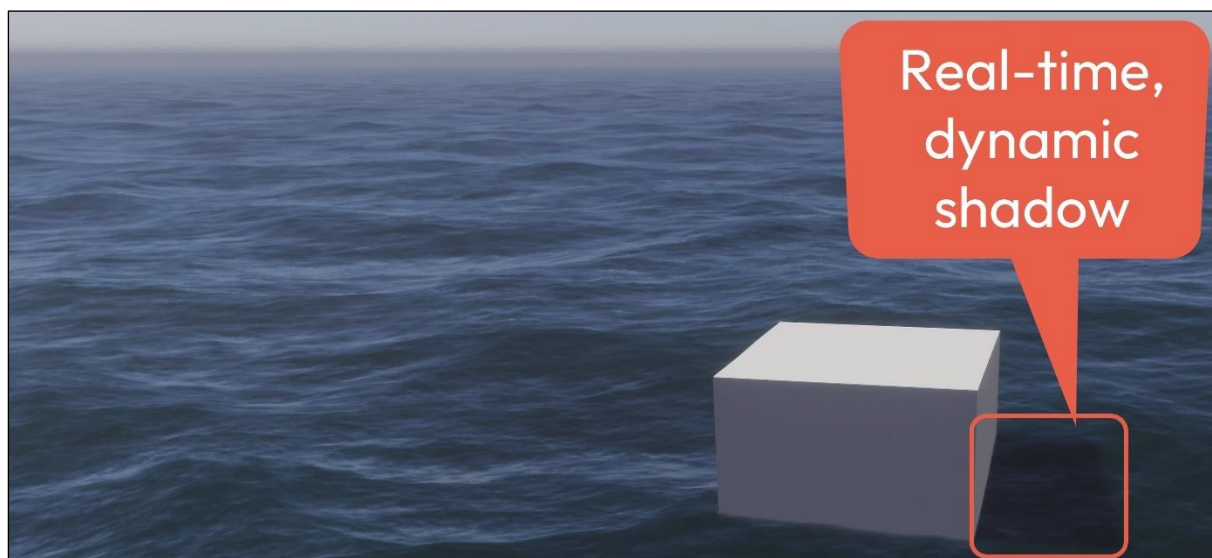
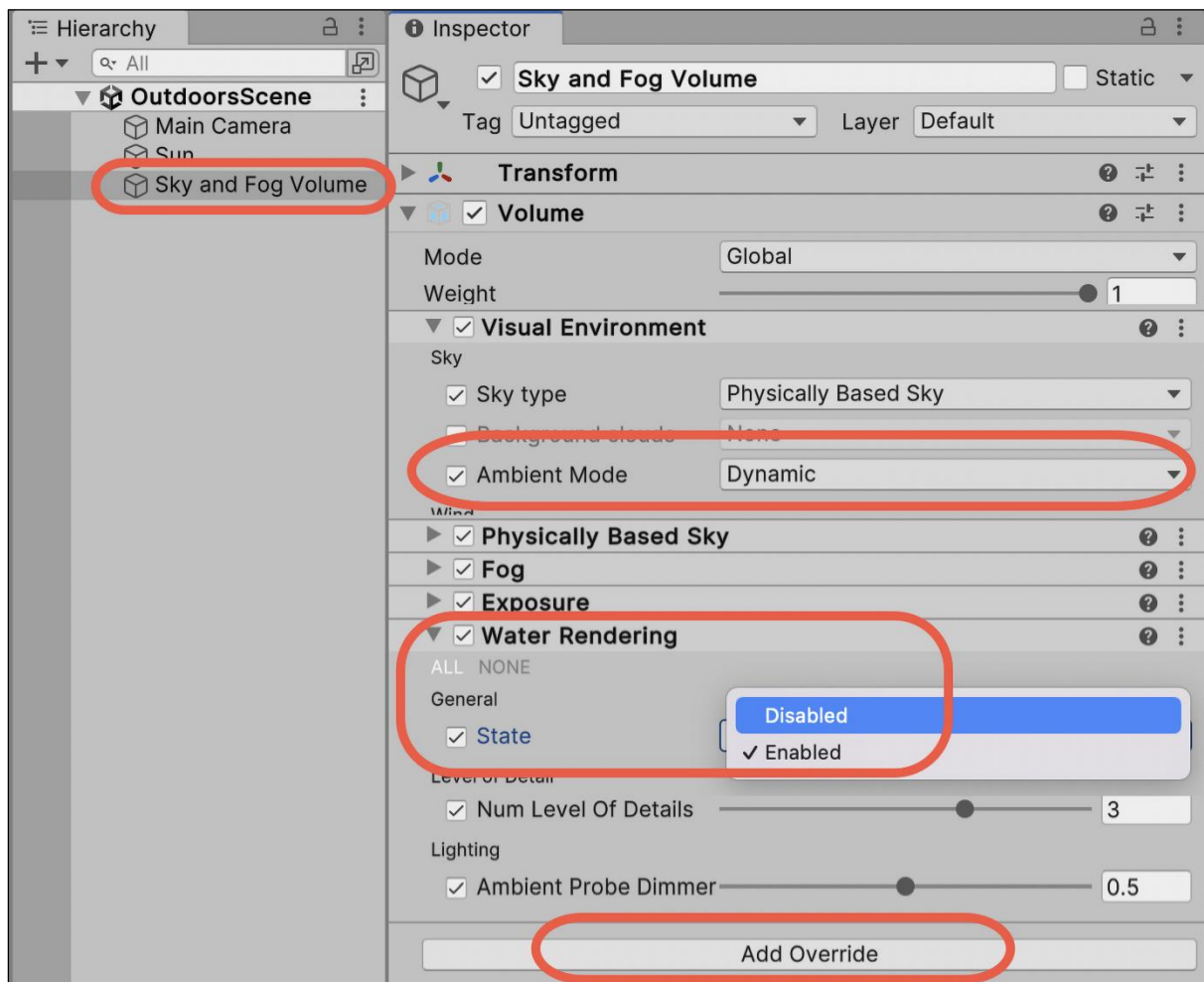


Add new details (+)
choos Detail Mash,
select the Grass_A
prefab, and then
click Add

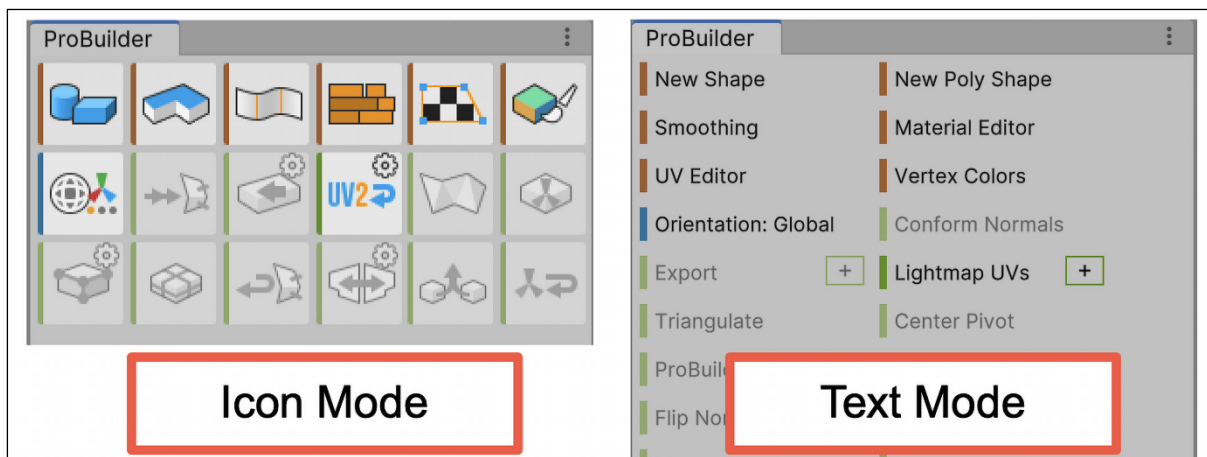
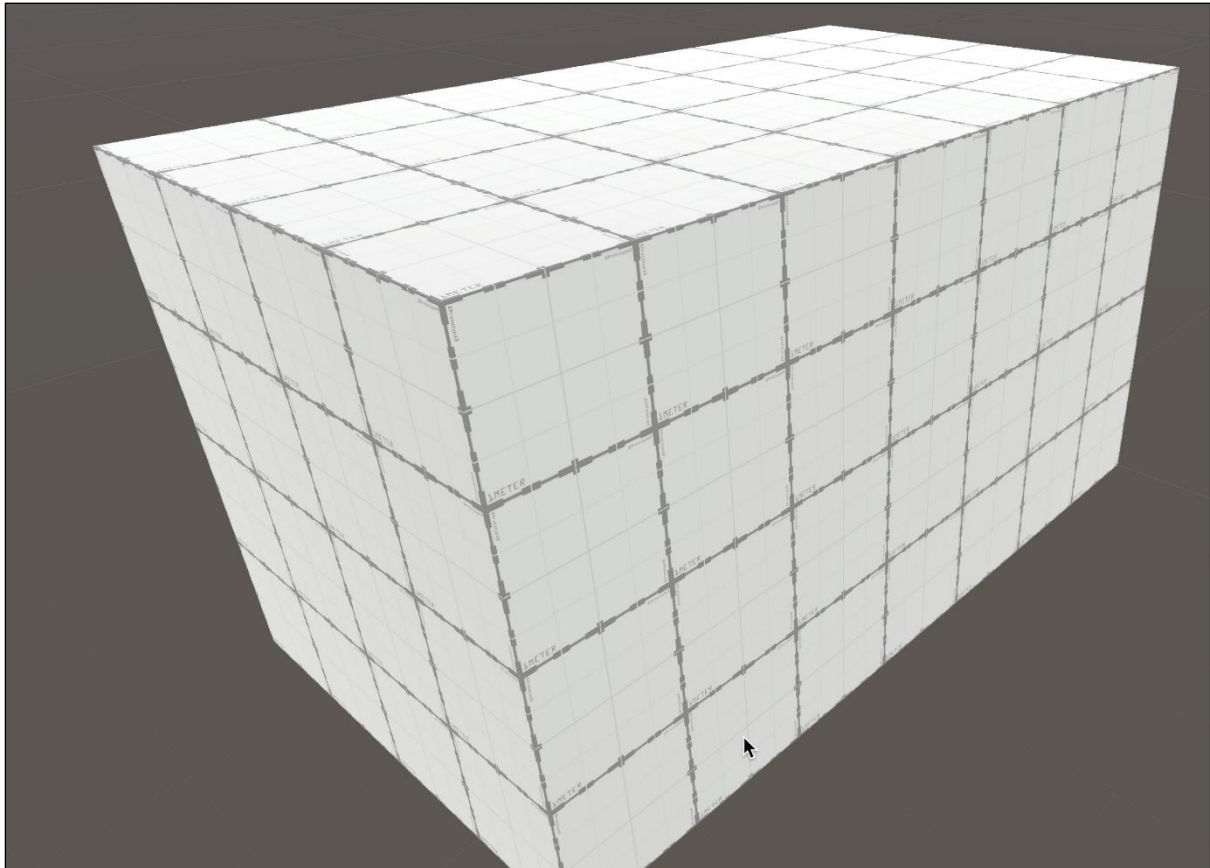
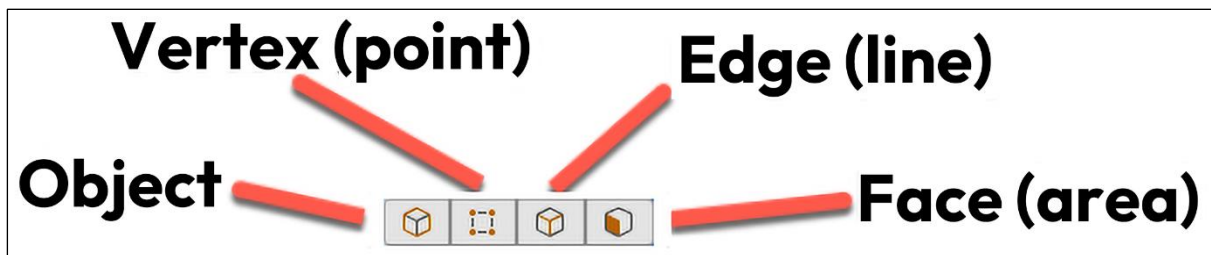









Real-time, dynamic
light reflections

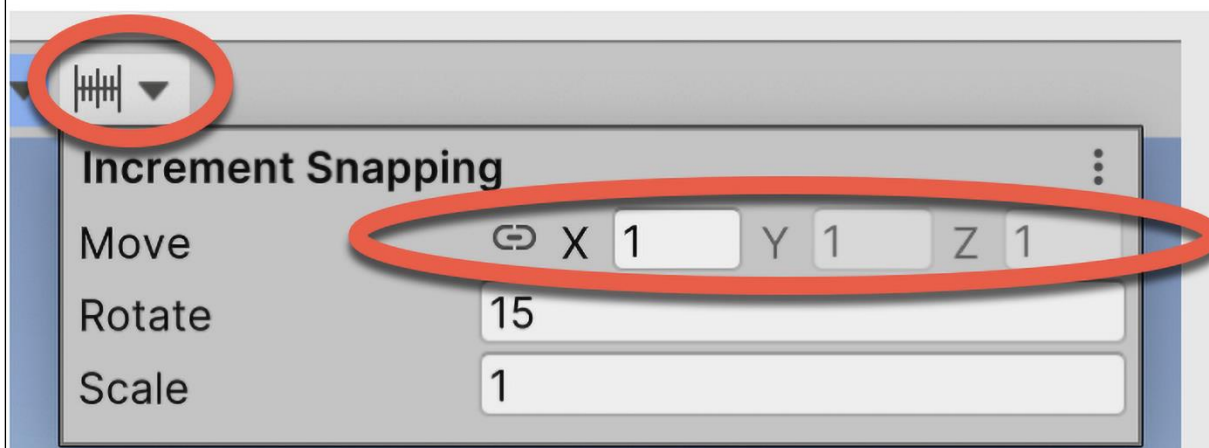
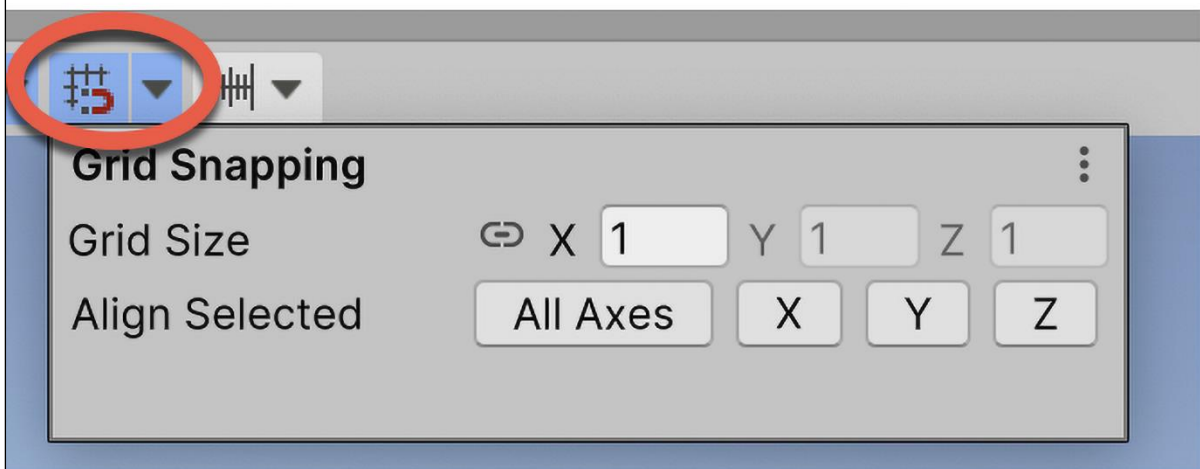
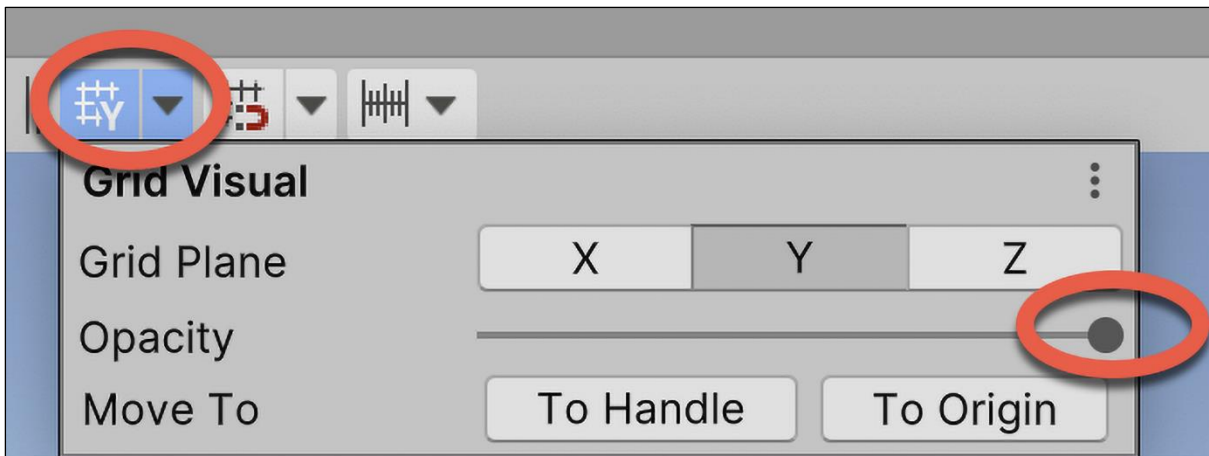


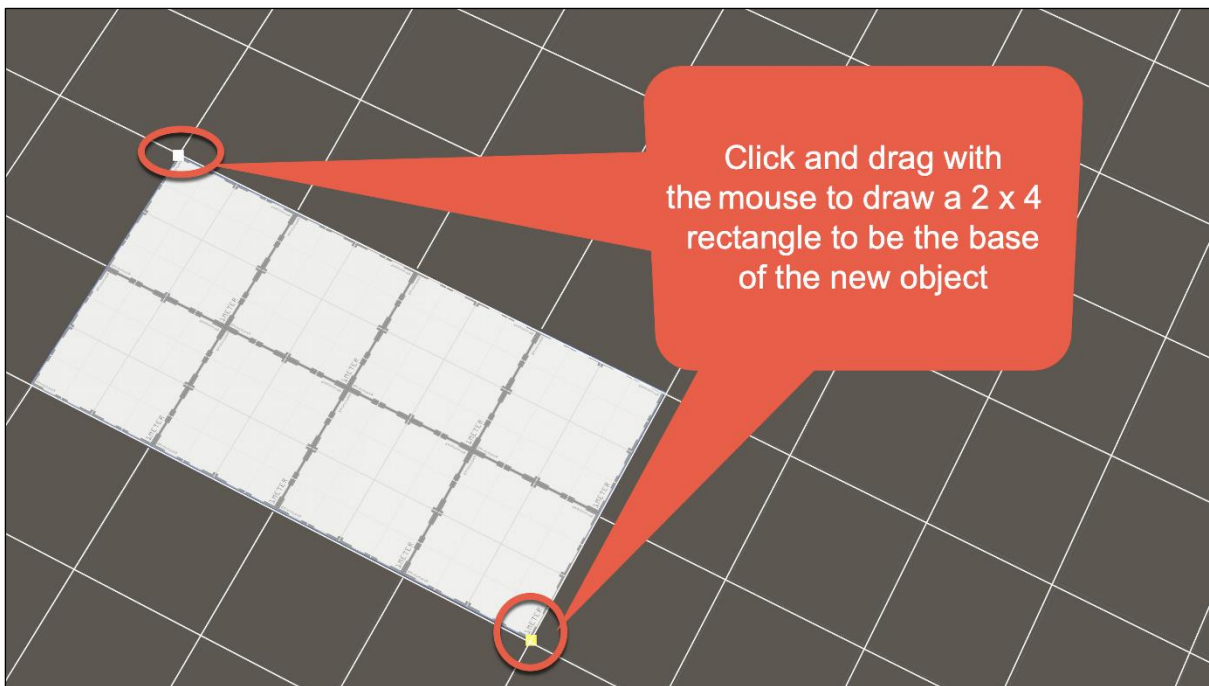
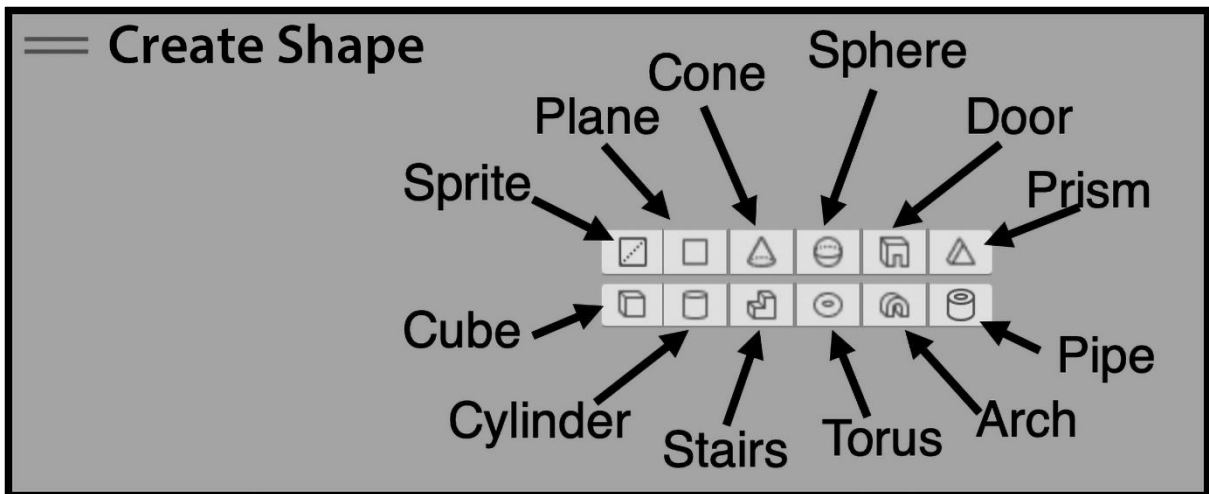


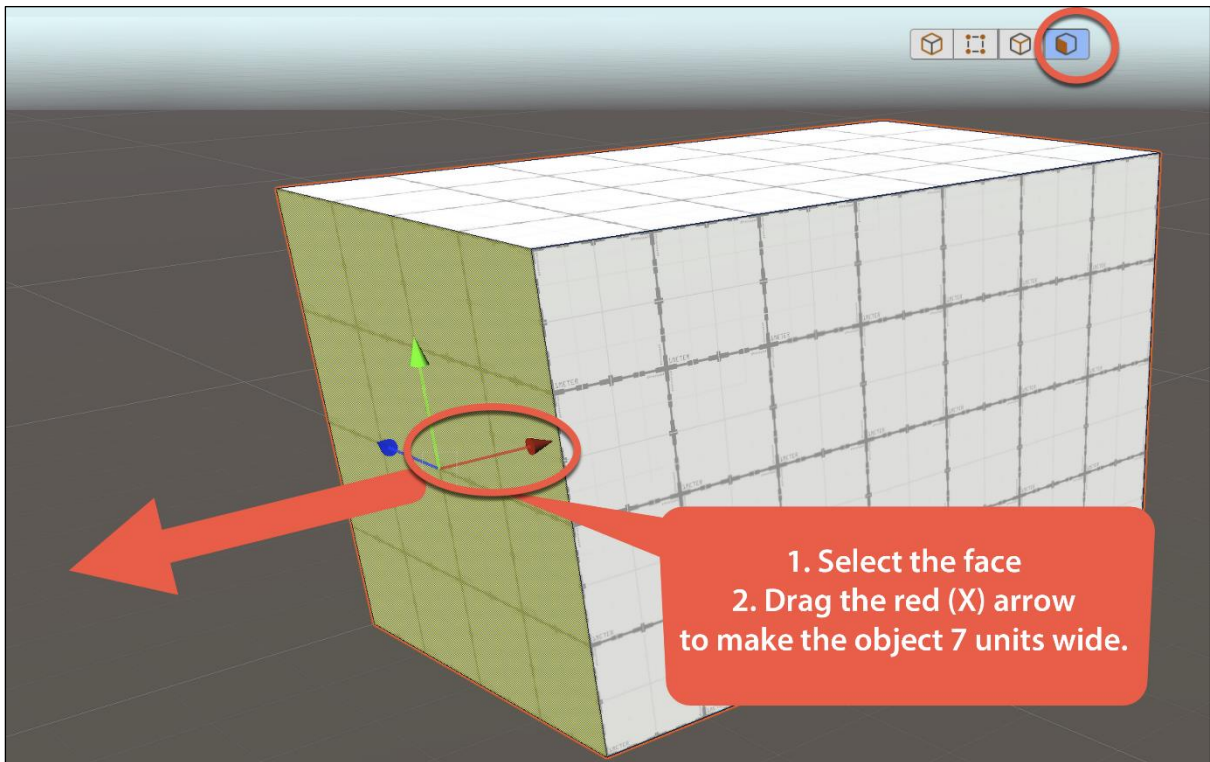
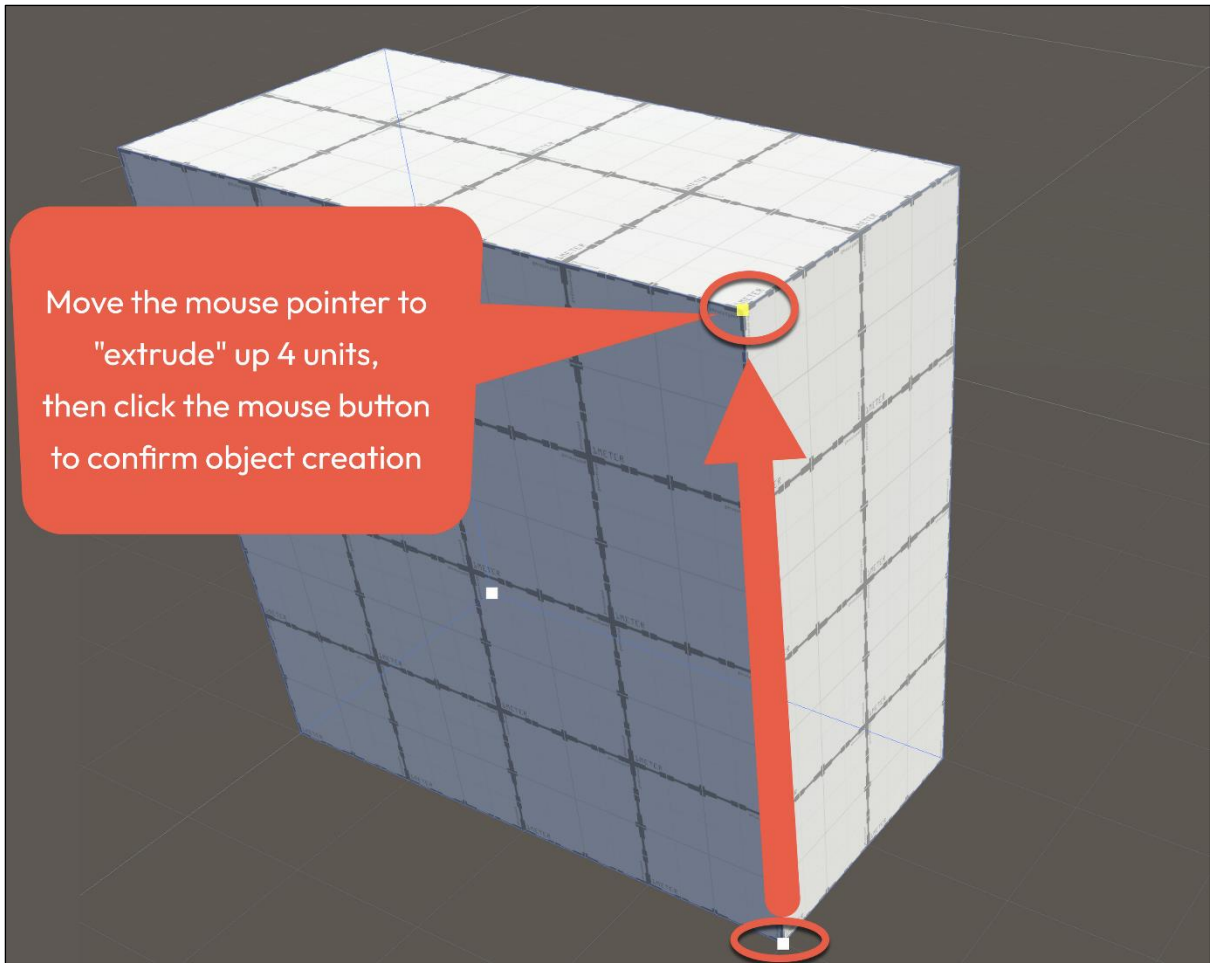
Chapter 7: Creating 3D Geometry with ProBuilder

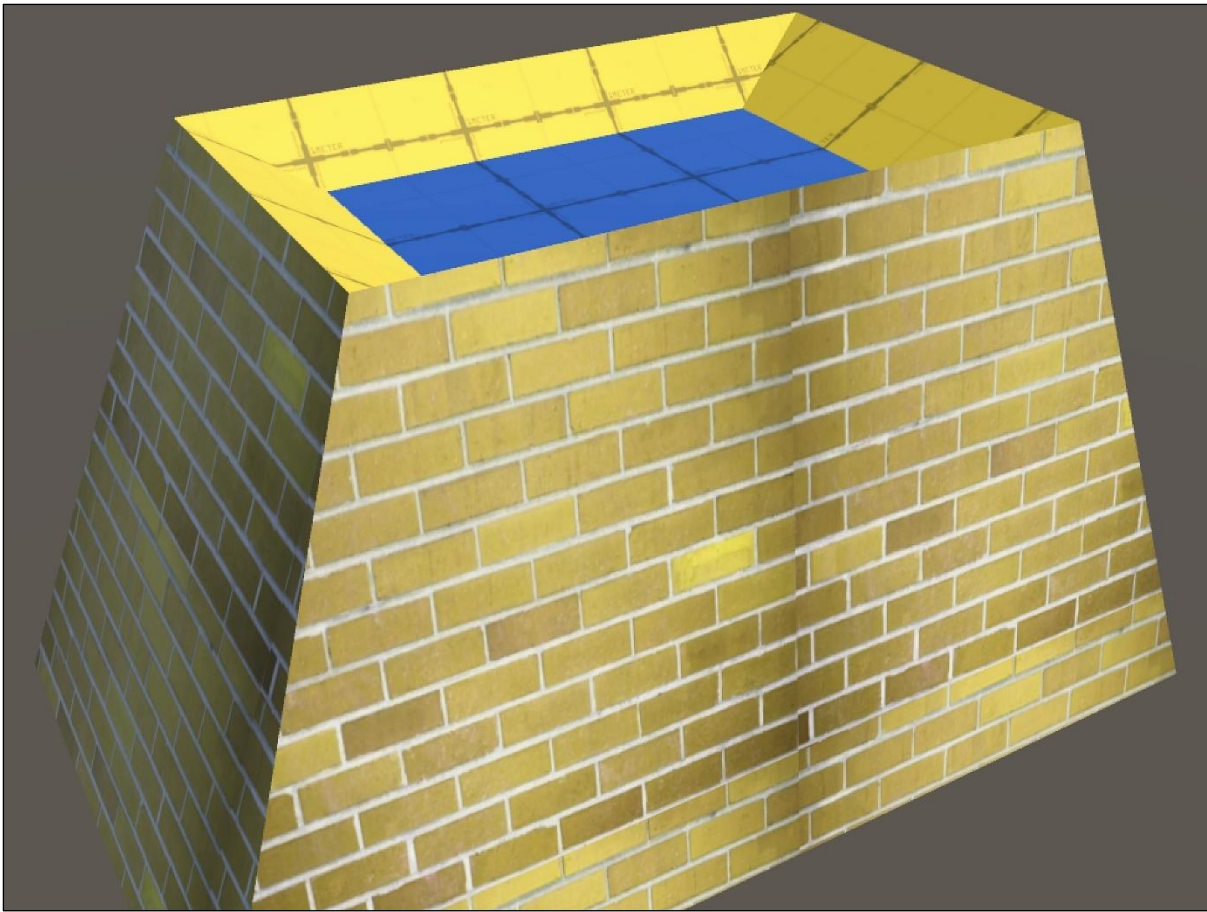
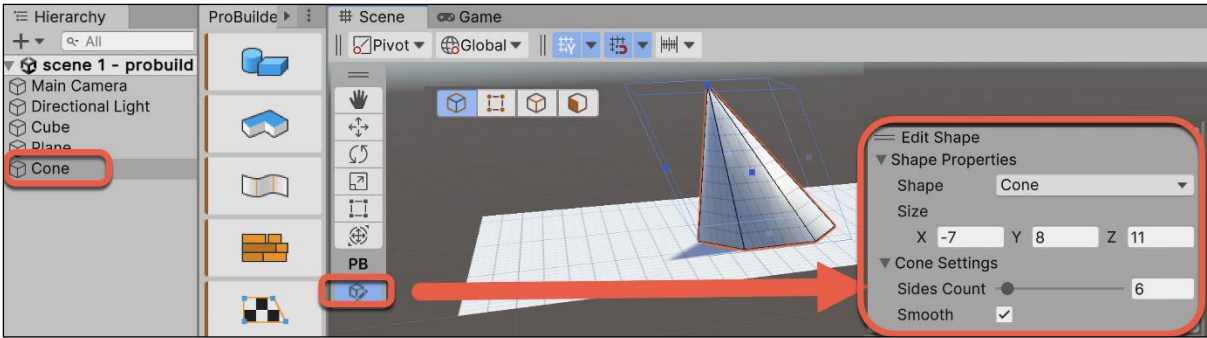
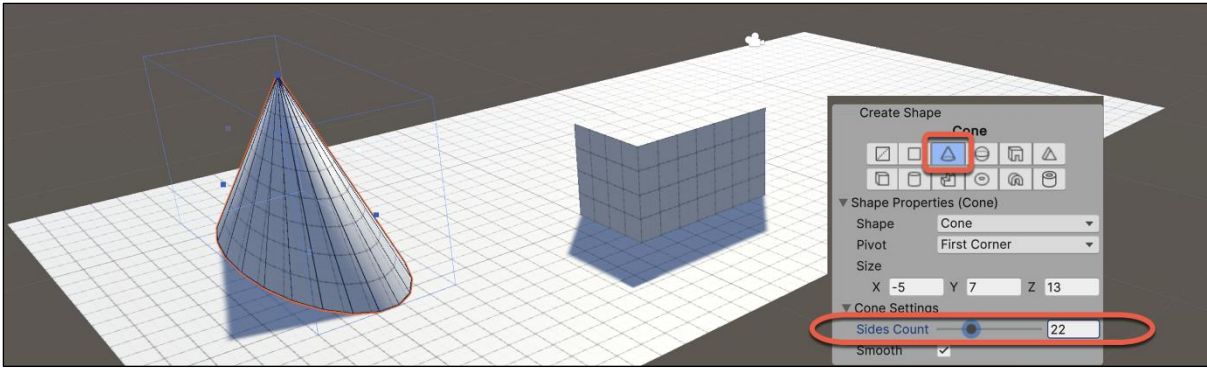


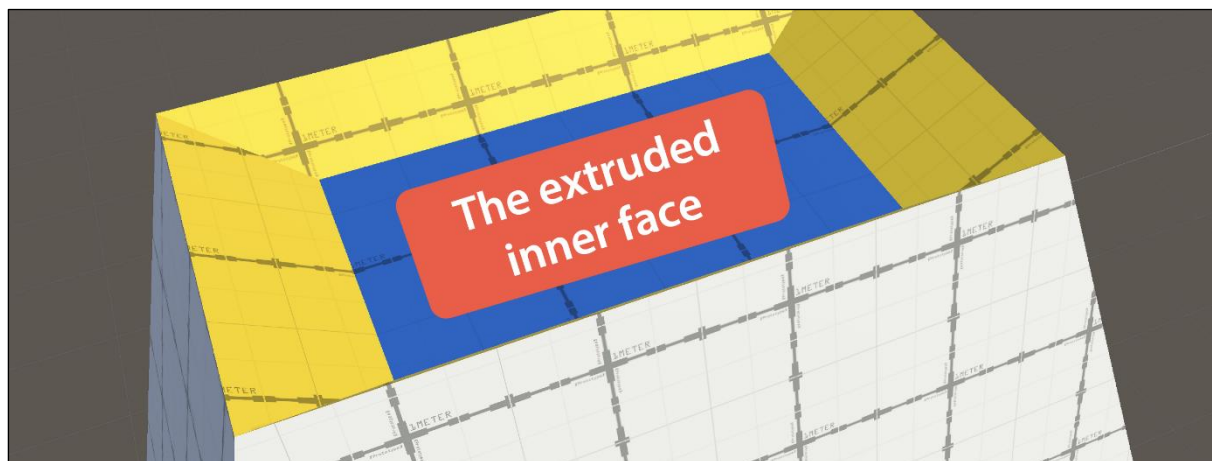
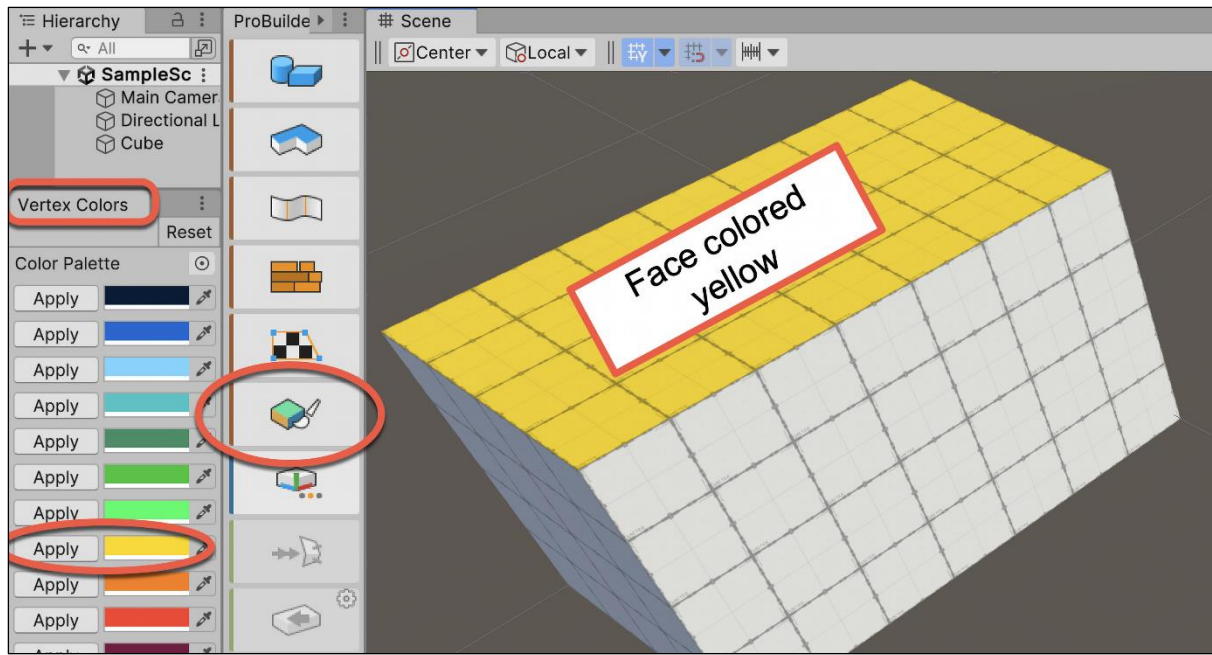
ProBuilder	
	New Shape
	New Polygon Shape
	Smoothing Groups Editor
	Material Editor
	UV Editor
	Vertex Colors Editor
	Global / Local

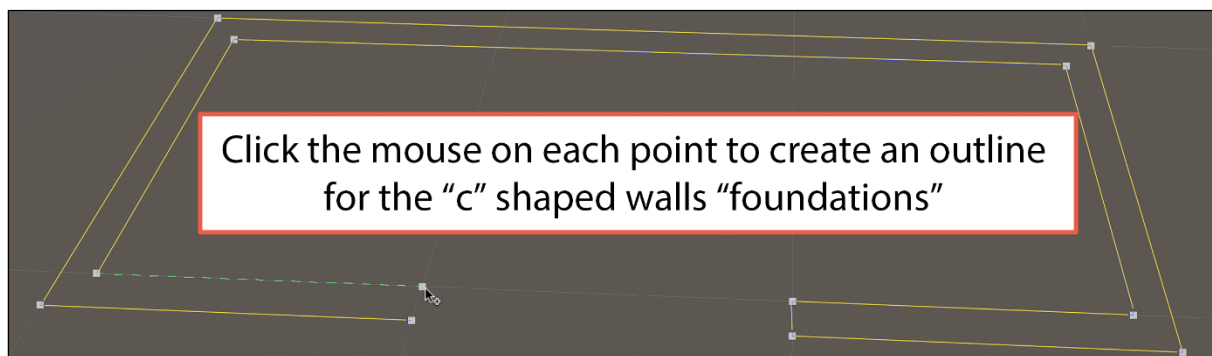
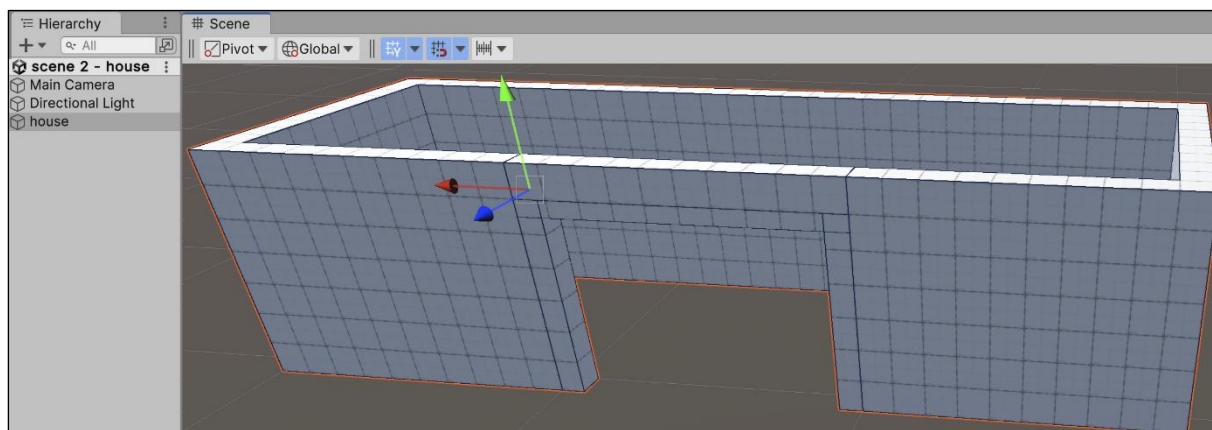
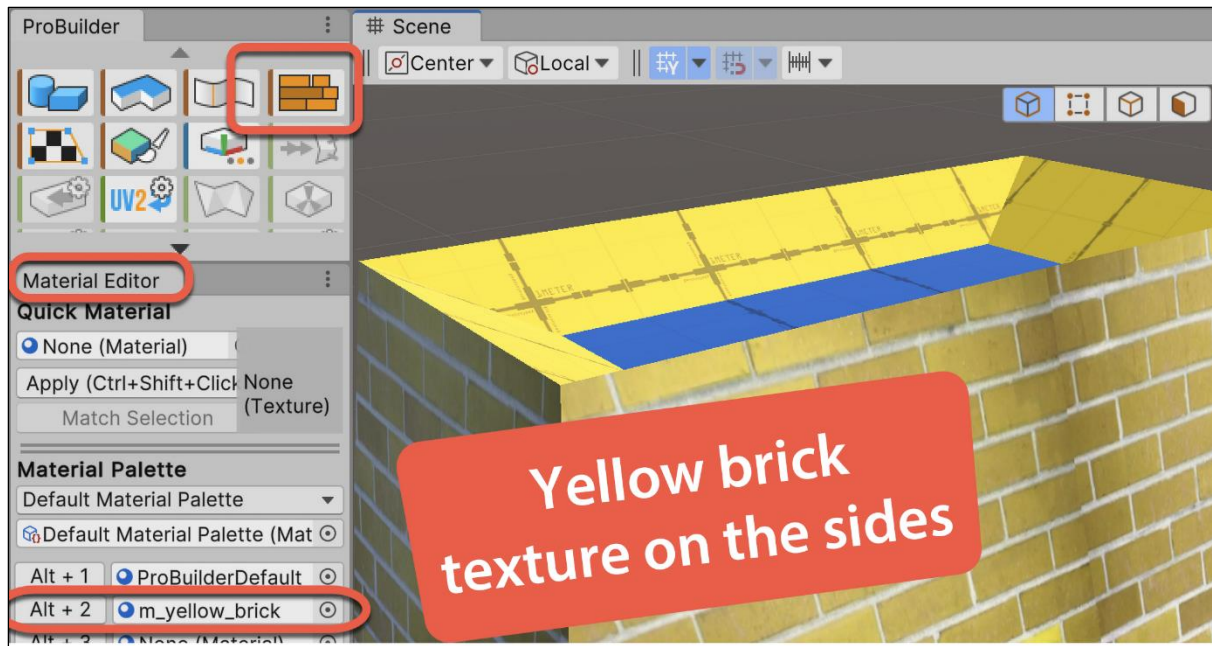


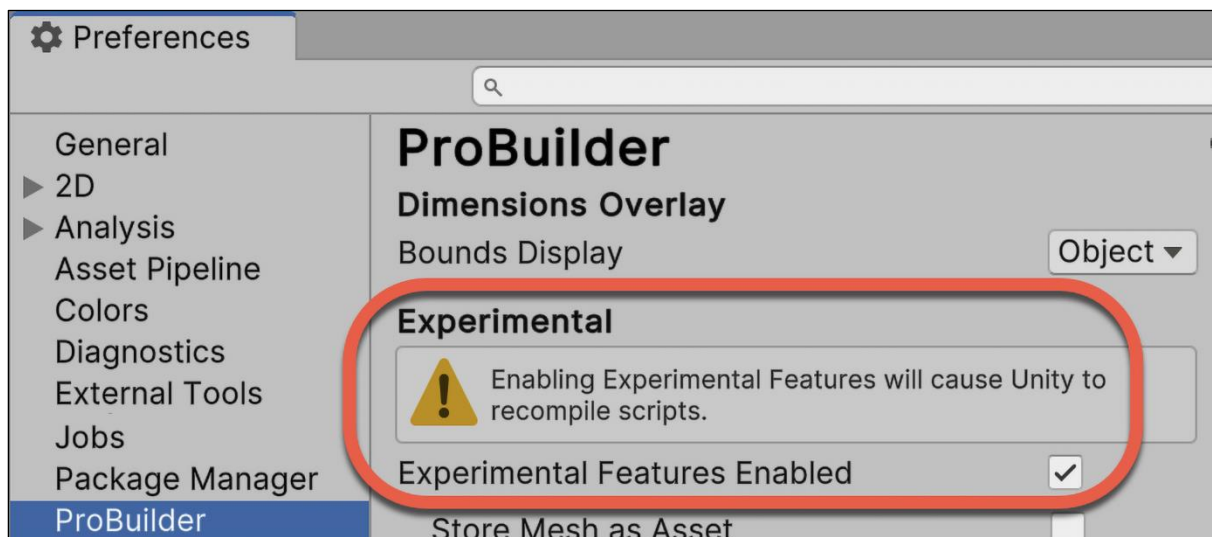
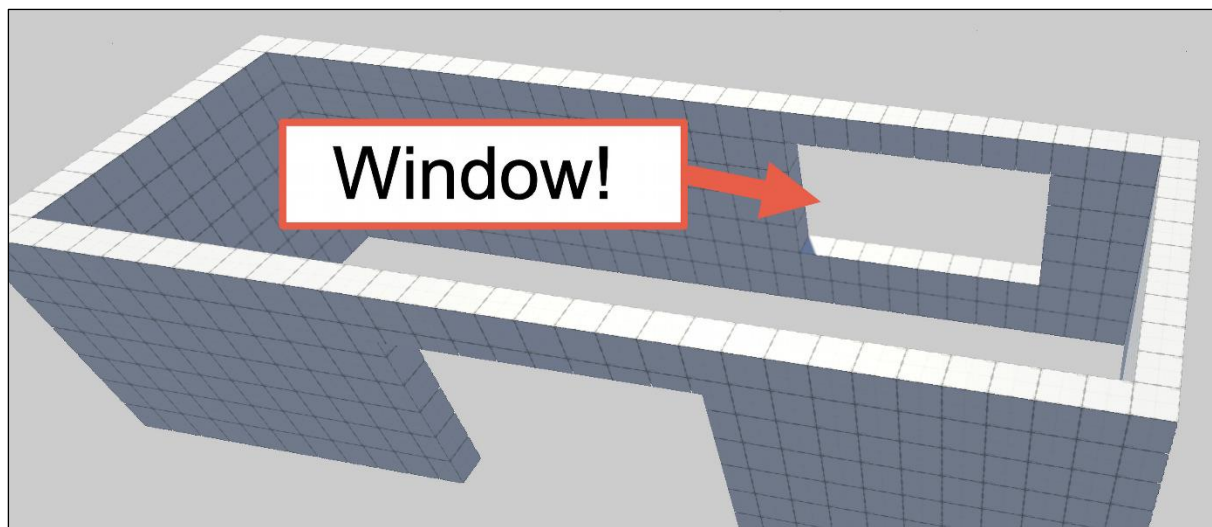


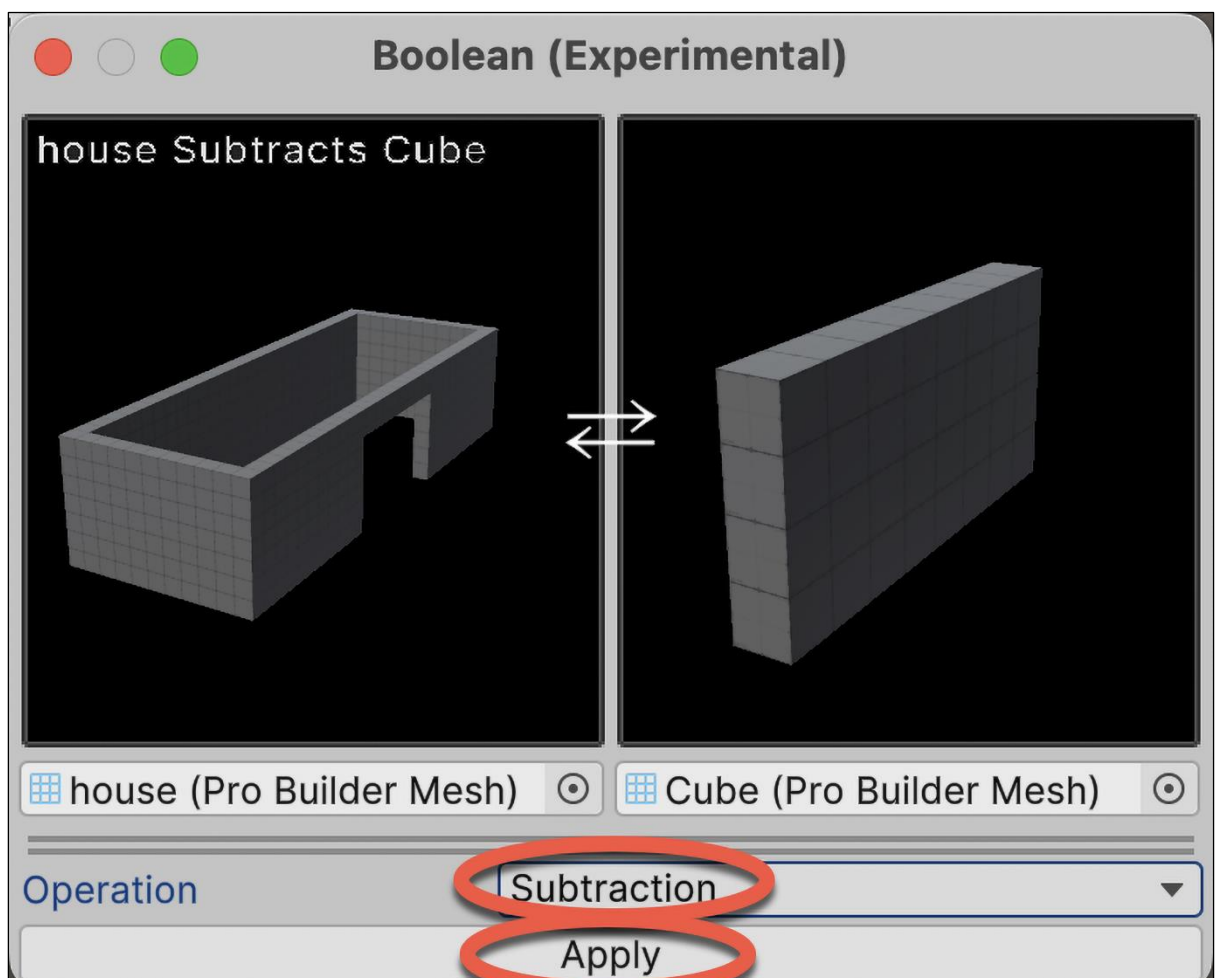
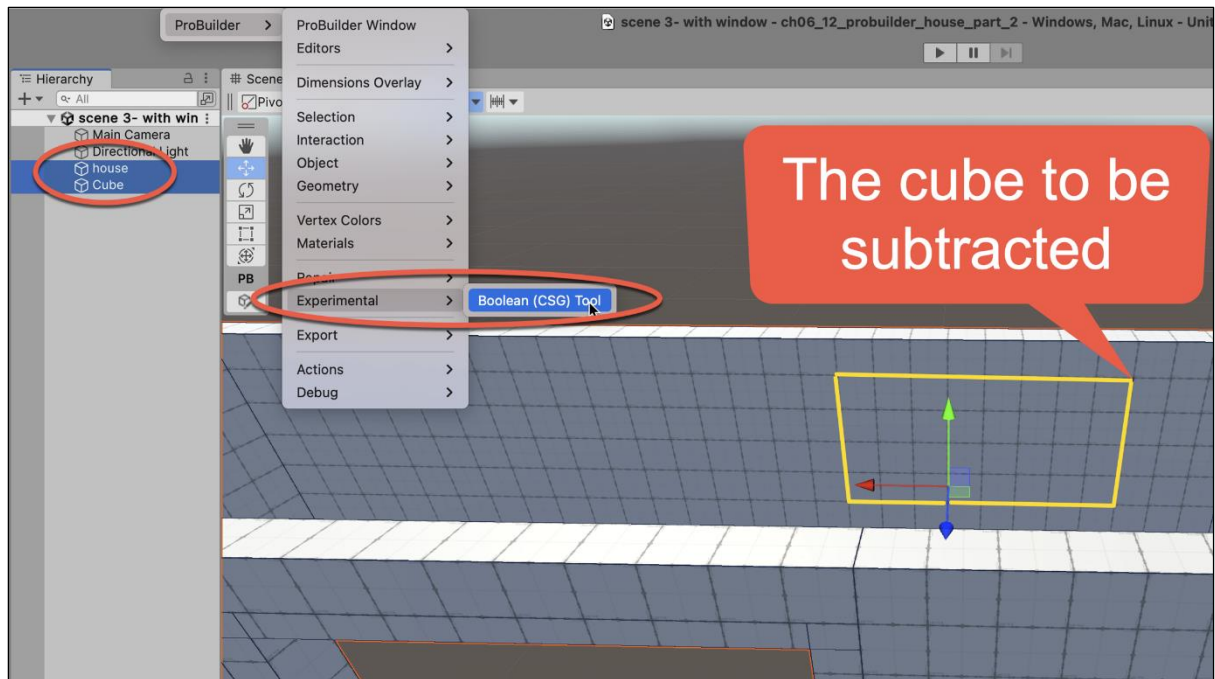


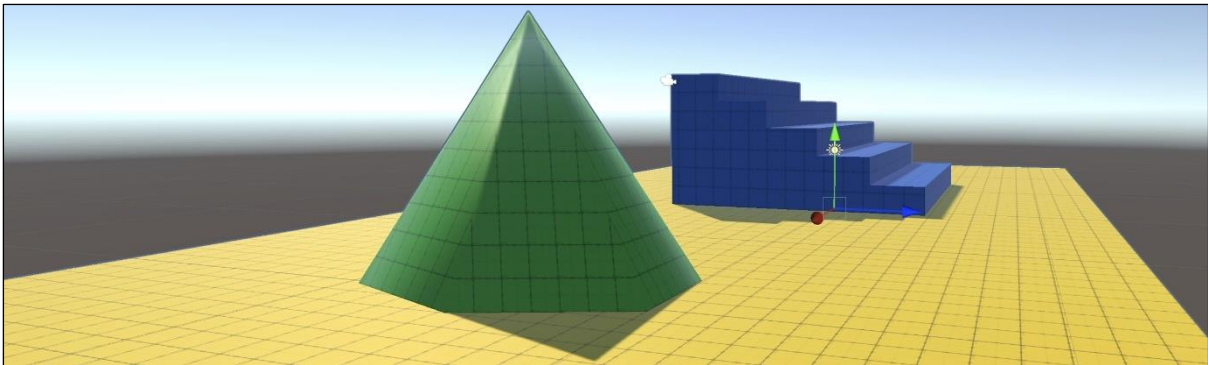
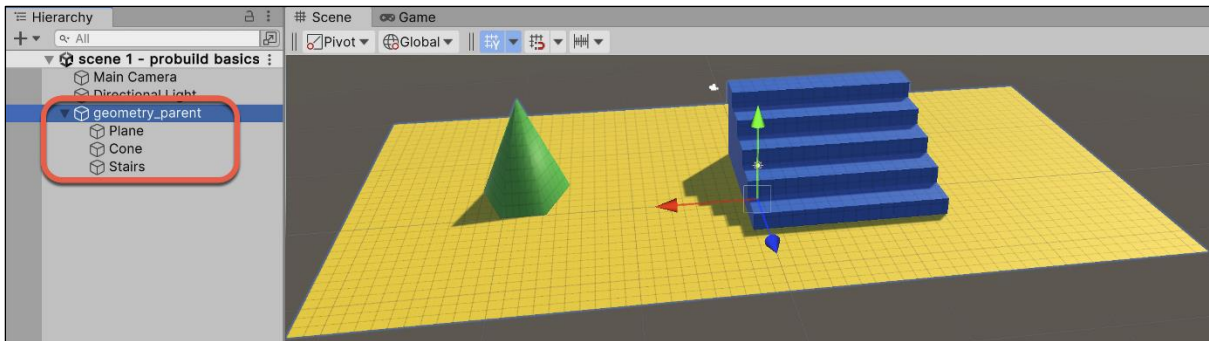
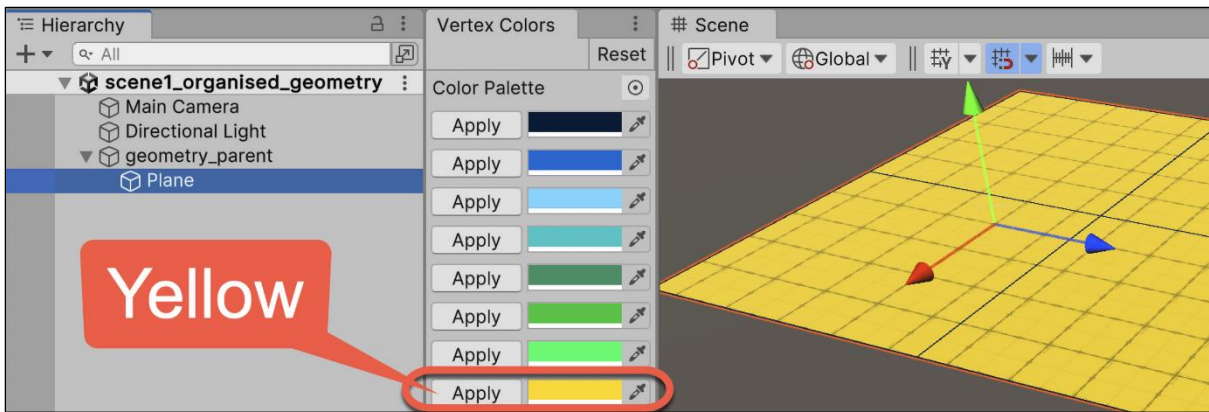
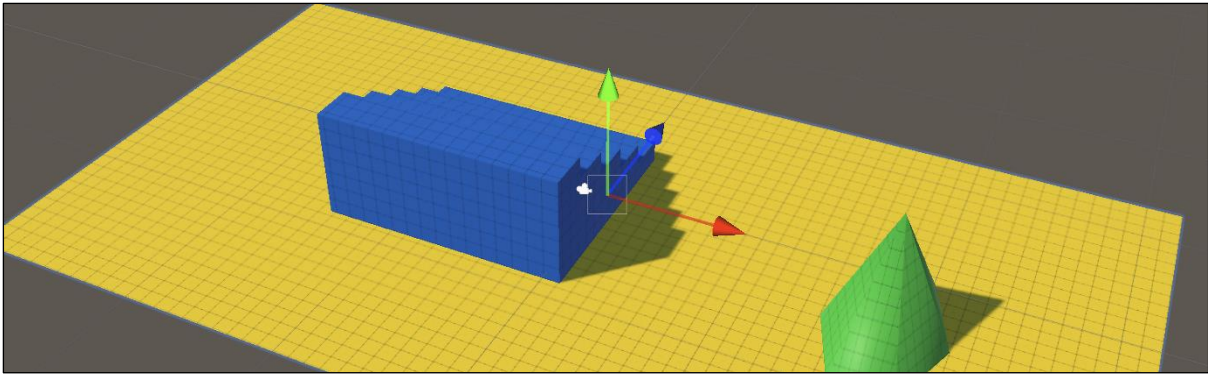




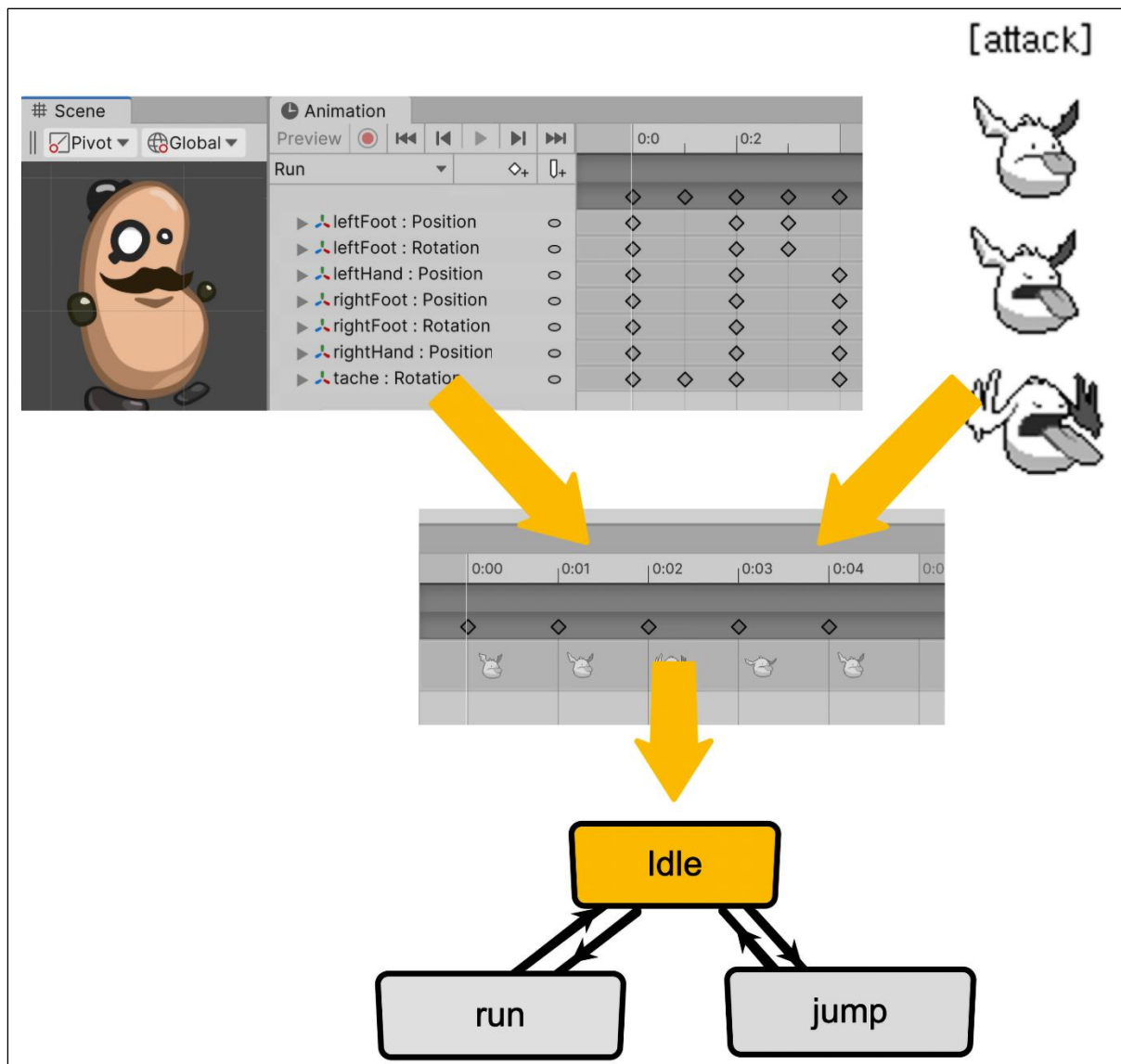


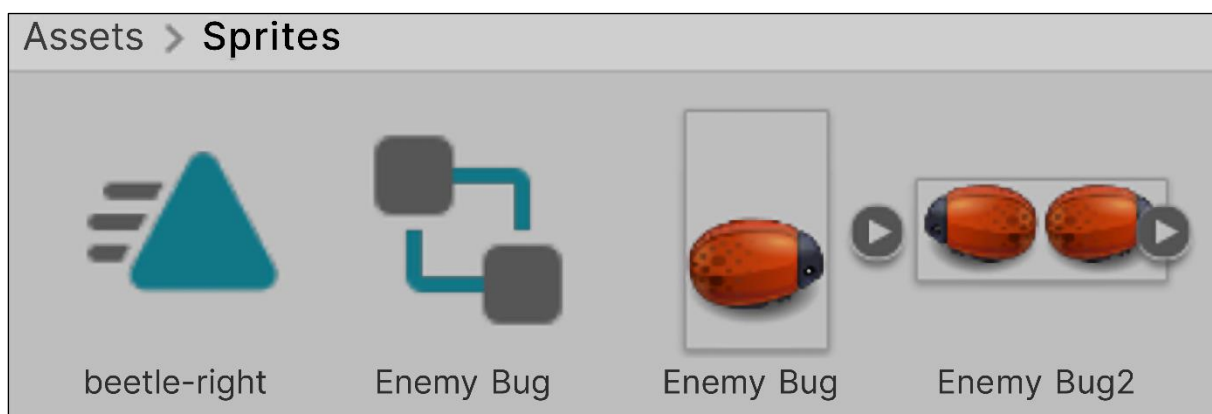
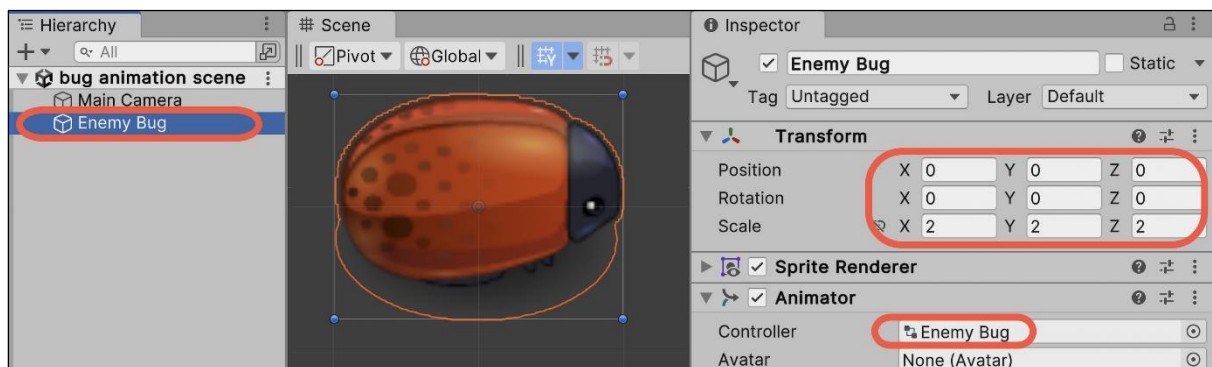
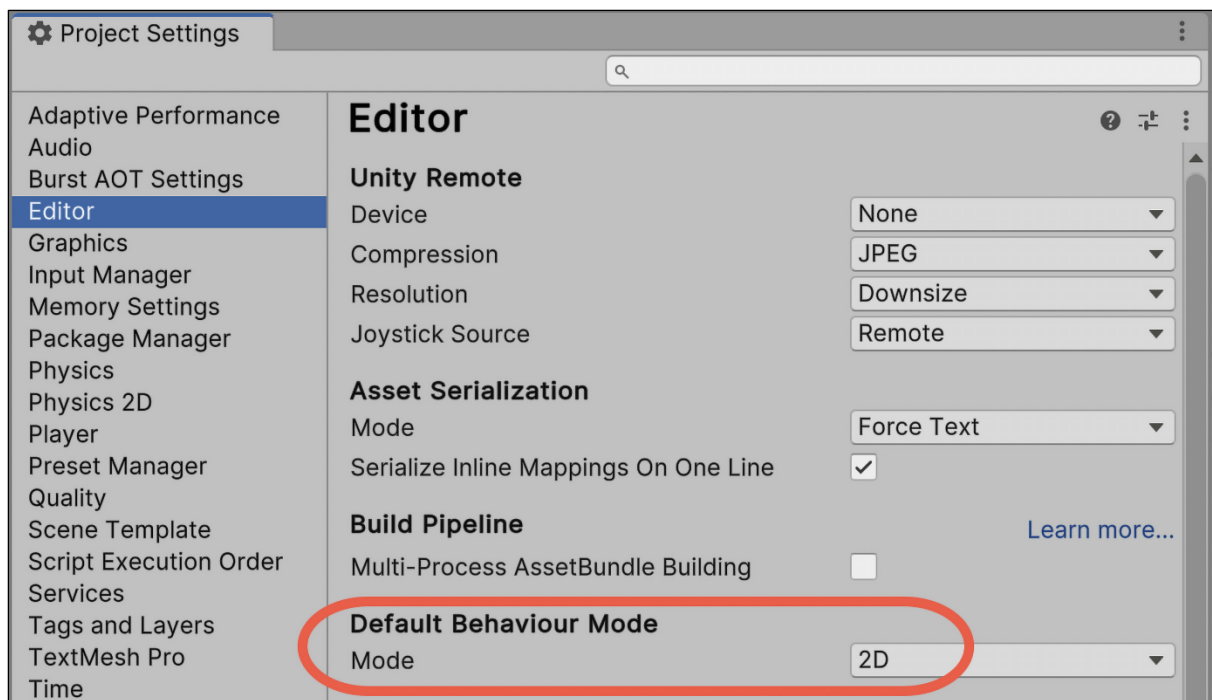


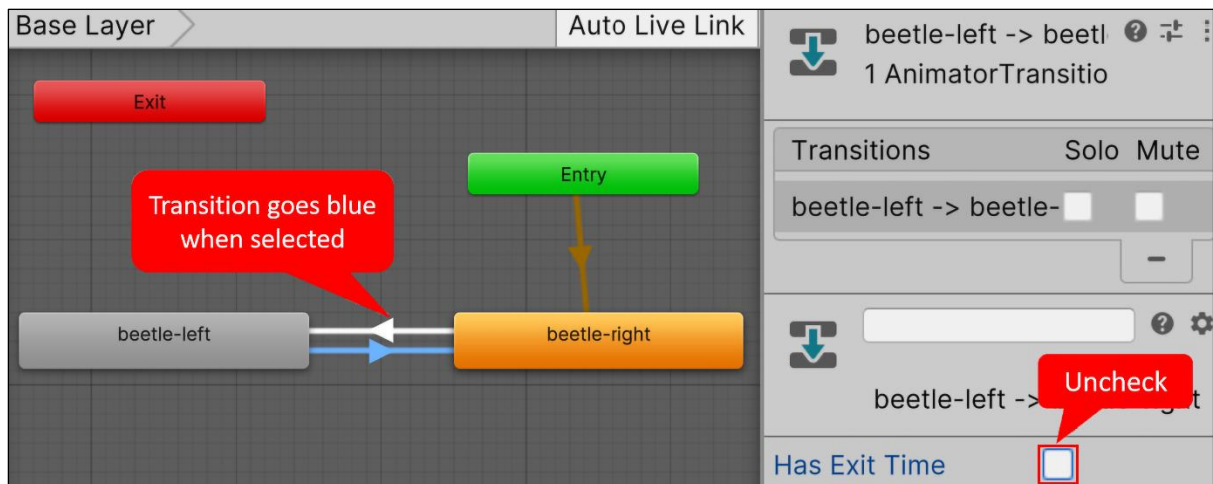
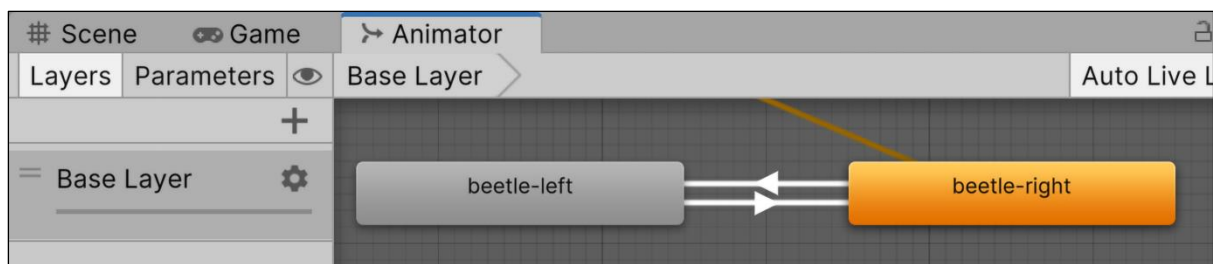
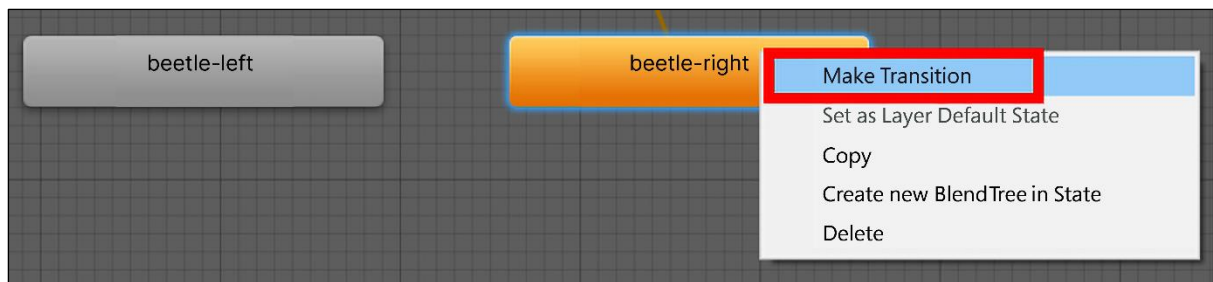
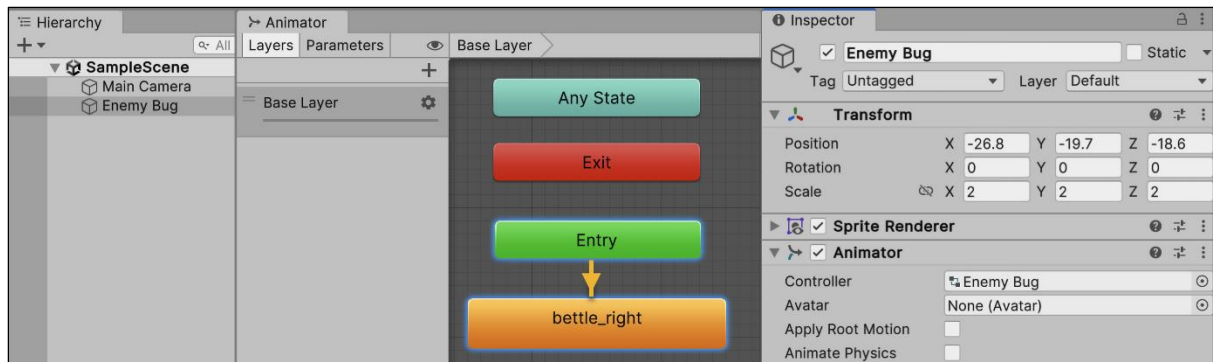


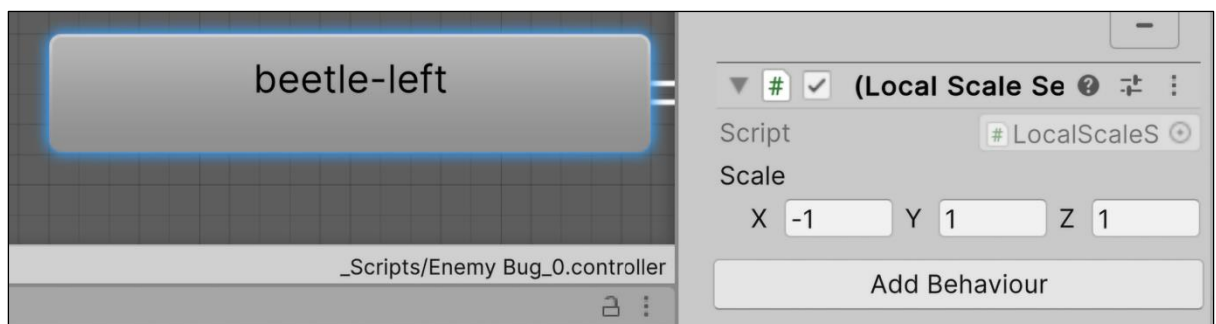
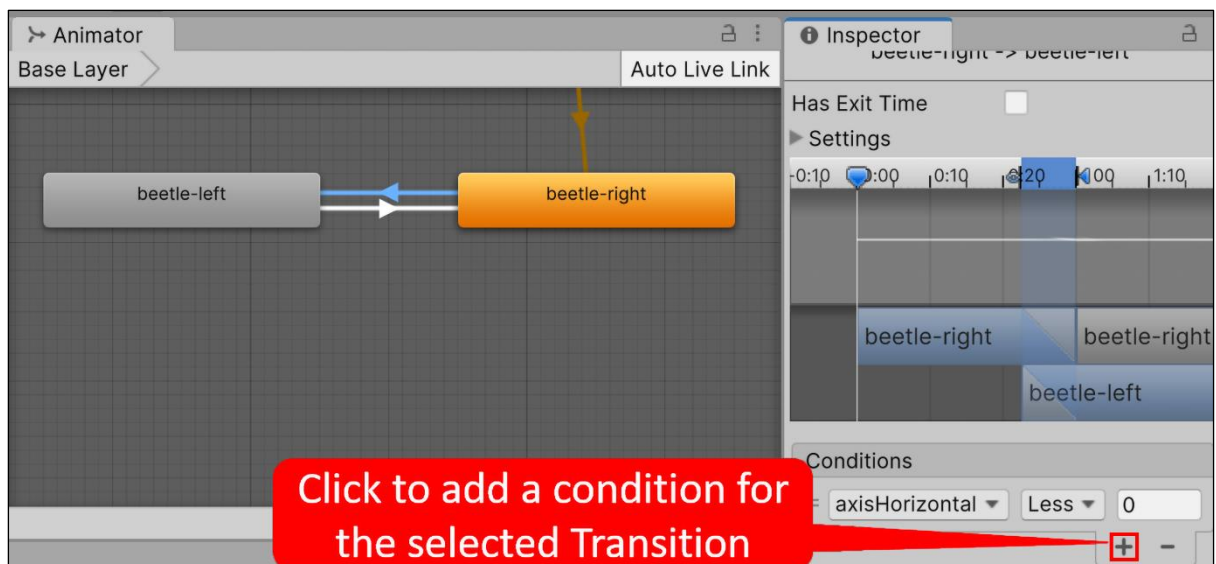
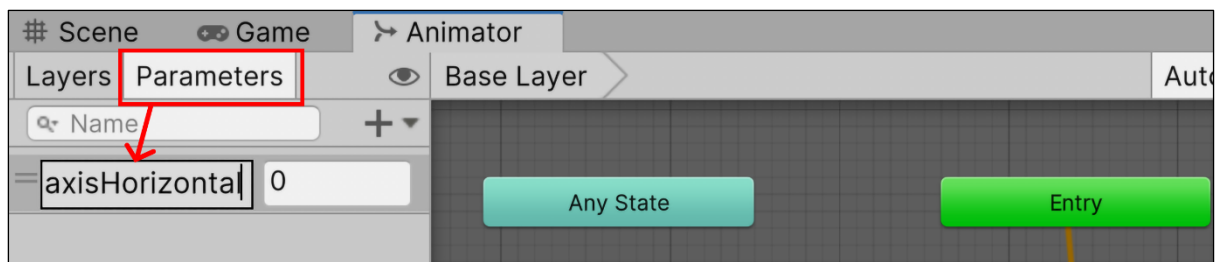


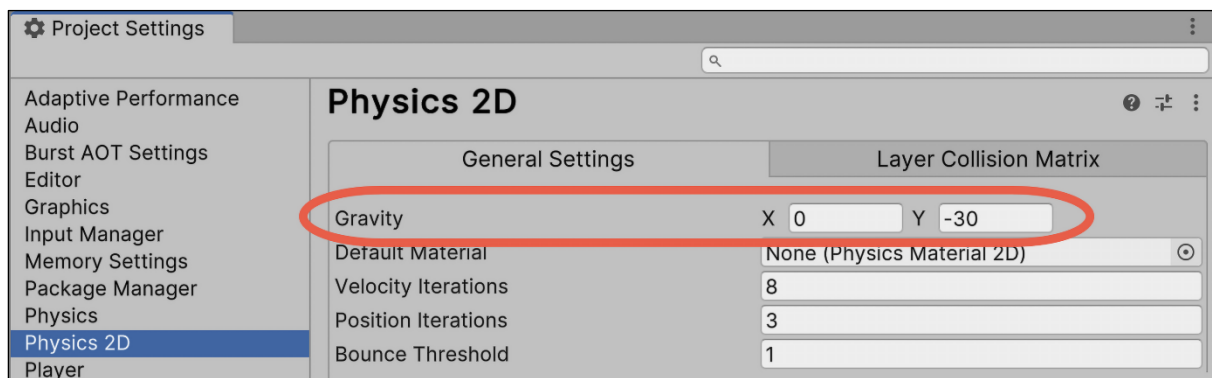
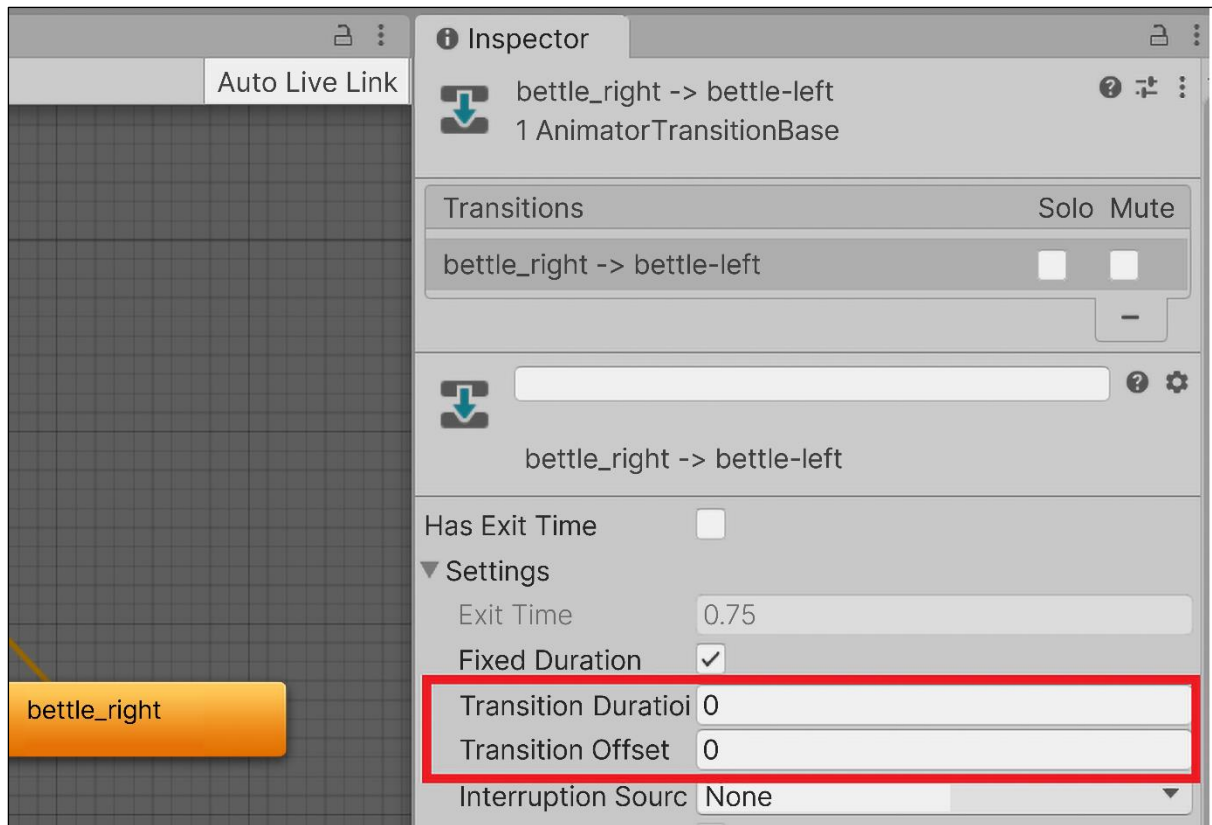
Chapter 8: 2D Animation and Physics

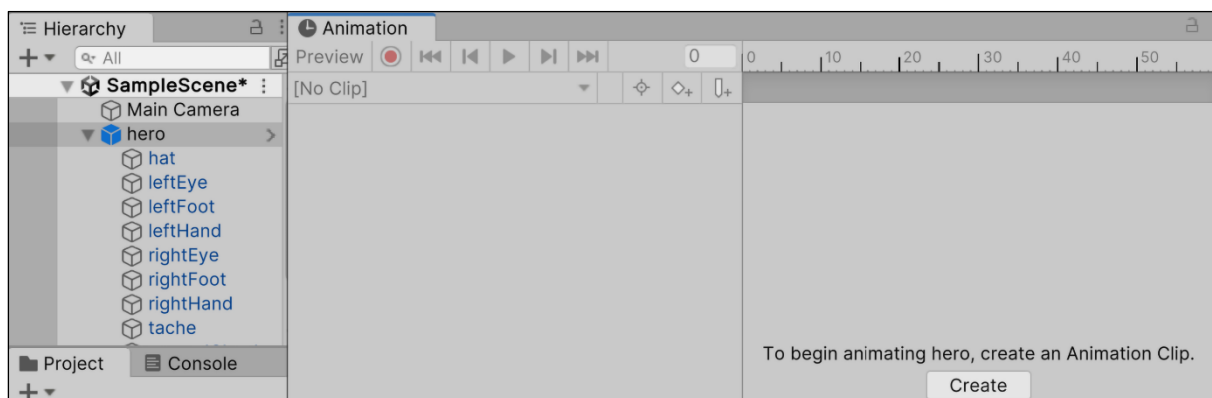
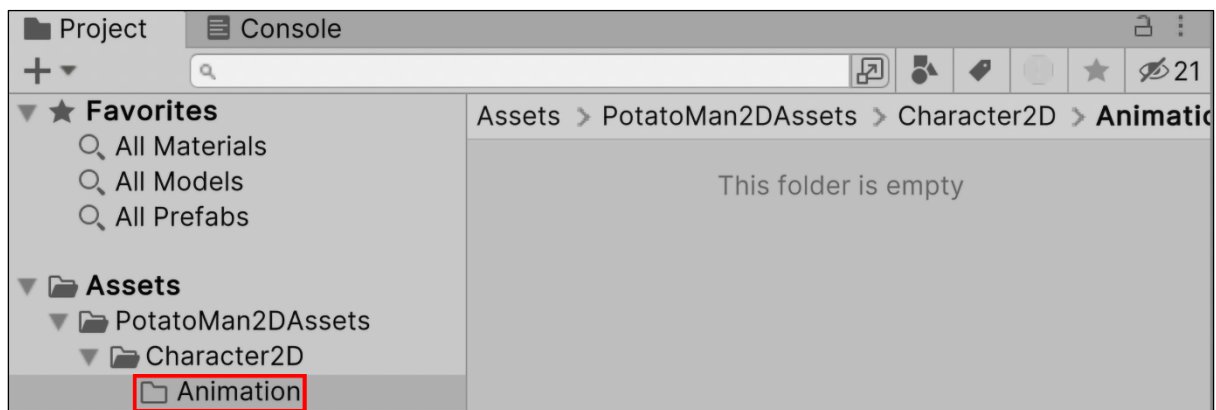
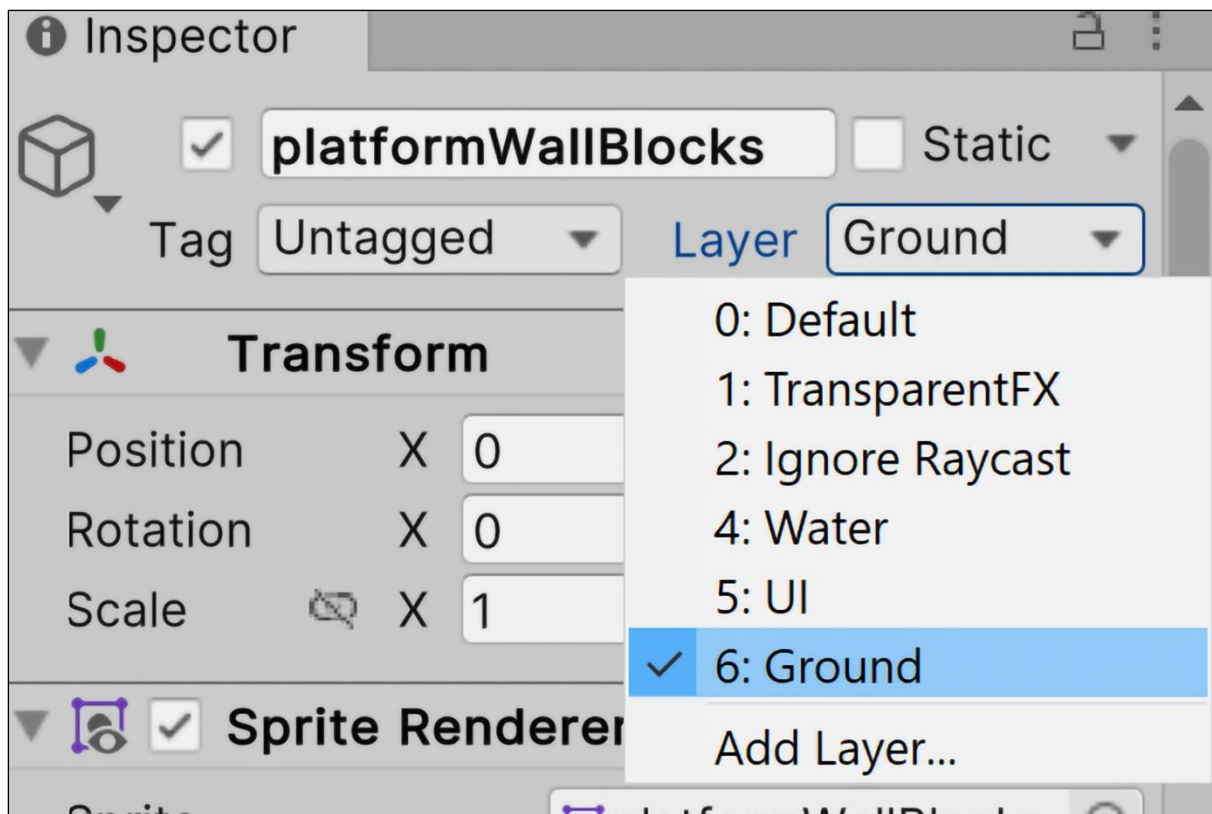


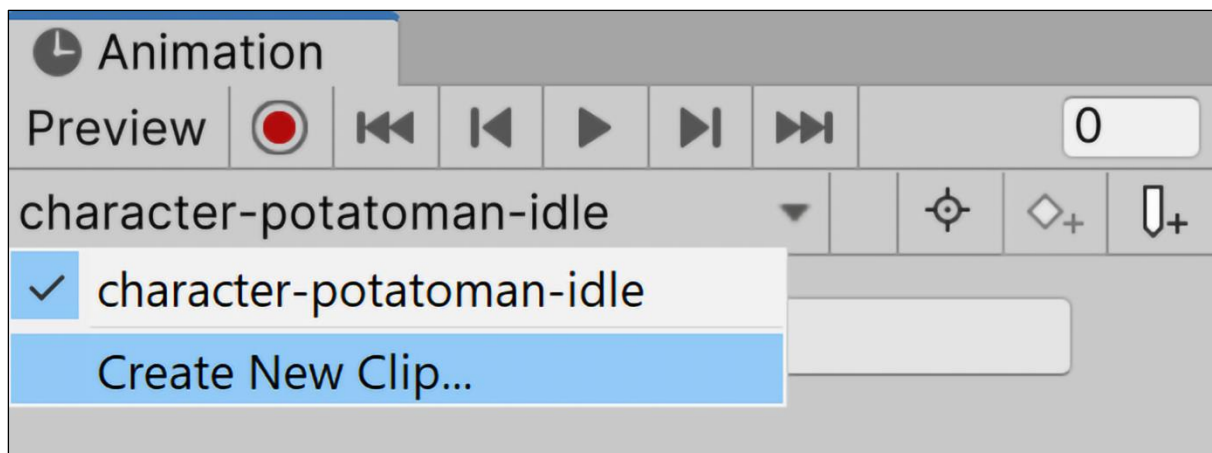
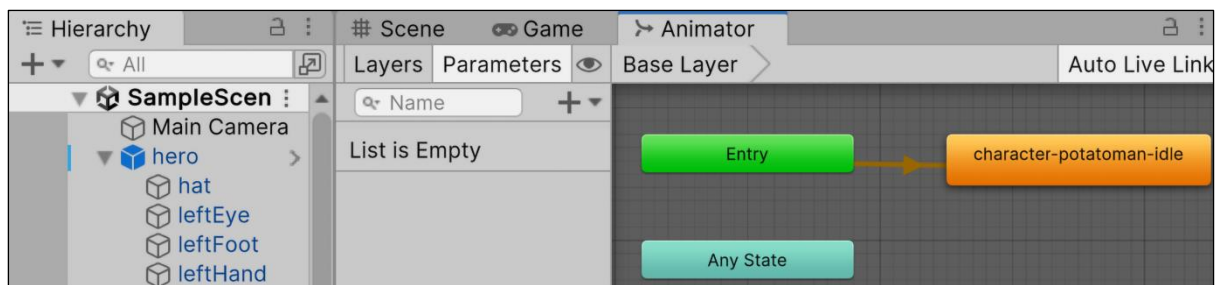
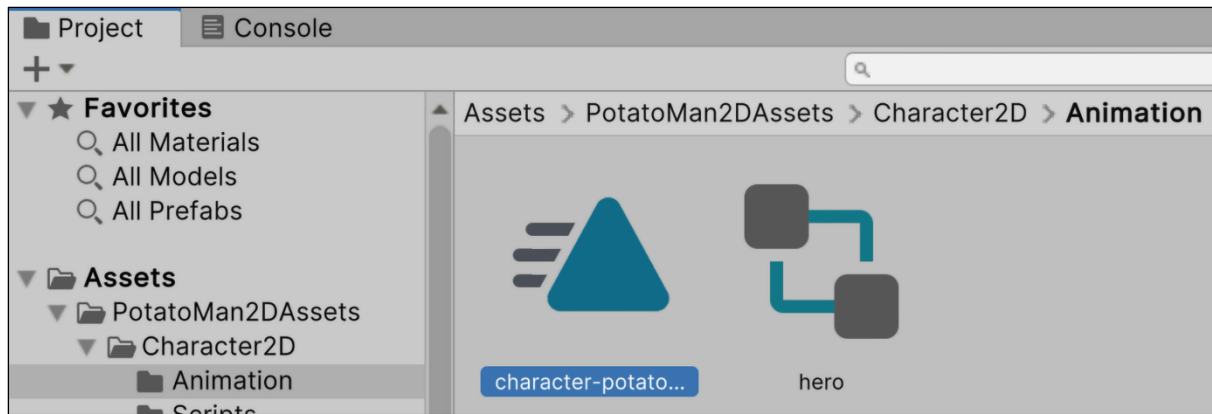


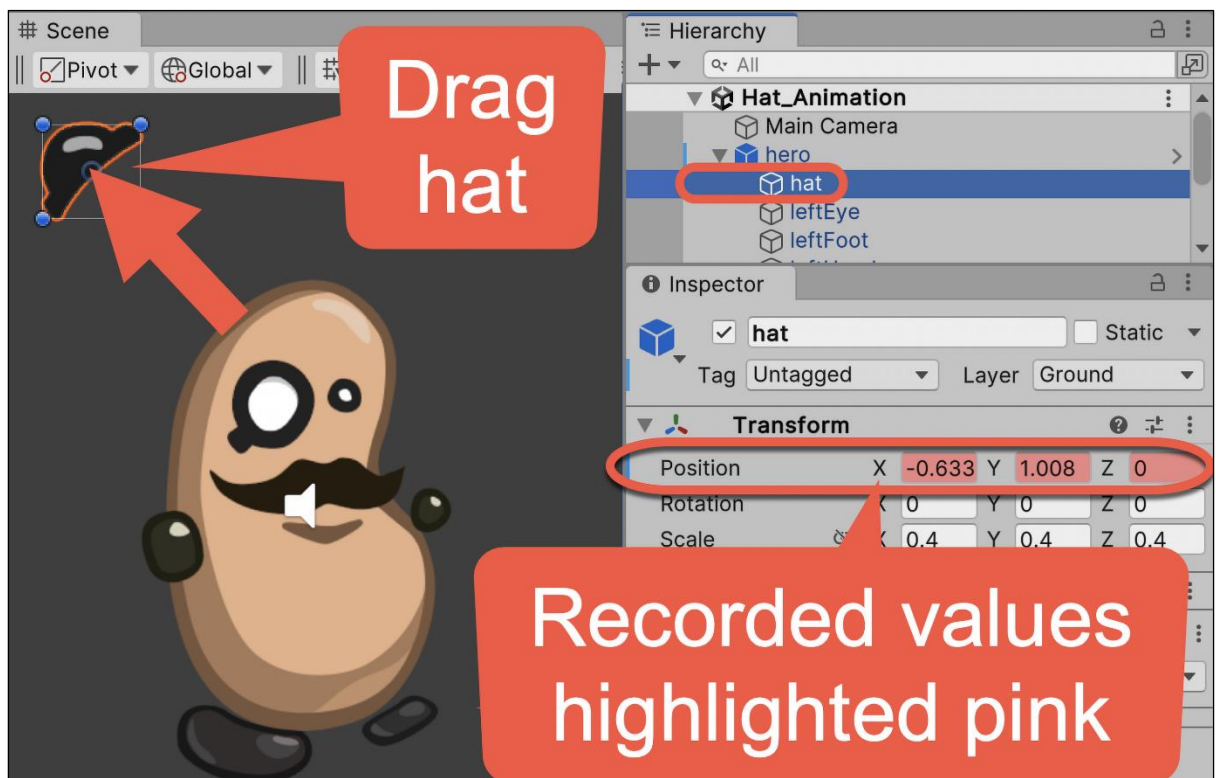
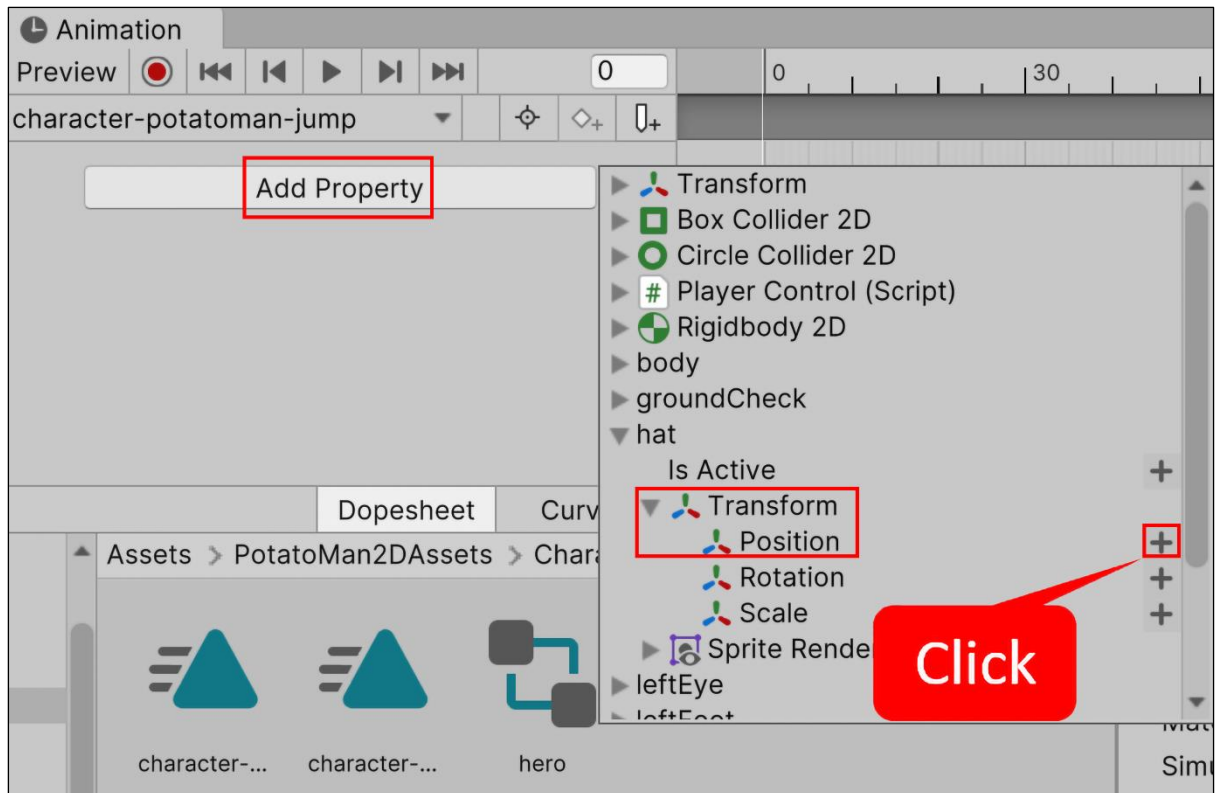


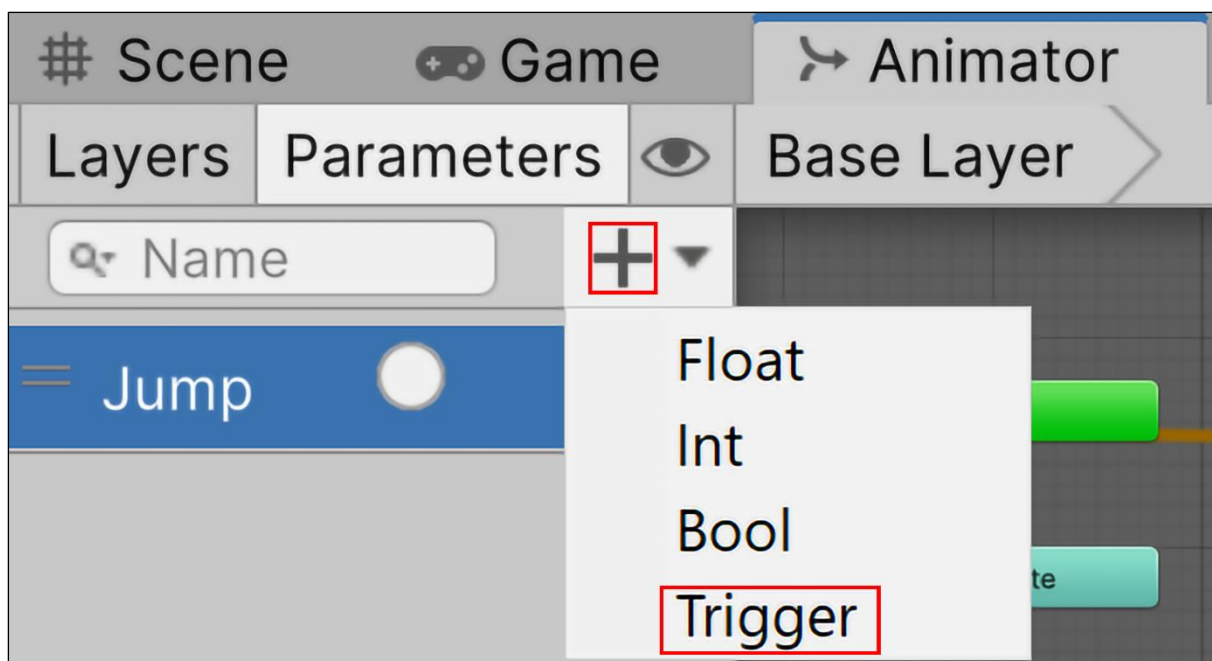
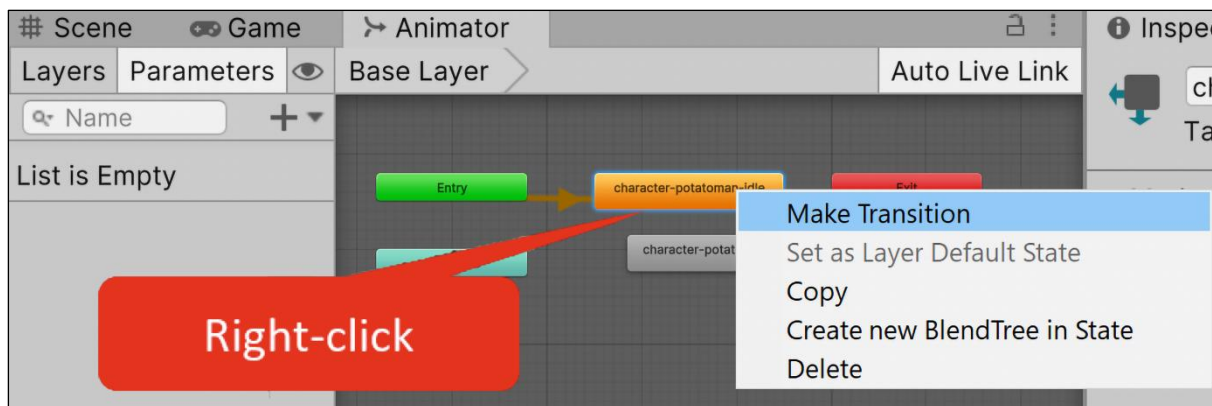
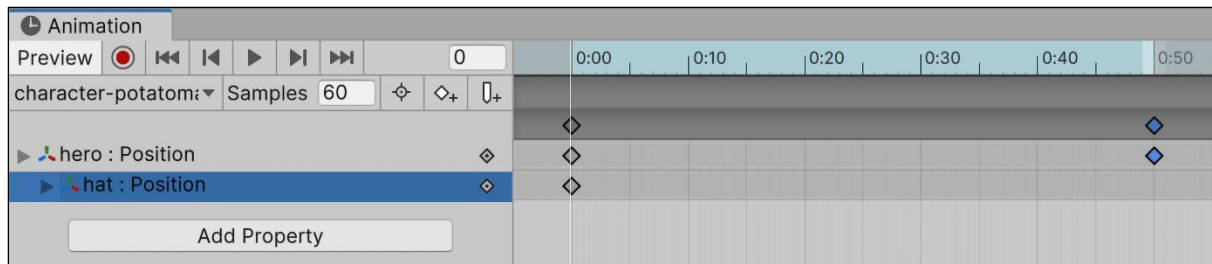


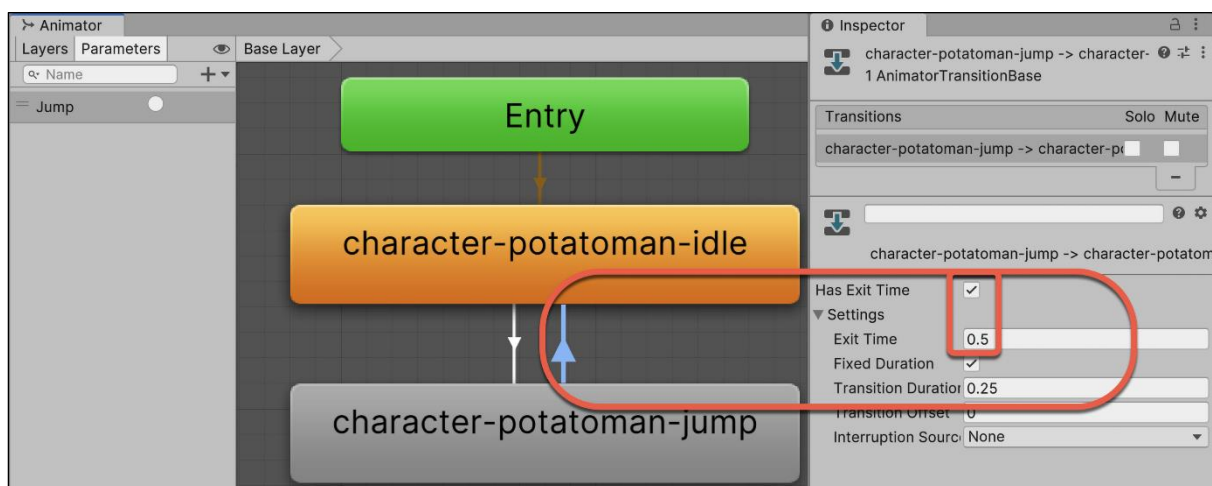
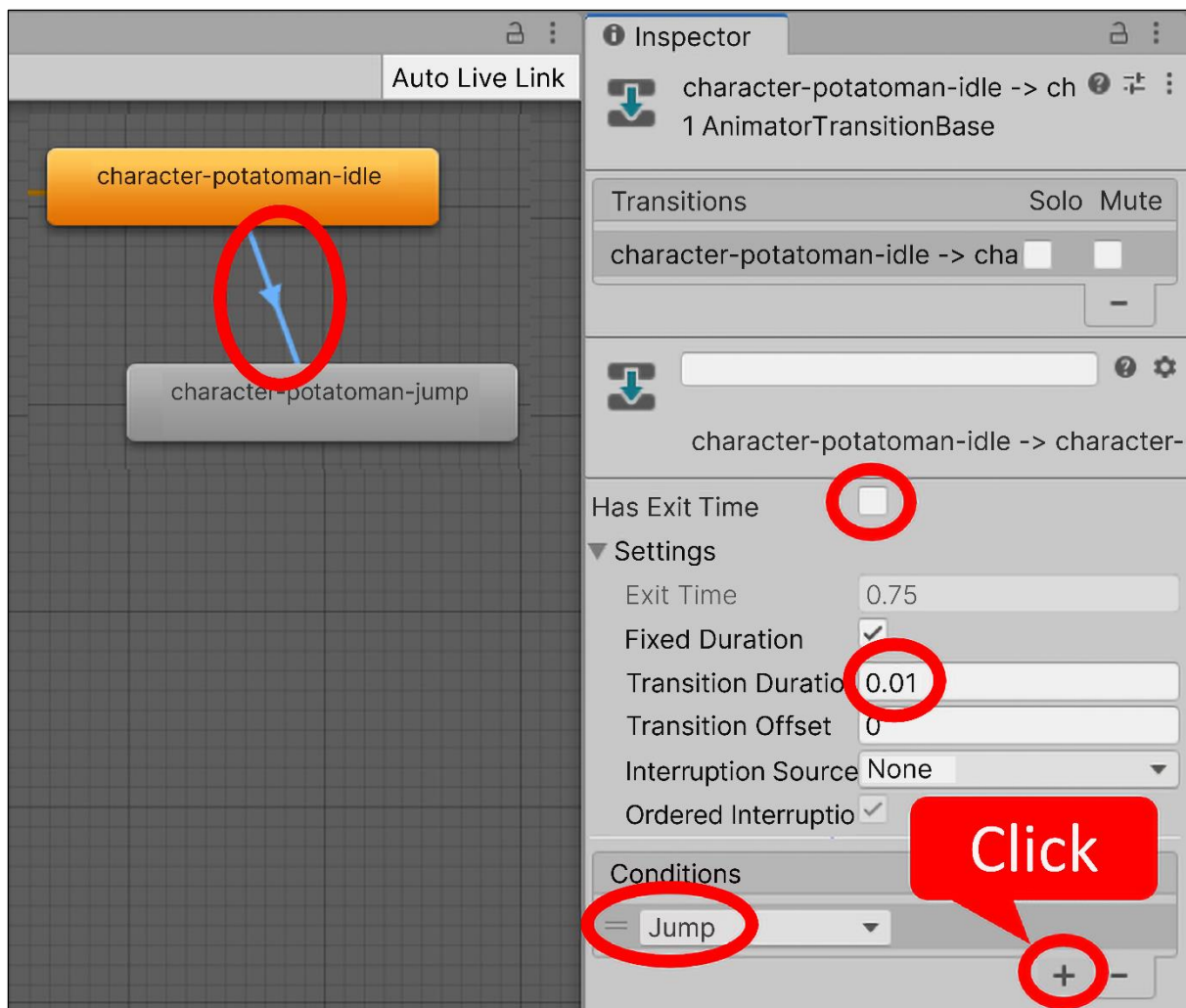






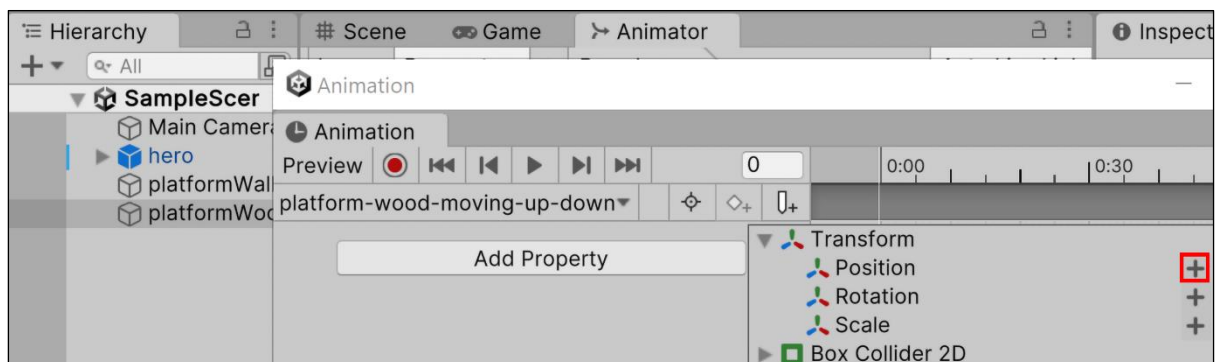
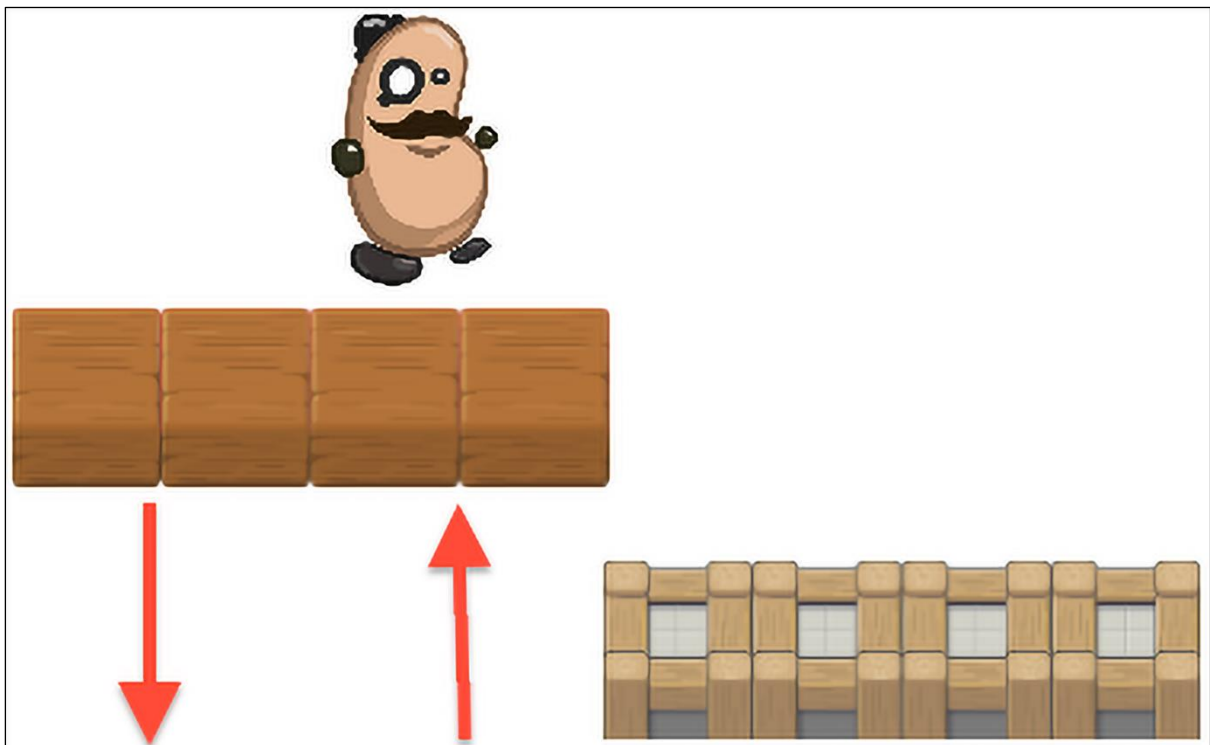


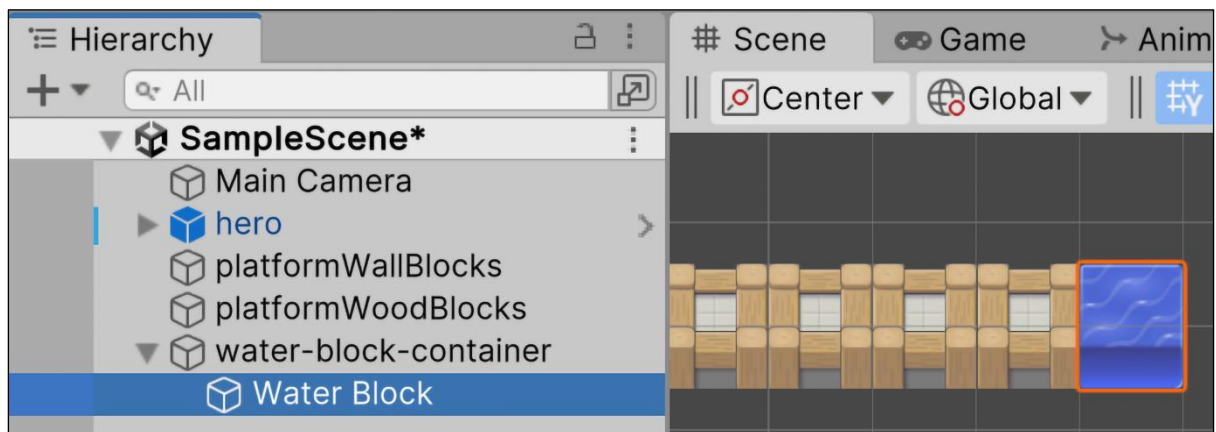
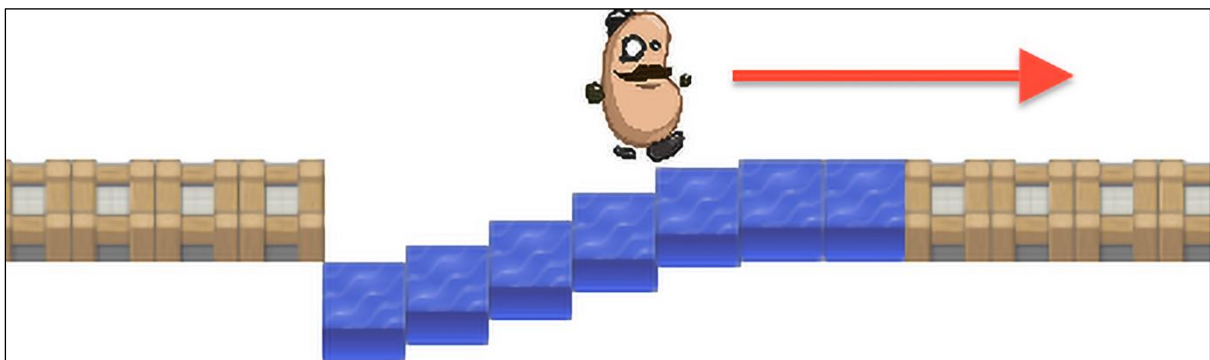
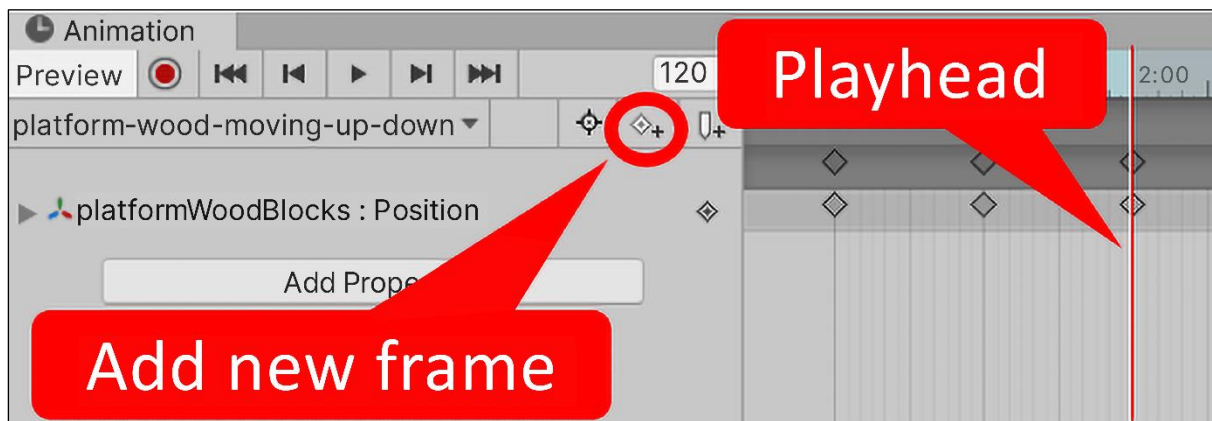


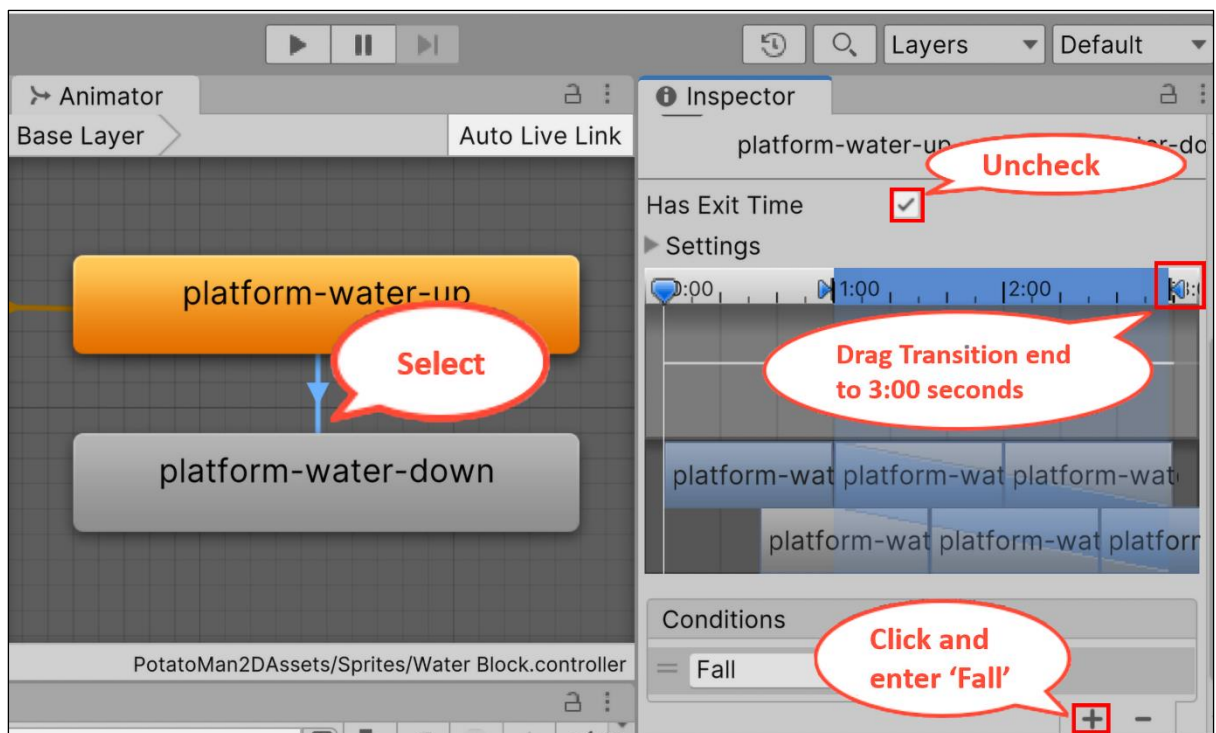
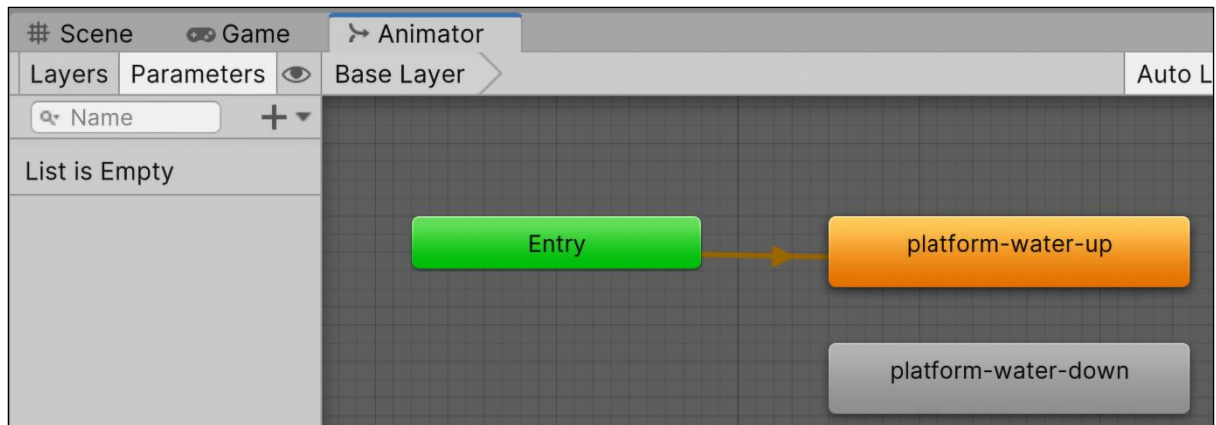


```
C# PlayerControl.cs — Scripts


68
69 // If the player should jump...
70 if(jump)
71 {
72     // Set the Jump animator trigger parameter.
73     anim.SetTrigger("Jump");
74
75     // Add a vertical force to the player.
76     GetComponent<Rigidbody2D>().AddForce(new Vector2(0f, jump
77
78     // Make sure the player can't jump again until the jump
Update are satisfied.
79     jump = false;
80 }
```







▶ ☒ **Box Collider 2D** ? ⇅ ⋮

▶  ☒ **Animator** ? ⇅ ⋮

▼ ☒ **Box Collider 2D** ? ⇅ ⋮

Edit Collider

Material ⓘ

Is Trigger ☒

Used By Effector ☐

Auto Tiling ☐

Composite Operation ▼

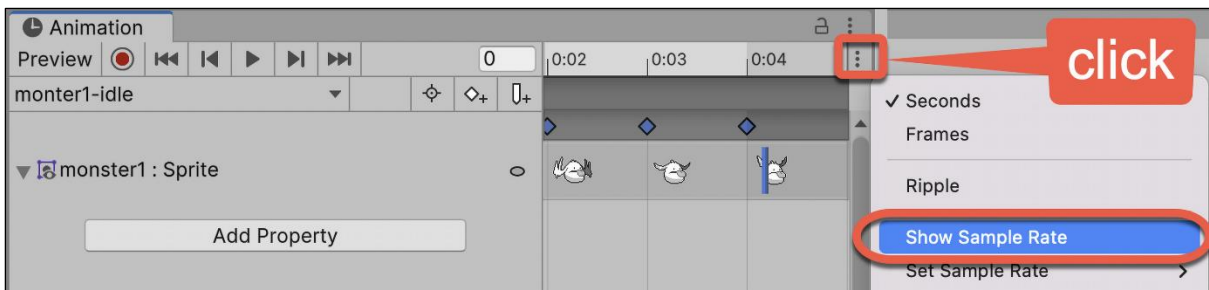
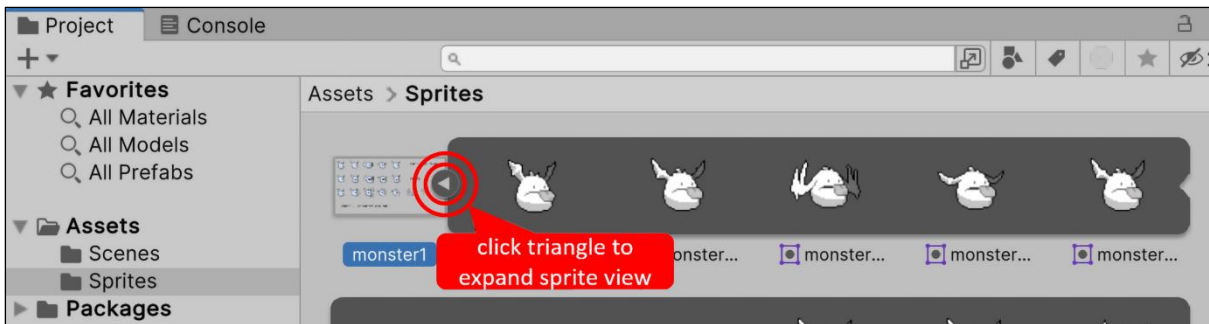
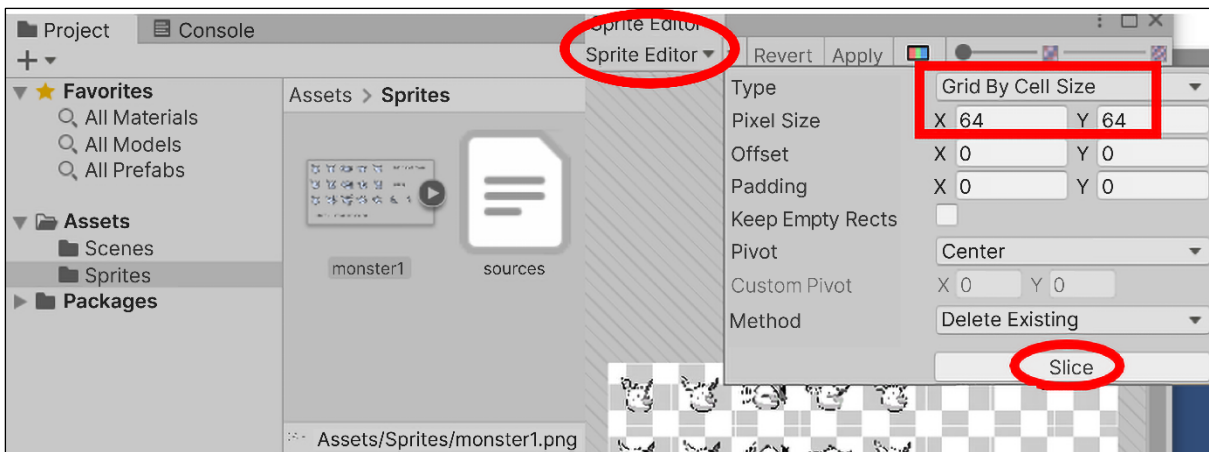
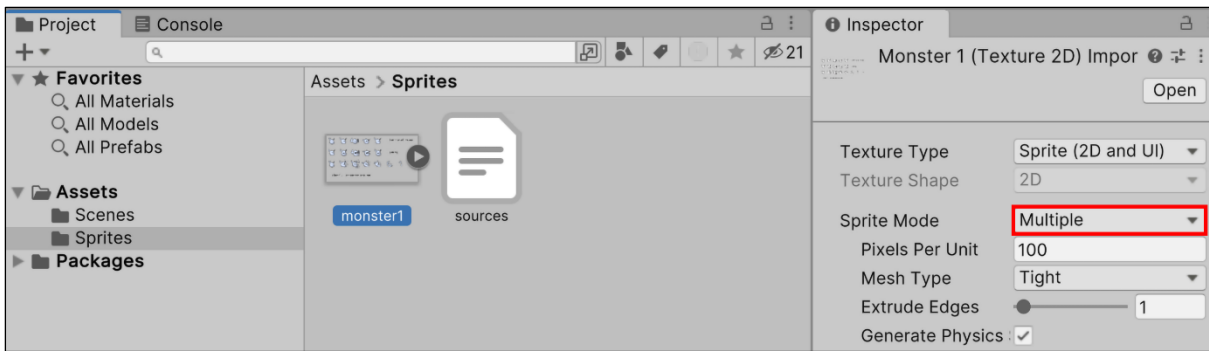
Offset

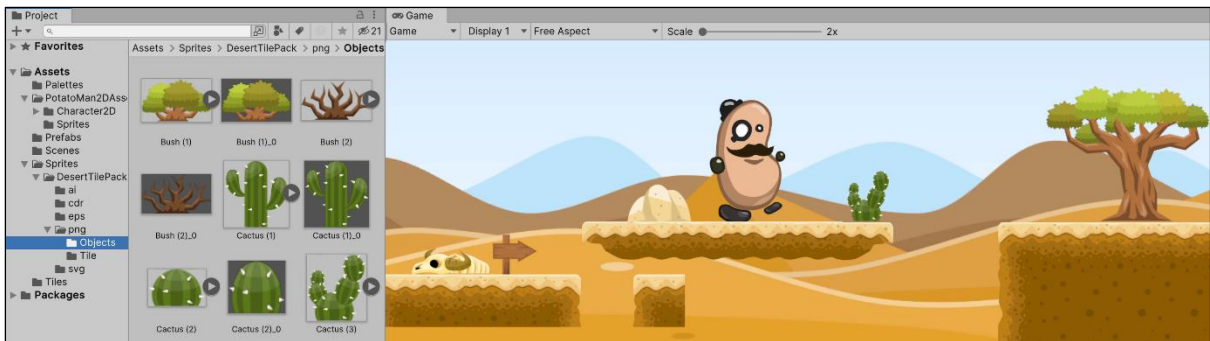
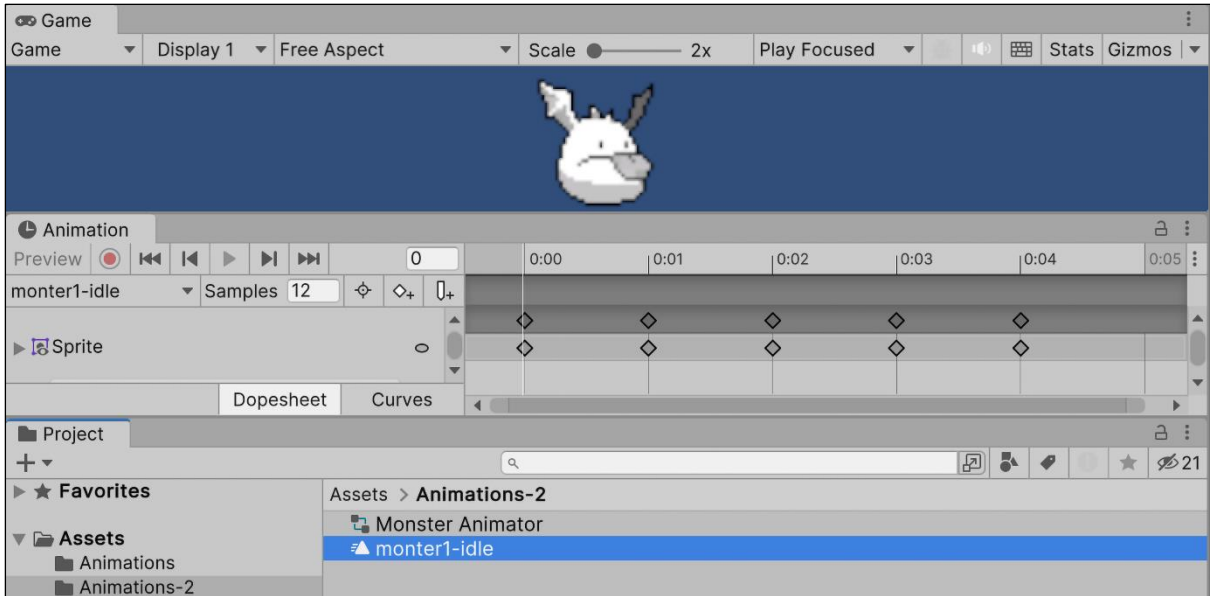
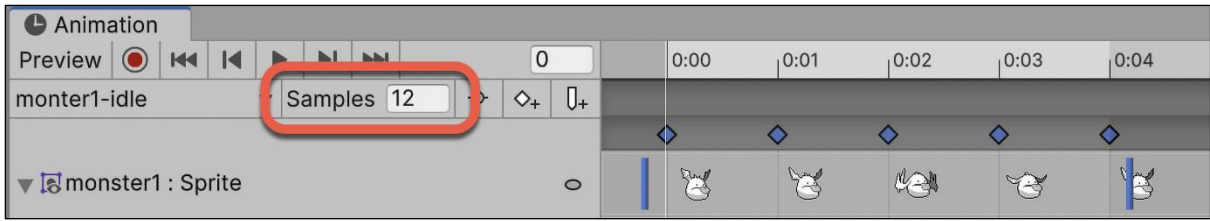
X Y

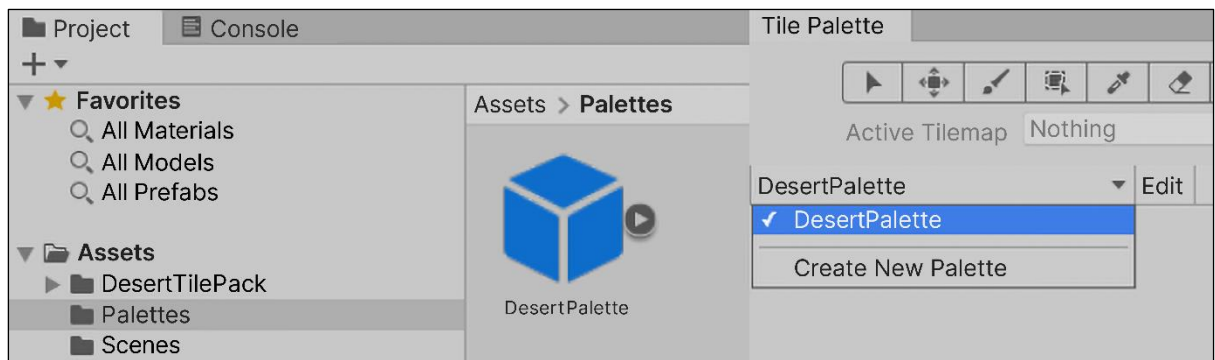
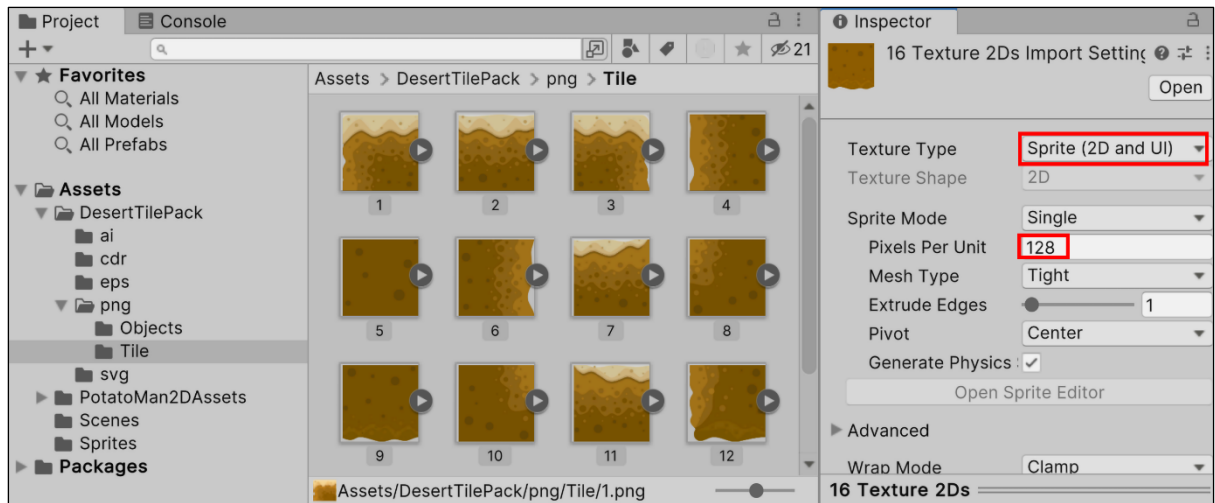
Size

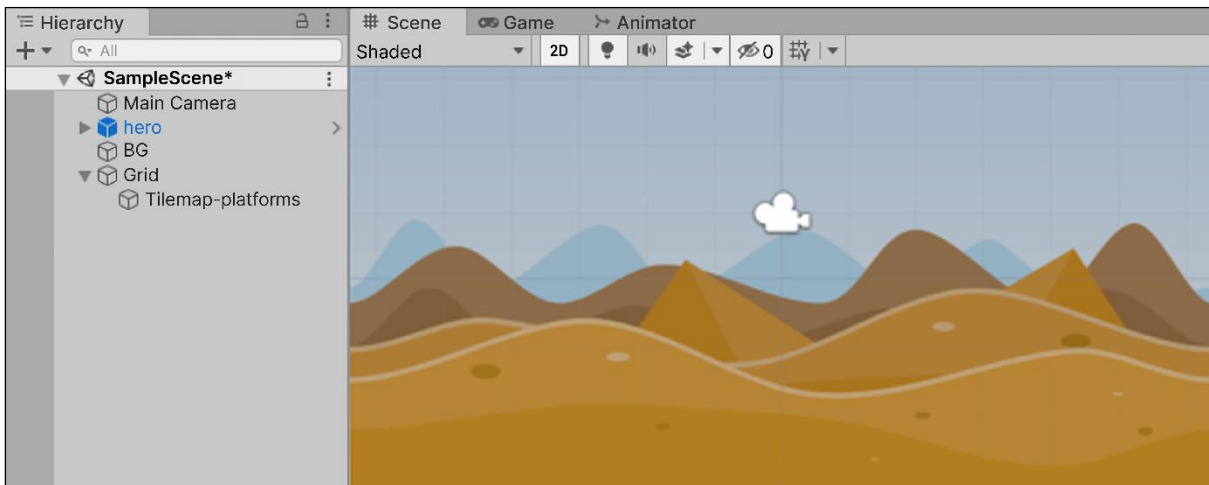
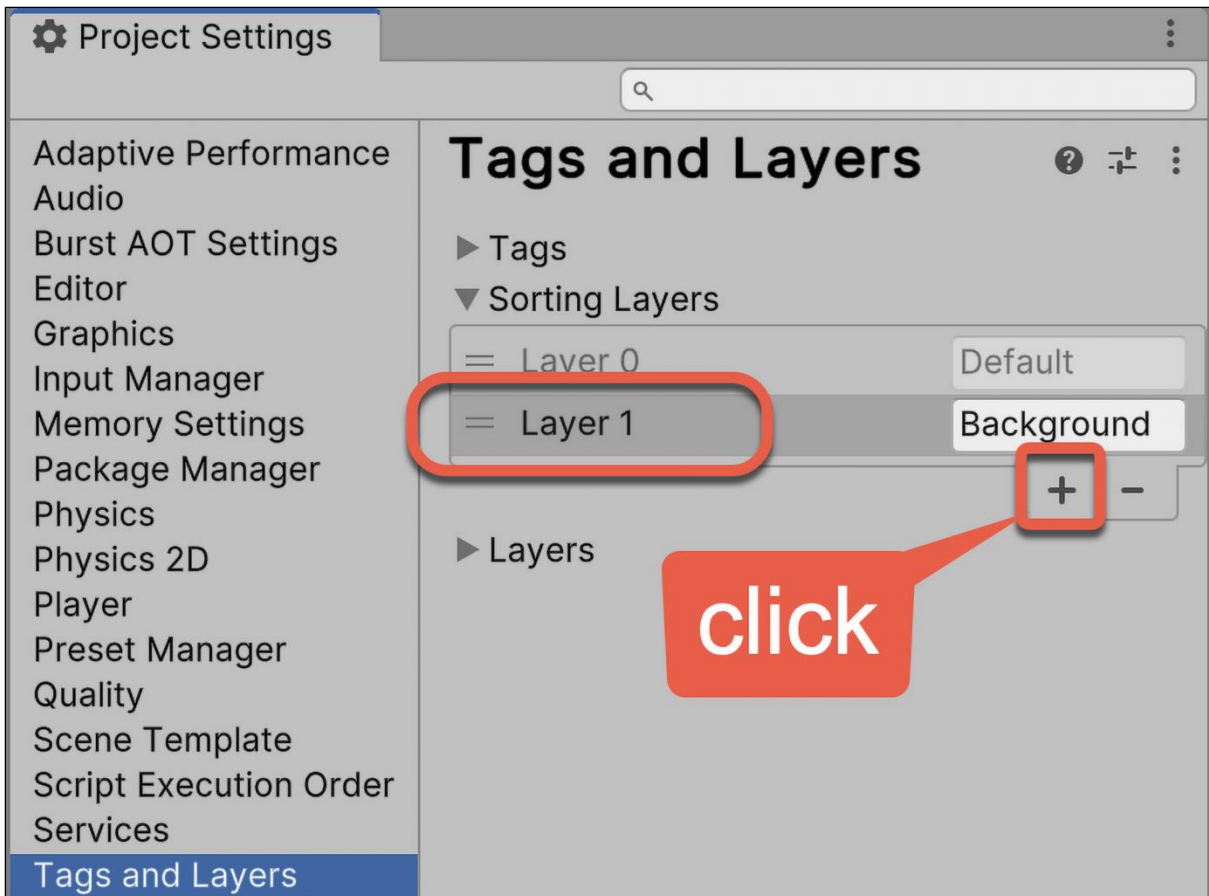
X Y

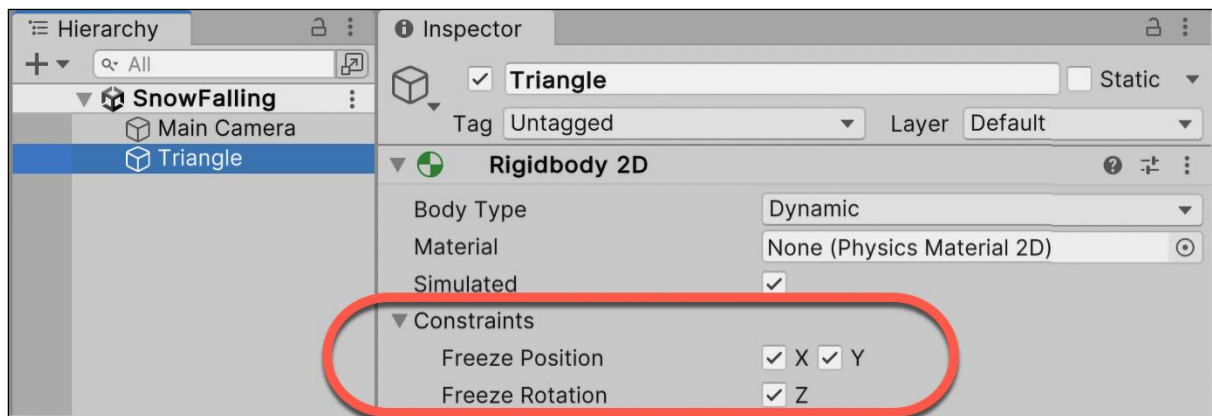
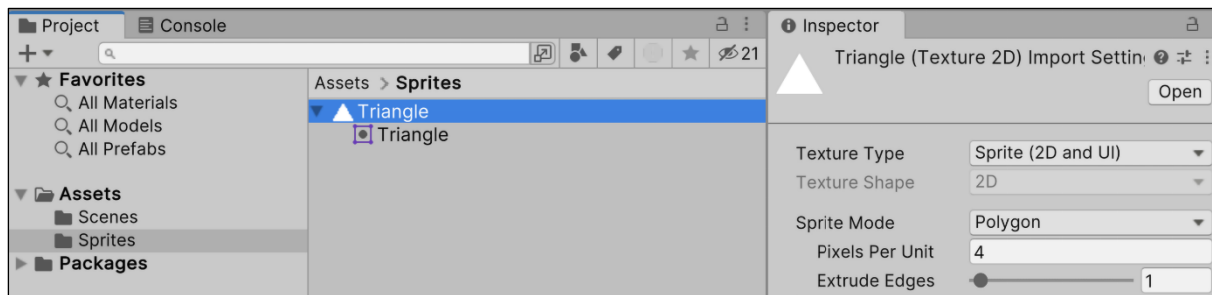
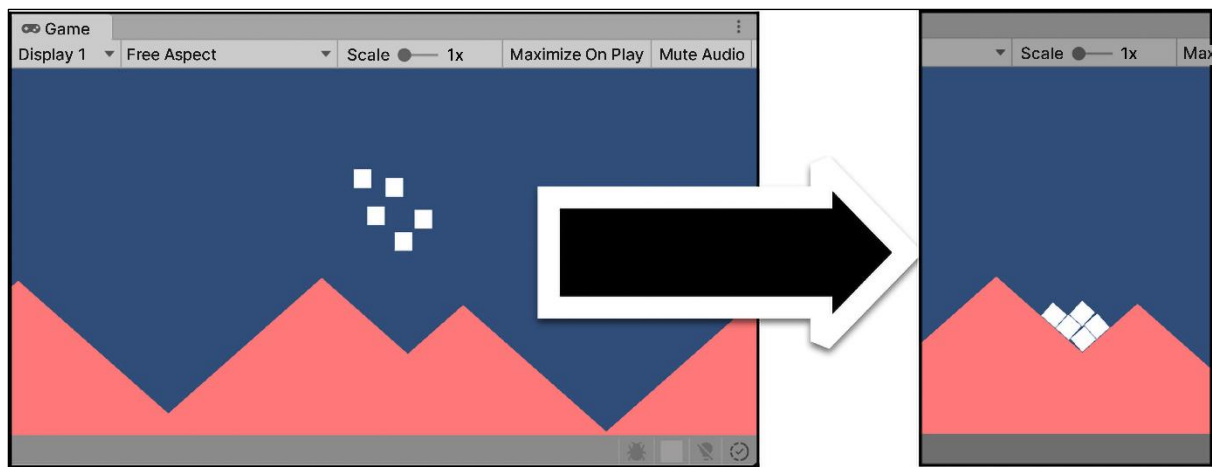
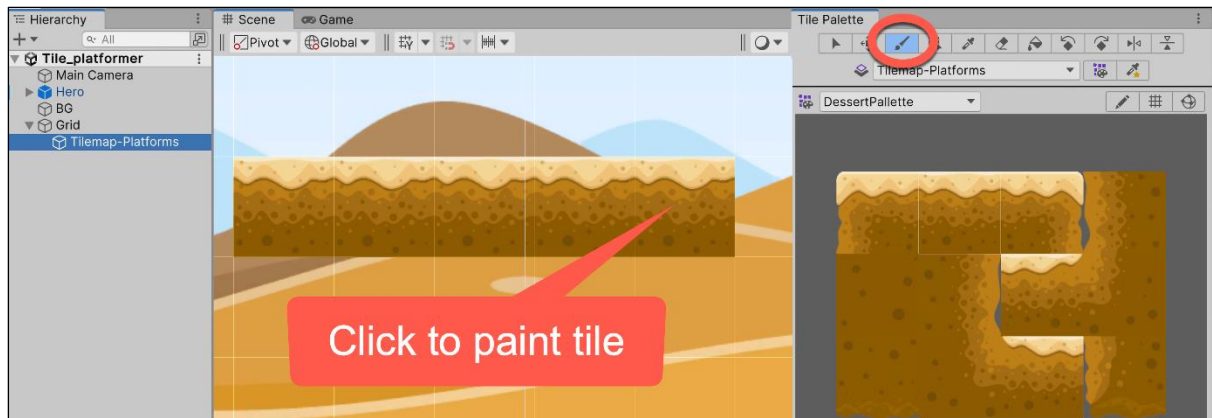


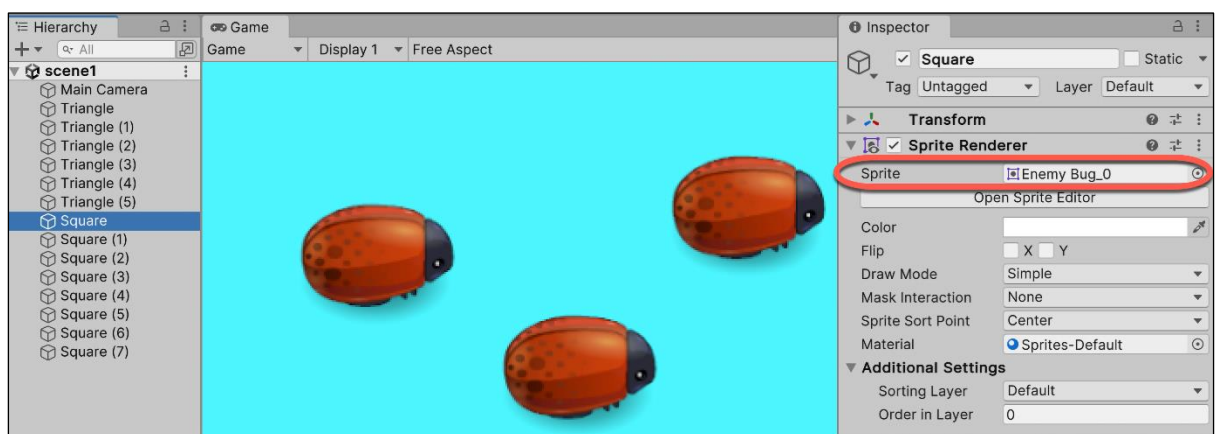
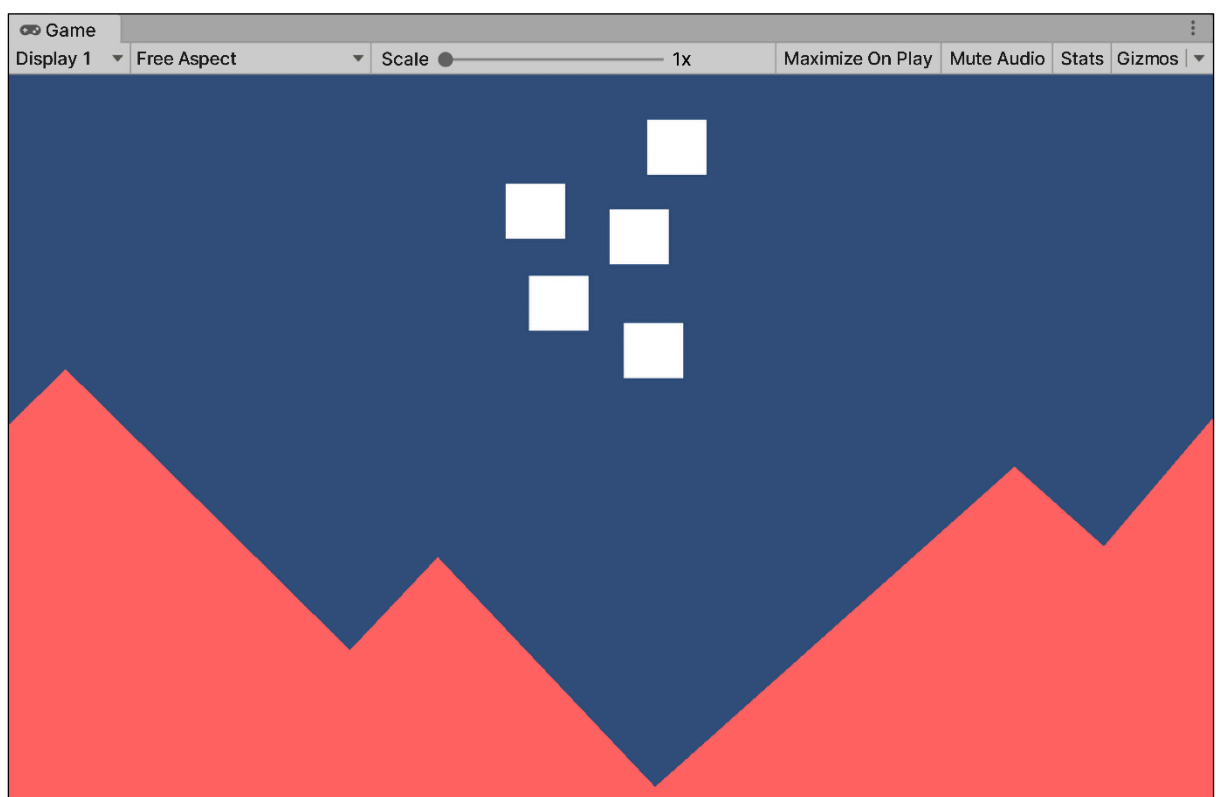
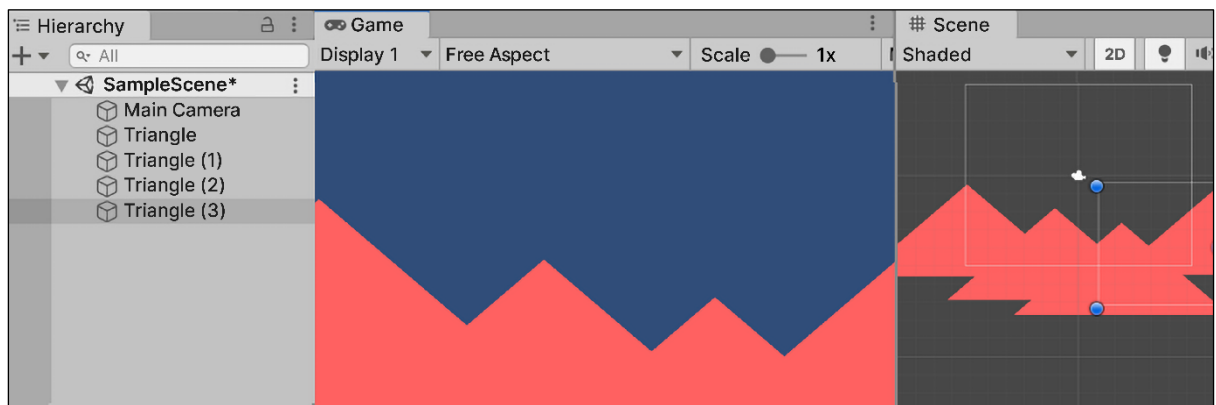


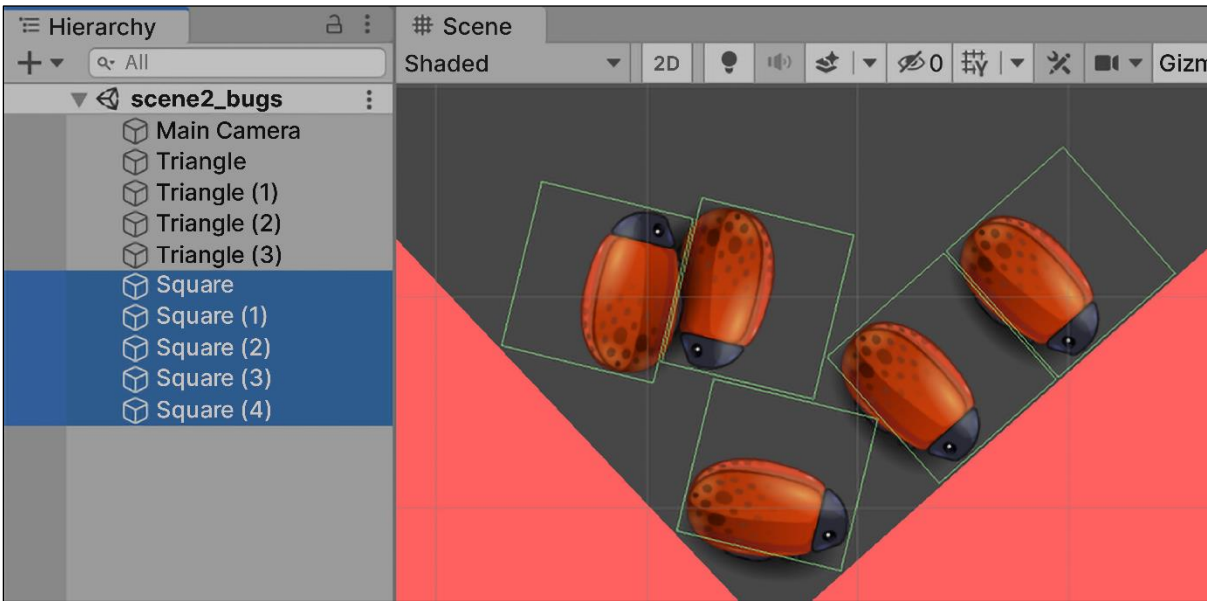
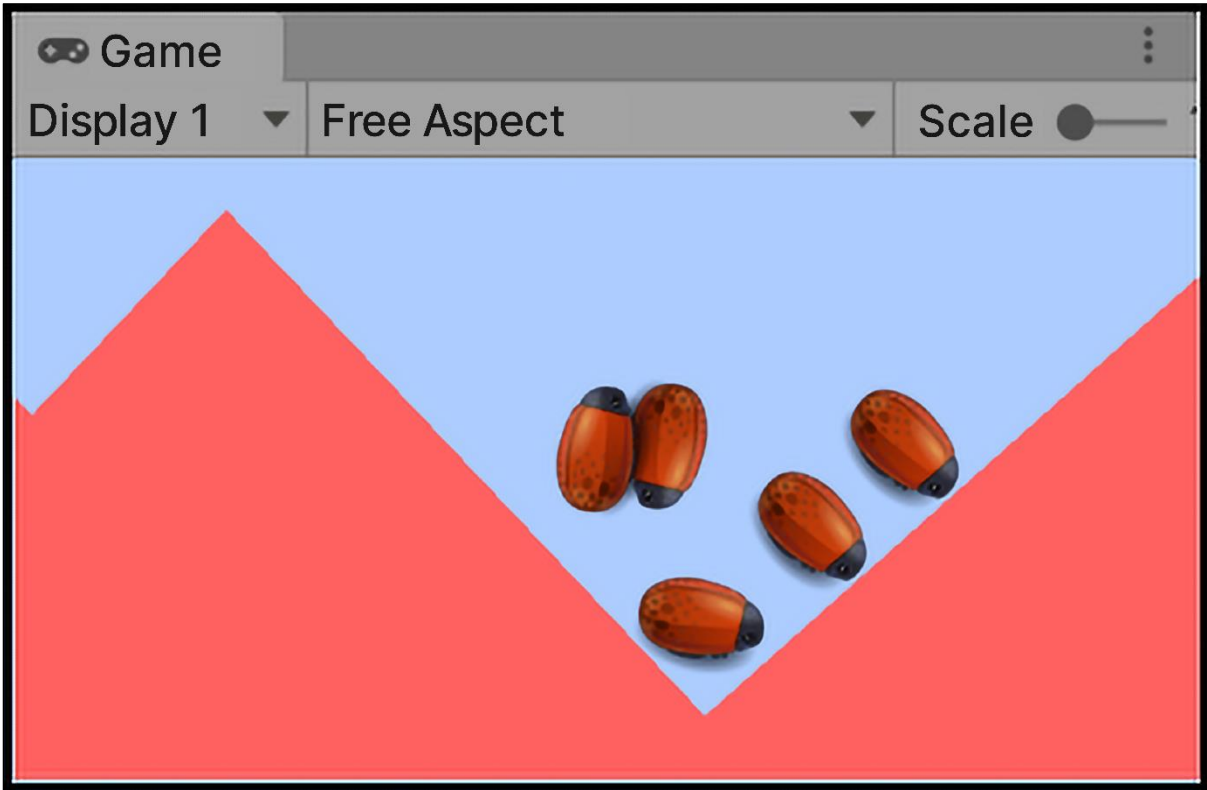


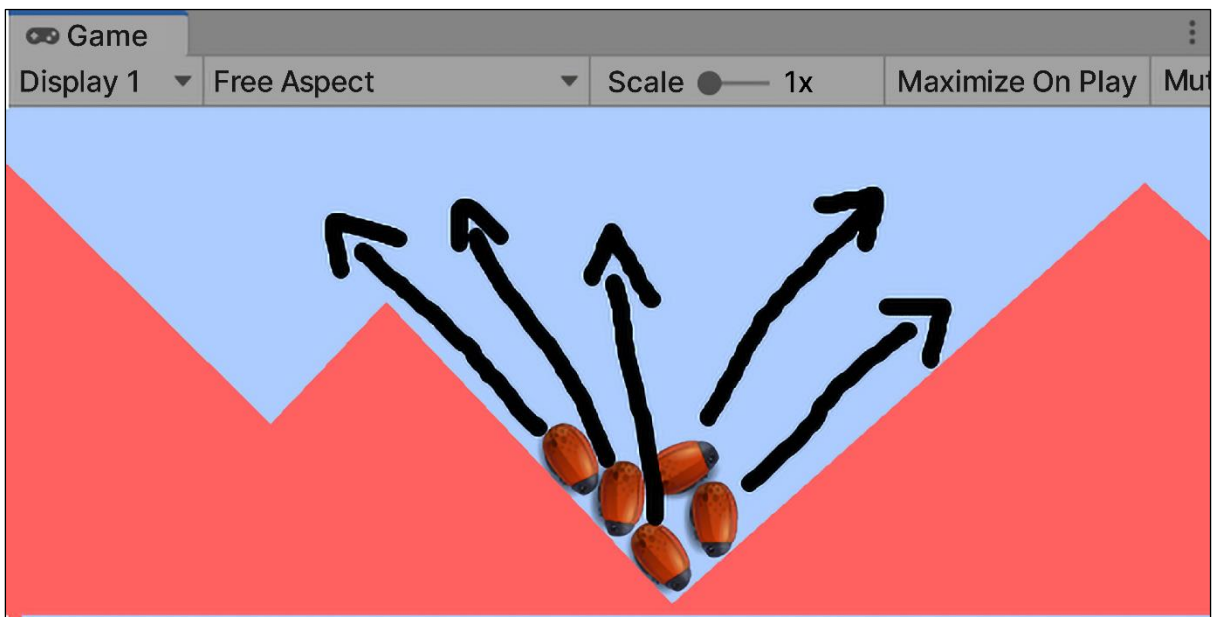
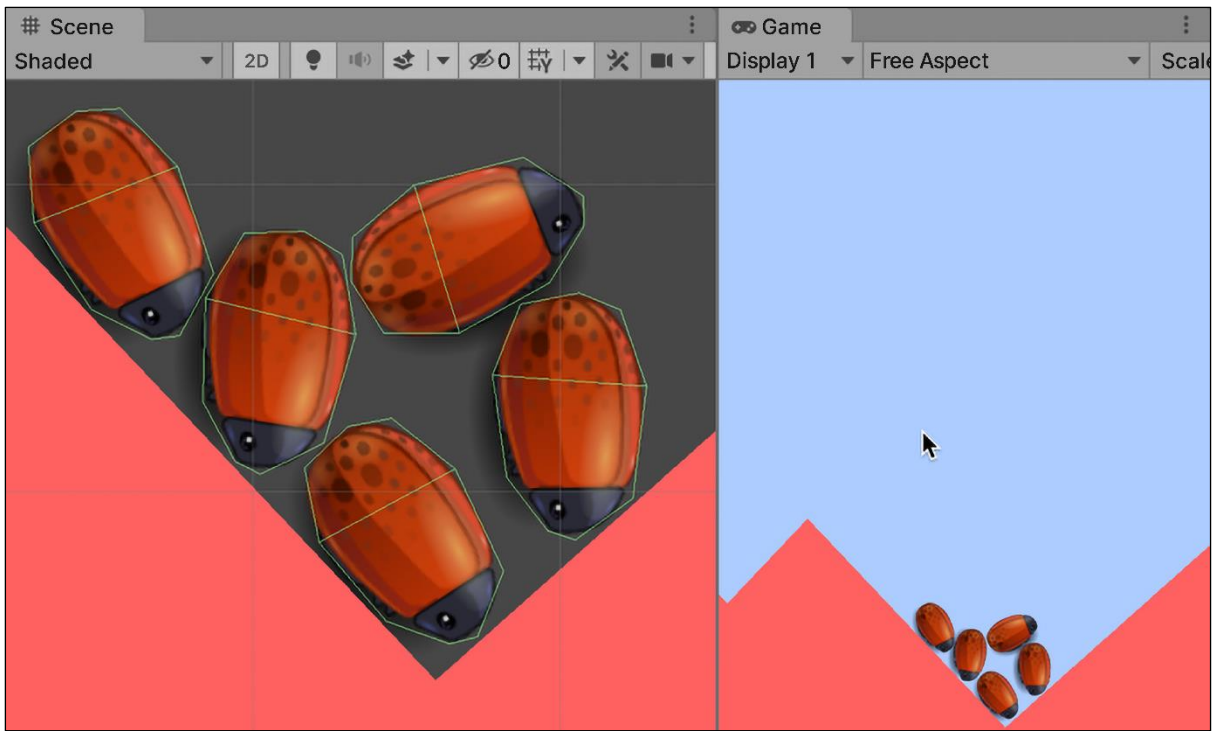


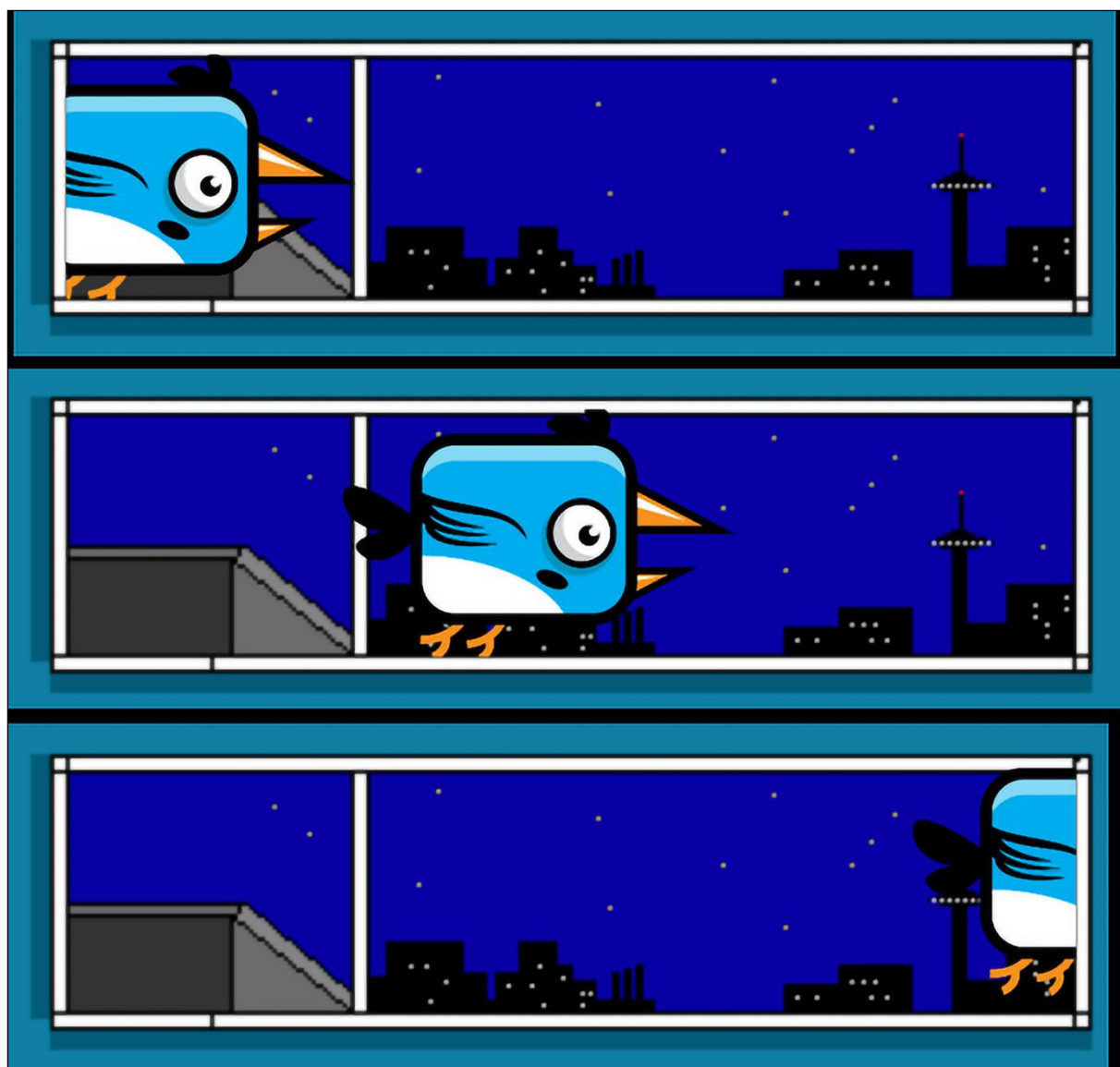
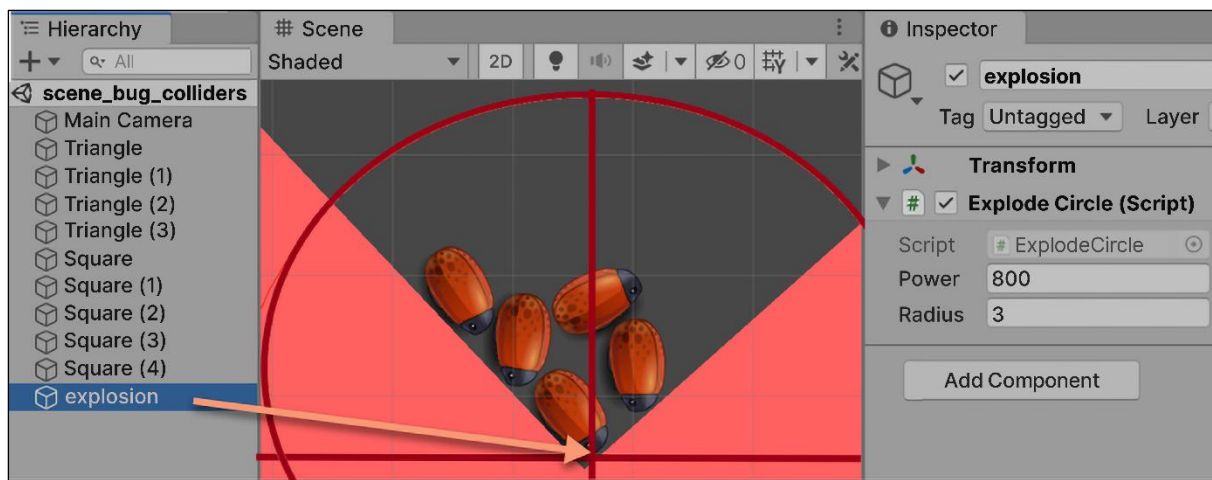


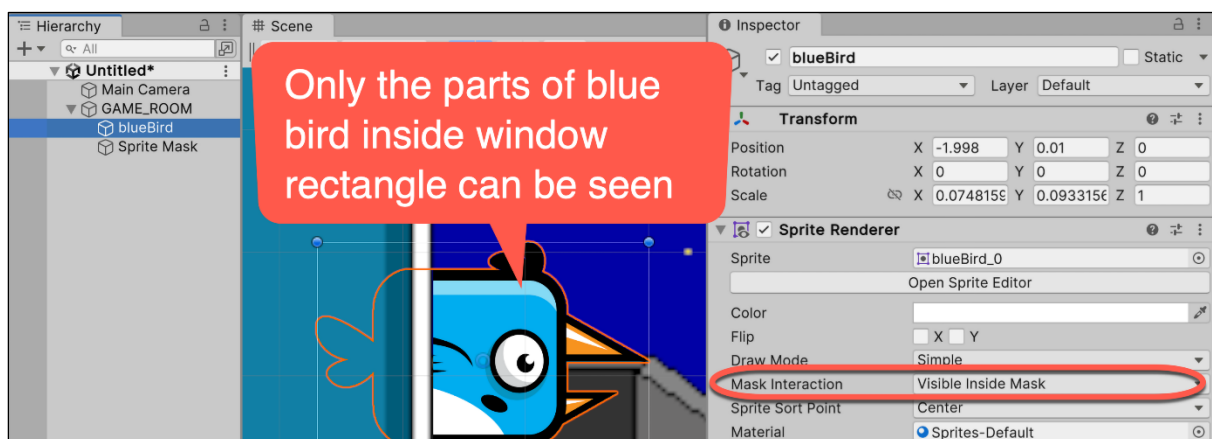
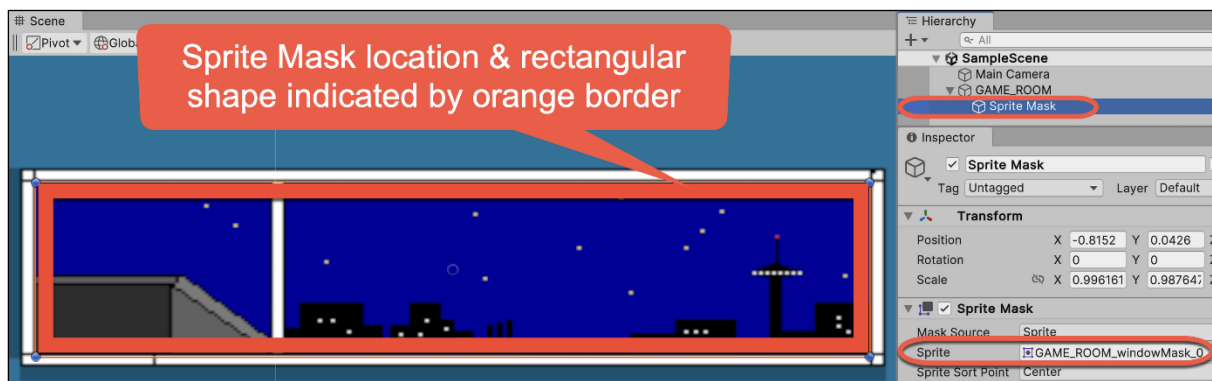
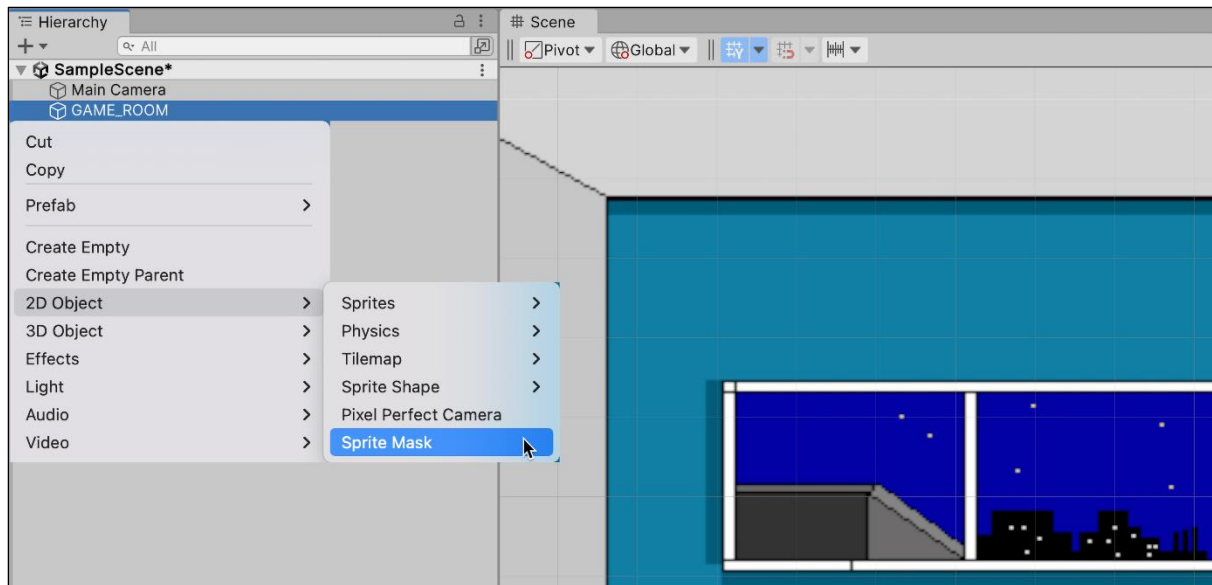


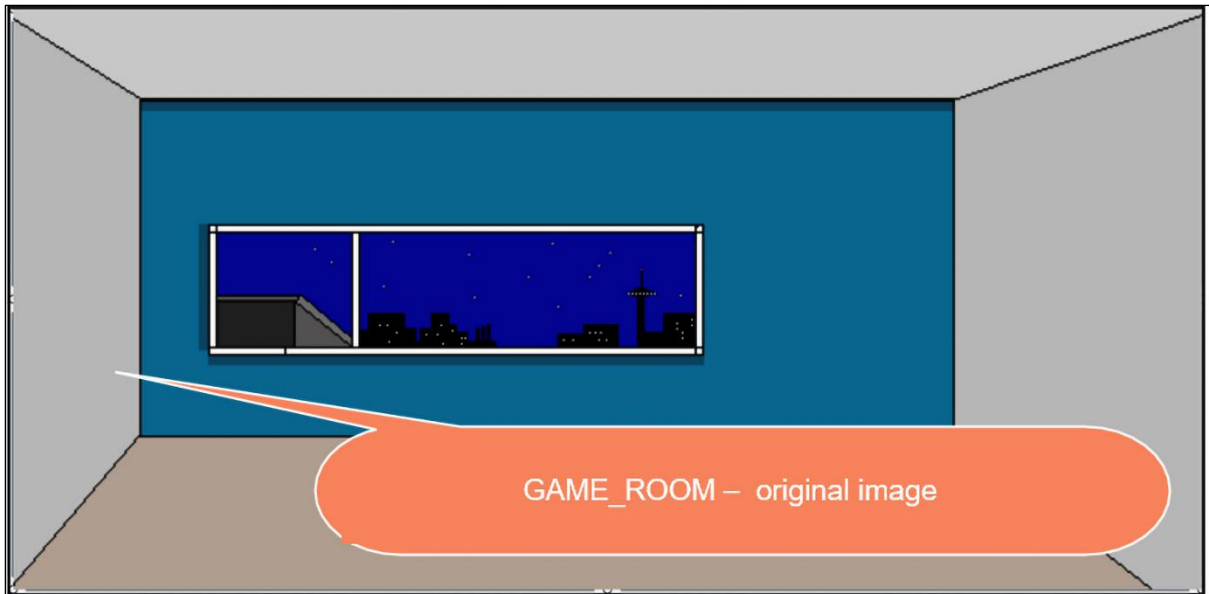




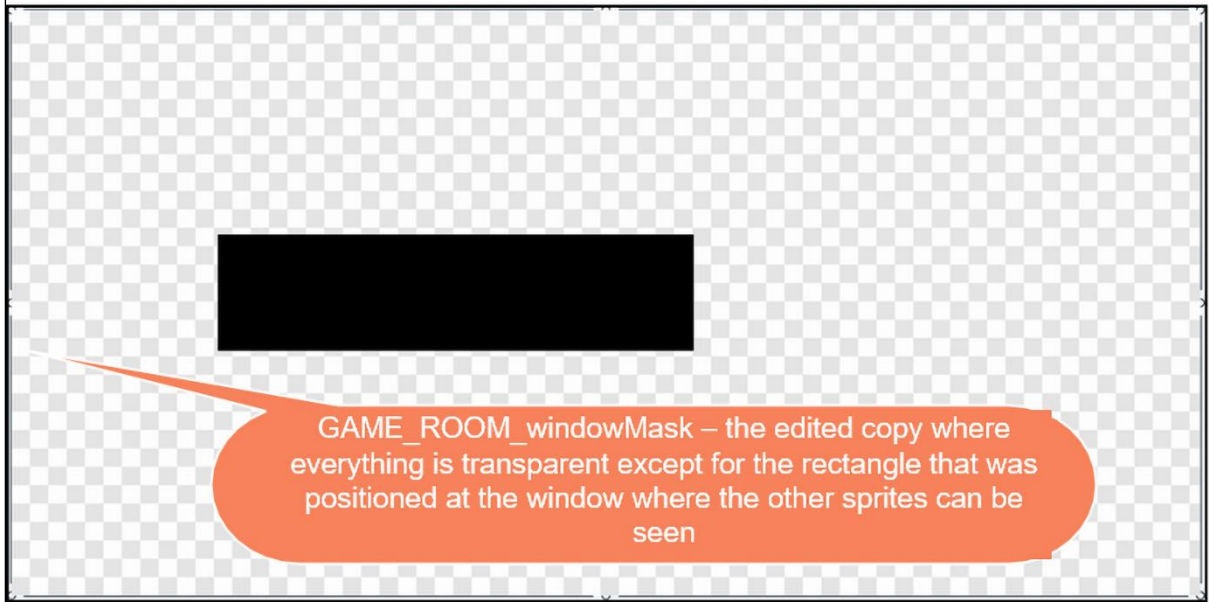






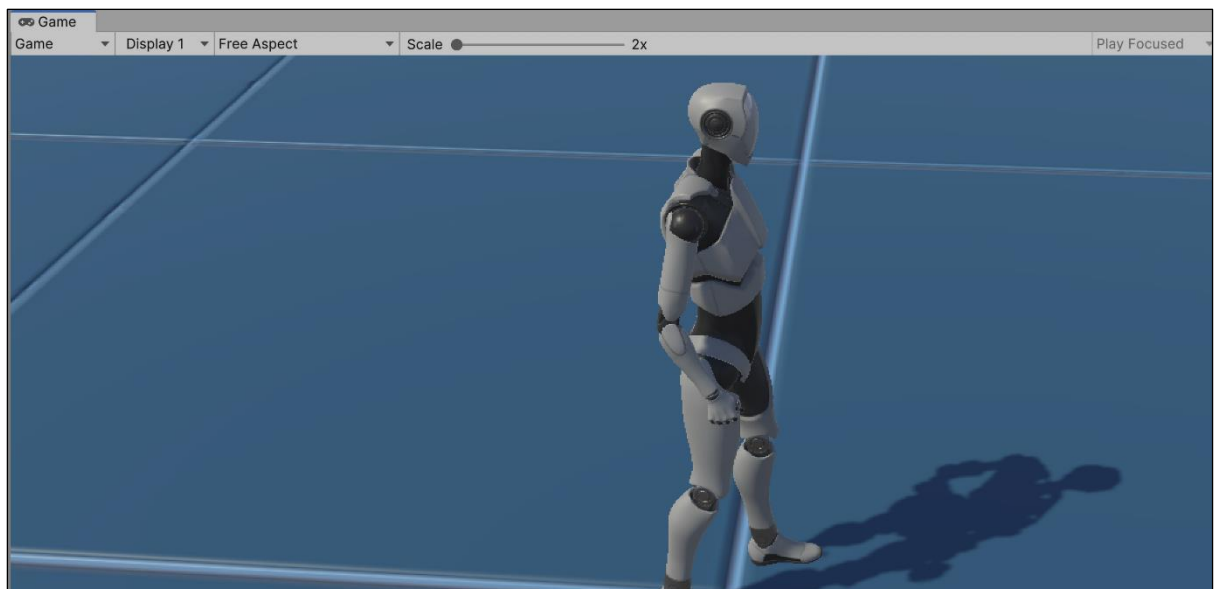
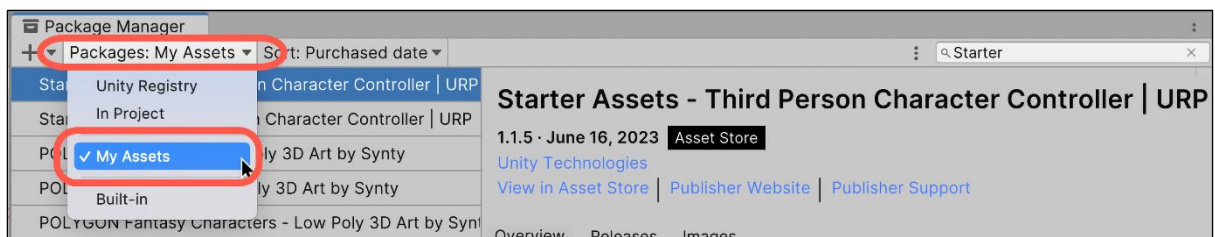
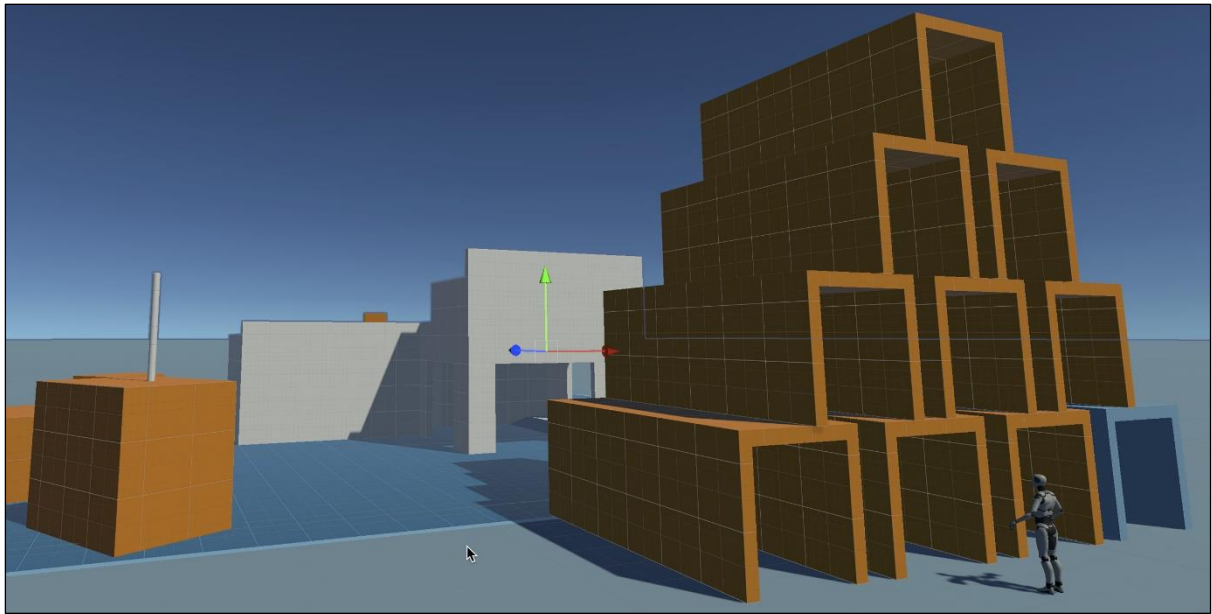


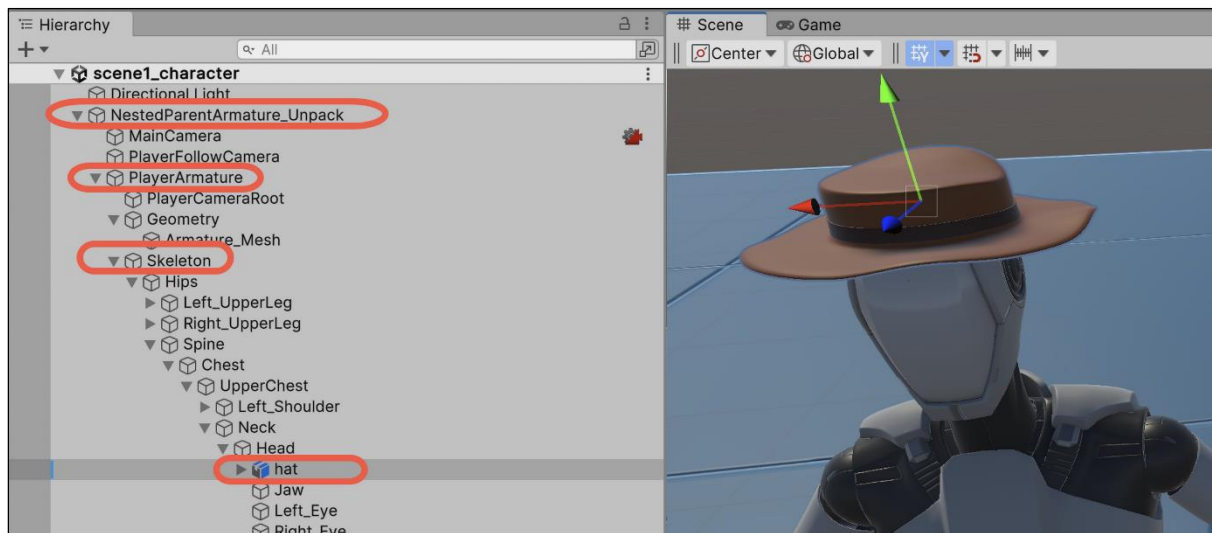
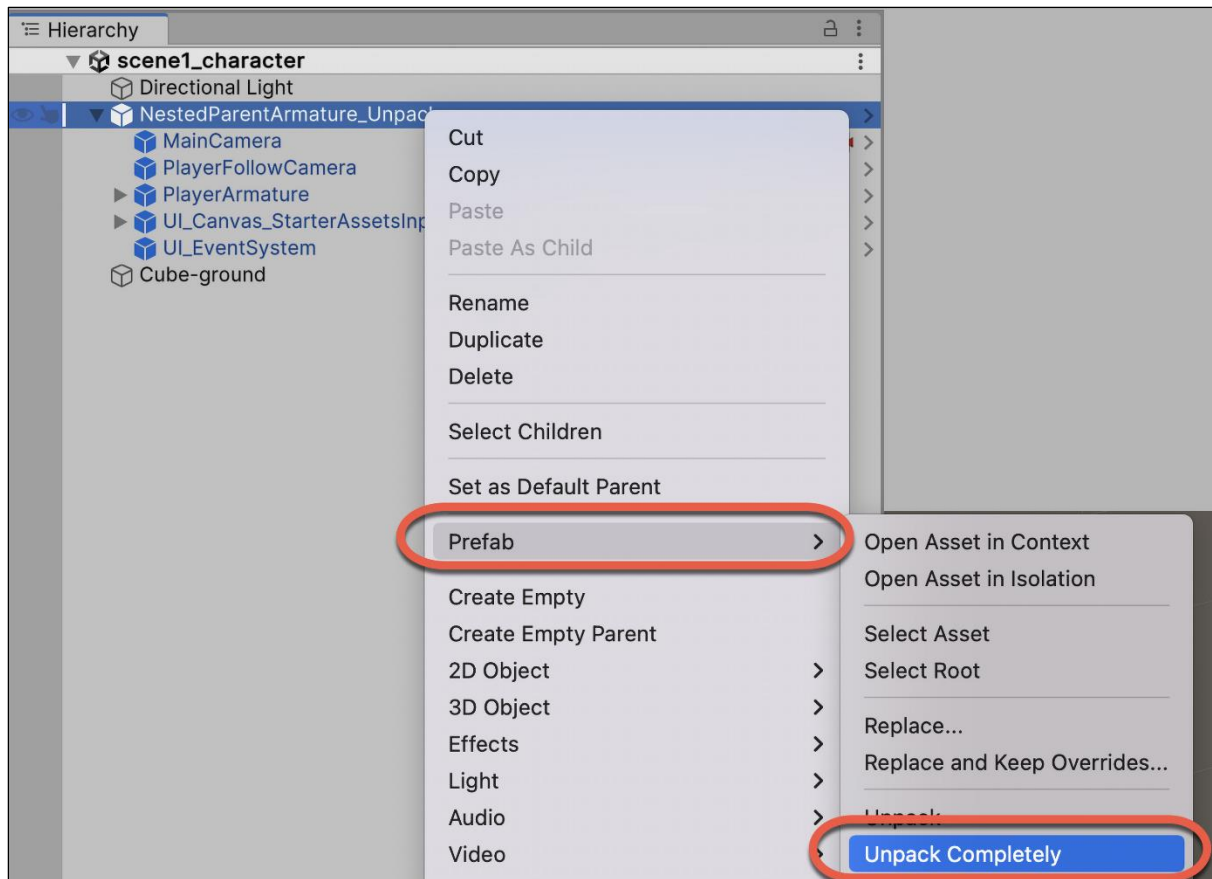
GAME_ROOM – original image

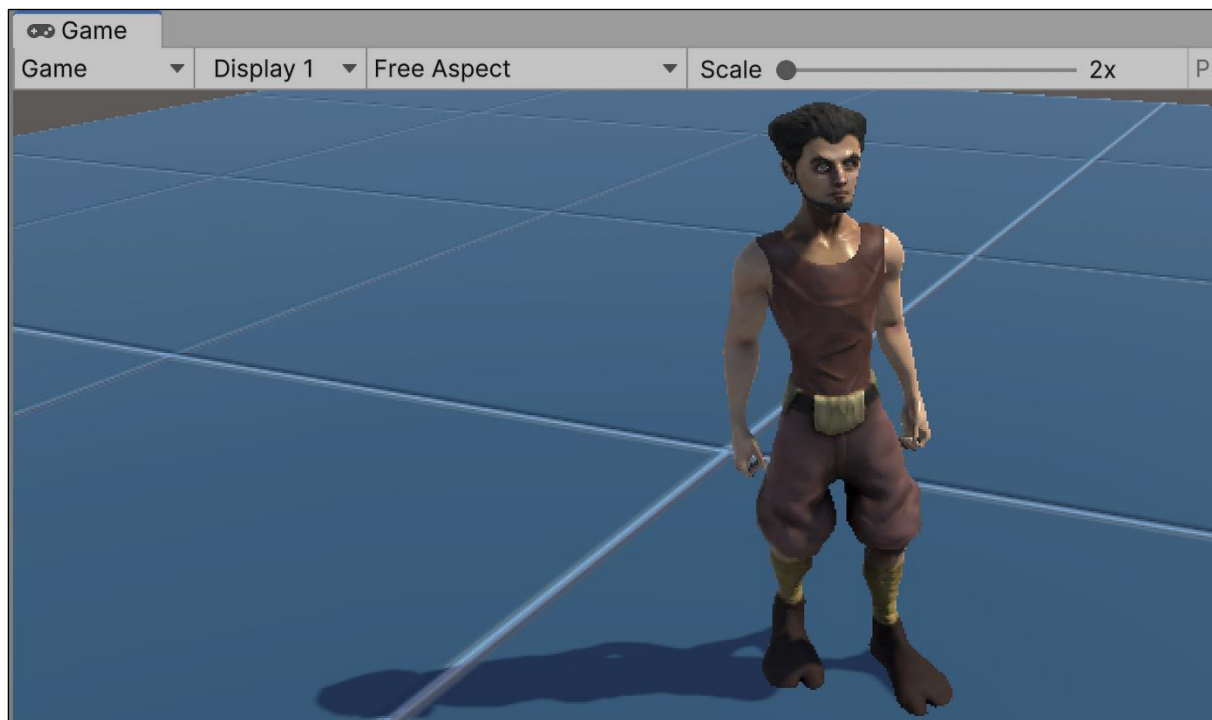
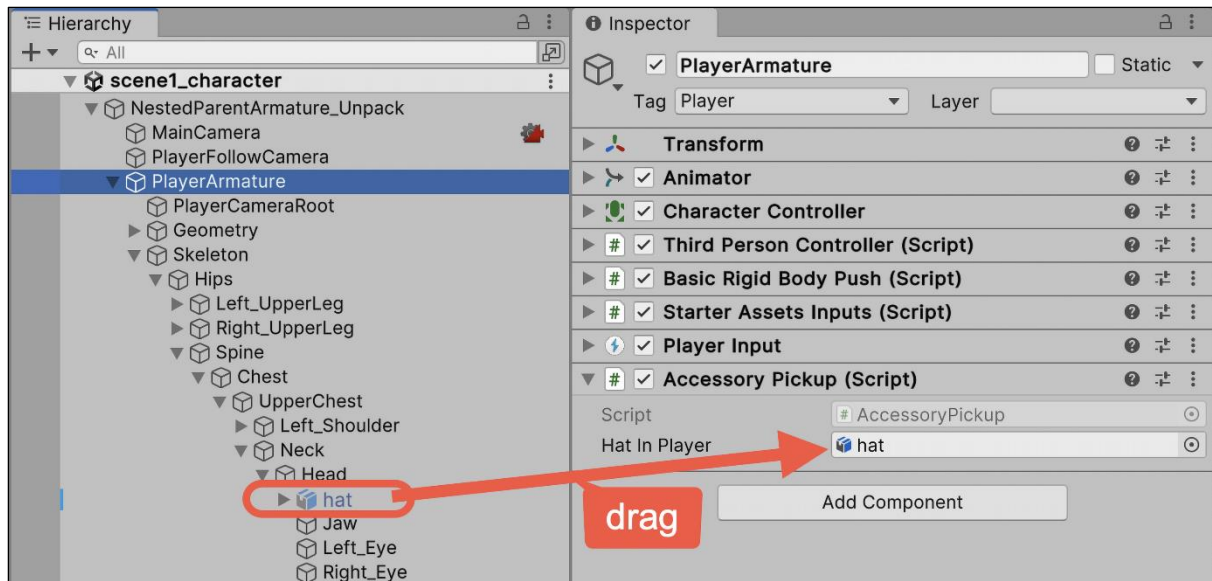


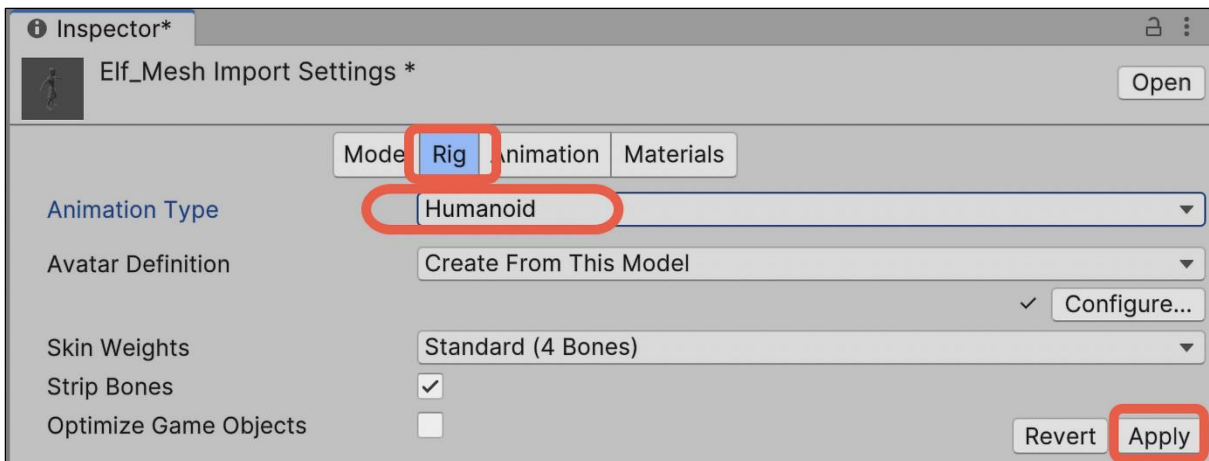
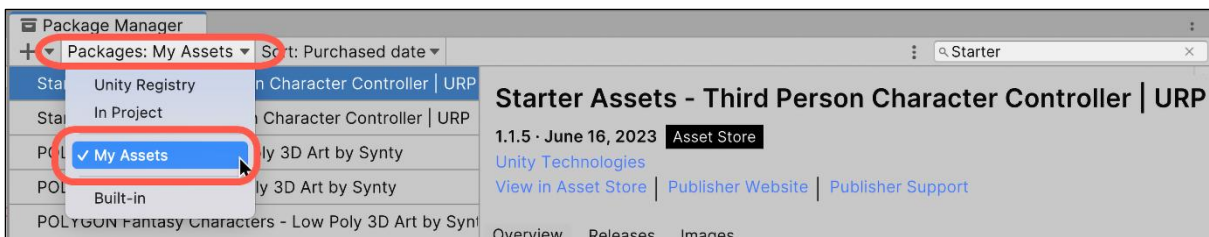
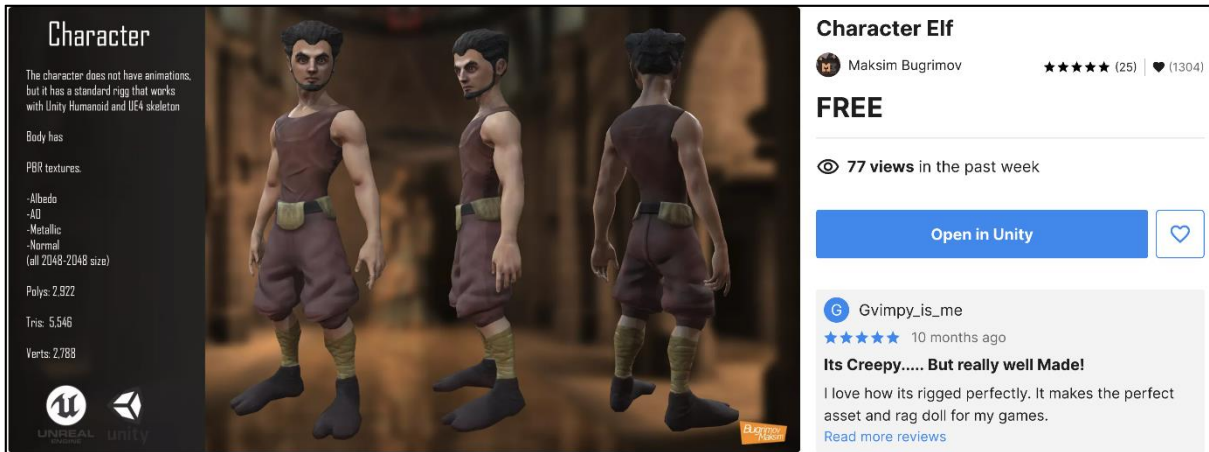
GAME_ROOM_windowMask – the edited copy where everything is transparent except for the rectangle that was positioned at the window where the other sprites can be seen

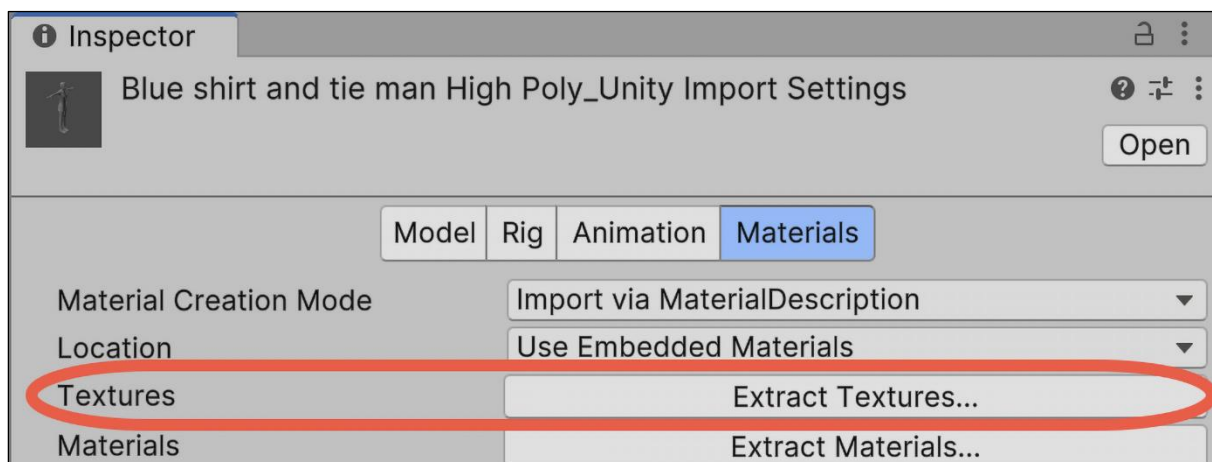
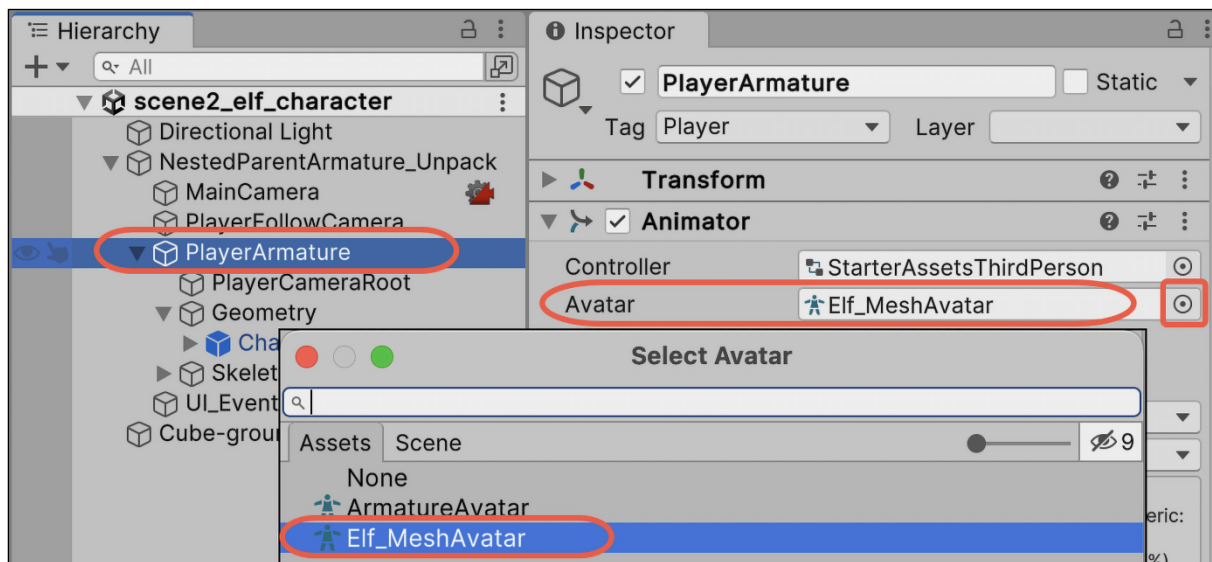
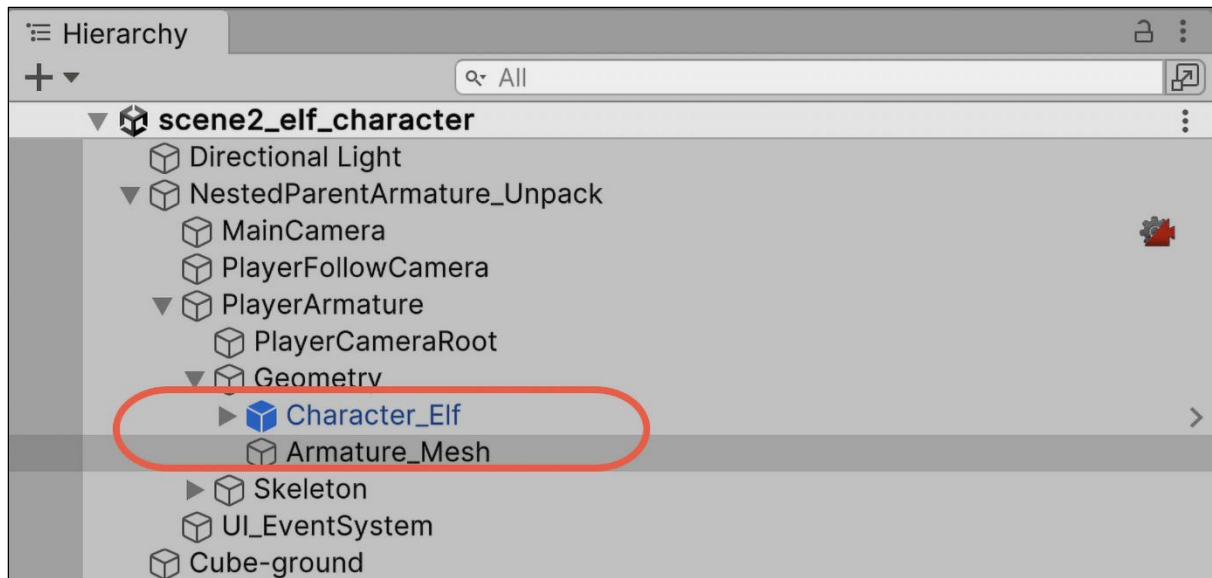
Chapter 9: Animated Character

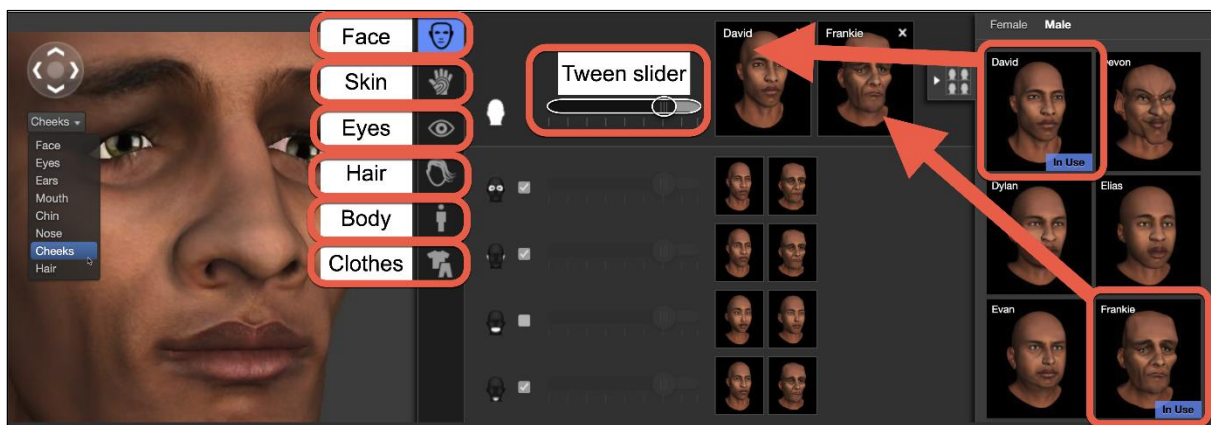
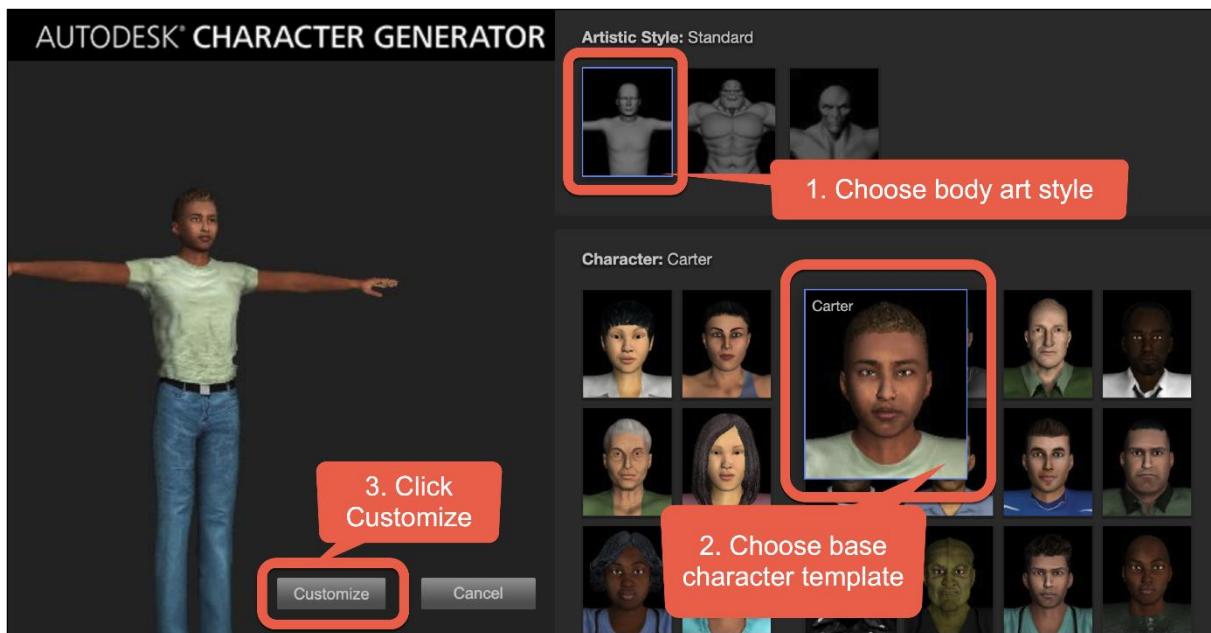












AUTODESK® CHARACTER GENERATOR

+ New A ⌚ 👤 🧑

Character Designs

Generated Characters **1**

blue shirt and t...



sporty7



monster_doctor



Generate Character

Name

blue shirt and tie man HighPoly

Character Height

178 cm

Poly Resolutions

- ☐ Crowd
- ☐ Low
- ☐ Medium
- ☒ High

Geometry

- ☐ Quads
- ☒ Triangles

Textures

- ☒ Clothes
- ☒ Specular map
- ☒ Normal map

Facial Expressions

- ☐ None
- ☐ Facial blend shapes
- ☒ Facial bone rig

Generate

- ☐ Generic .fbx
- ☐ Maya (.mb)
- ☐ 3ds Max (.fbx)
- ☒ Unity (.fbx)

Skeleton Resolution

- ☐ Medium
- ☒ High

Character Orientatior

- ☒ Y-up
- ☐ Z-up

Reset

Generate

Cancel

AUTODESK® CHARACTER GENERATOR

+ New A ⌚ 👤 🧑

Character Designs

Generated Characters

blue shirt and tie man HighPoly

10:39:10 am May 19th 2023



Height :178cm
Poly :High
Geometry :Triangles
Expressions :Facial Bone
Format :FBX - Unity

Download



mixamo

Characters Animations

Remy

Exo Red

Bryce

REMY

DOWNLOAD

SEND TO AERO

UPLOAD CHARACTER

Q FIND ANIMATIONS

DOWNLOAD SETTINGS

Format

FBX Binary(.fbx)



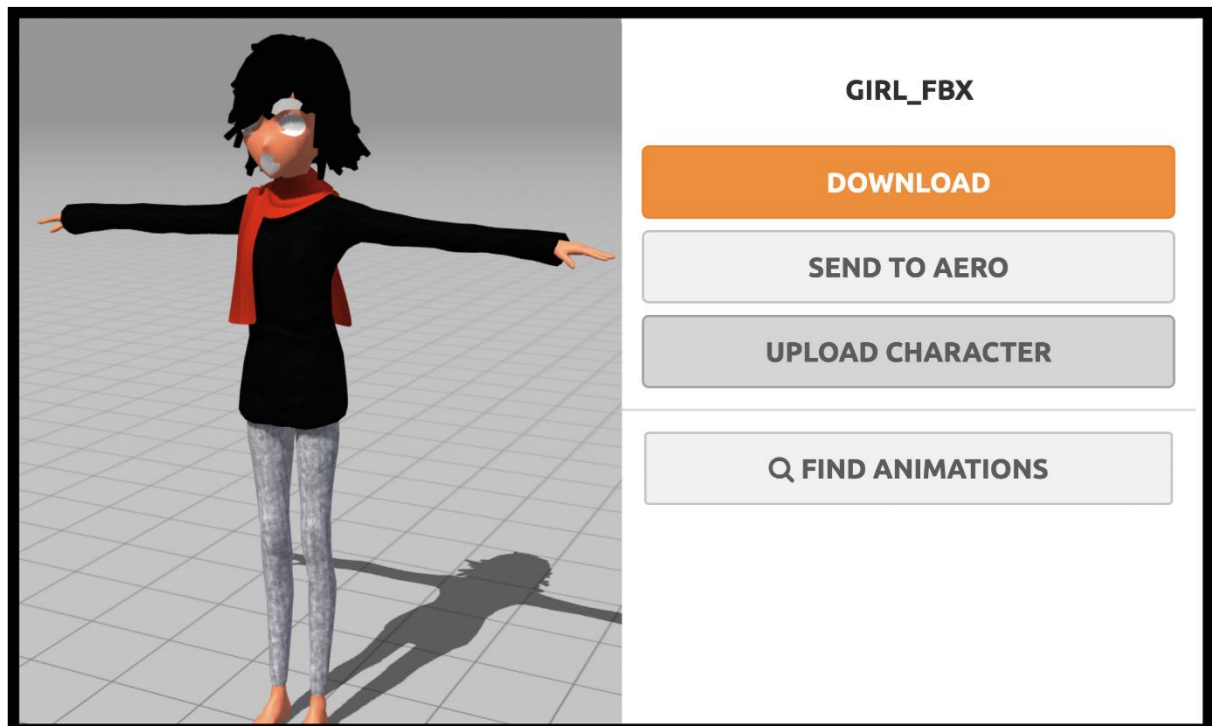
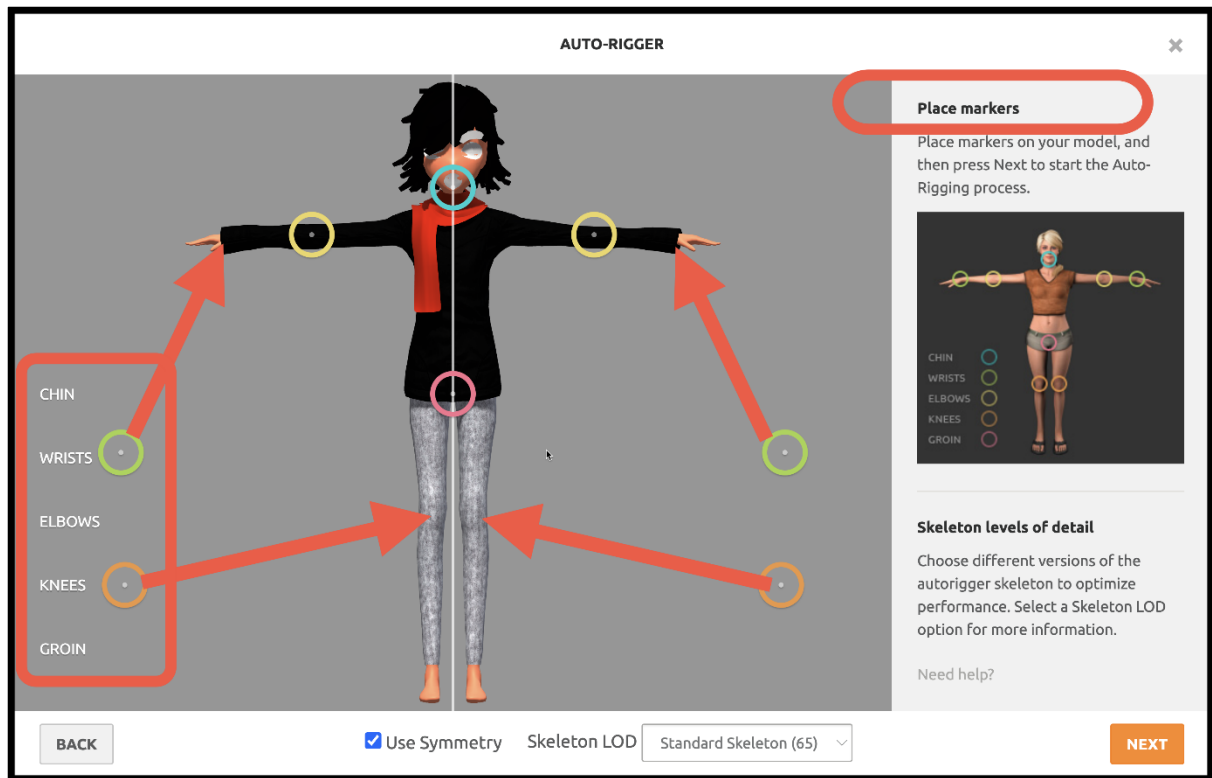
Pose

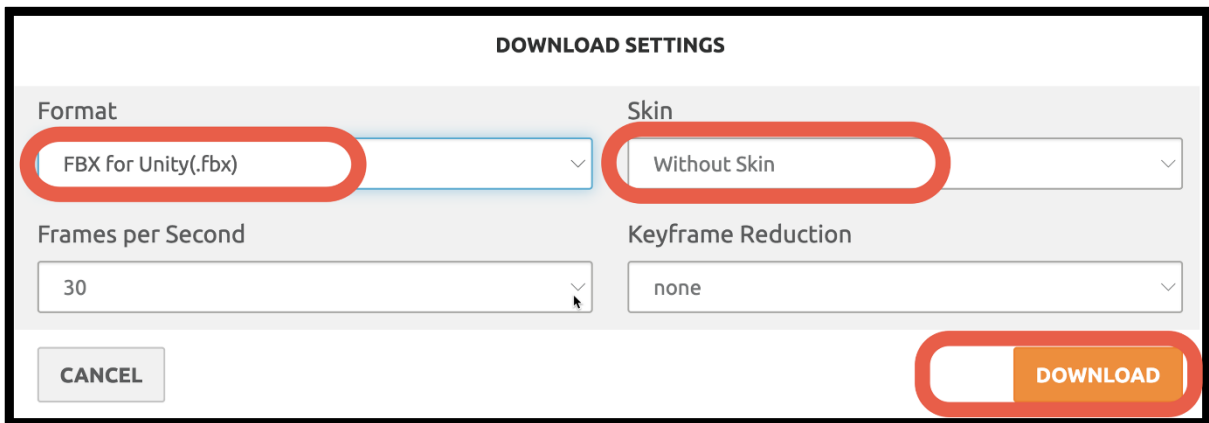
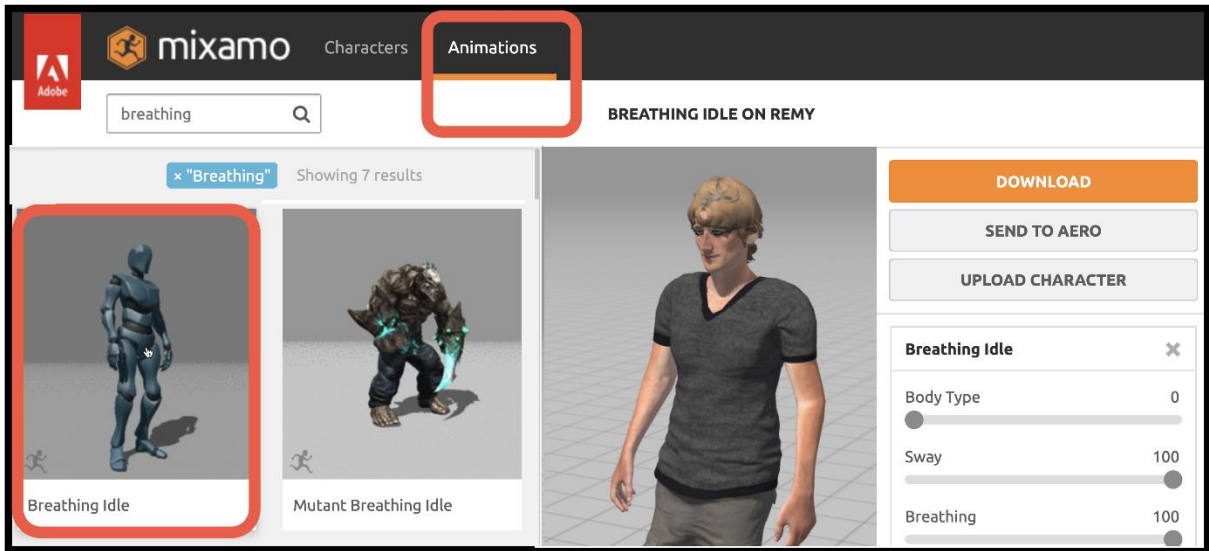
T-pose

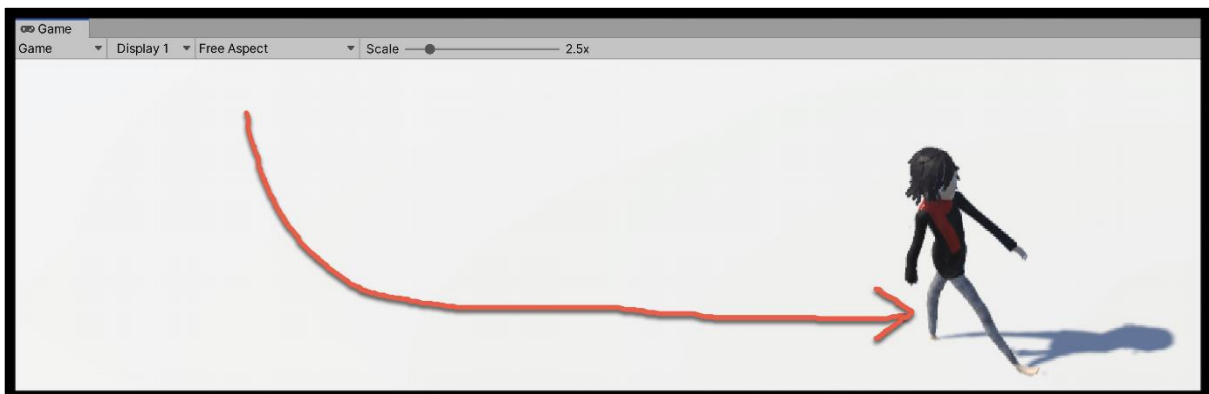
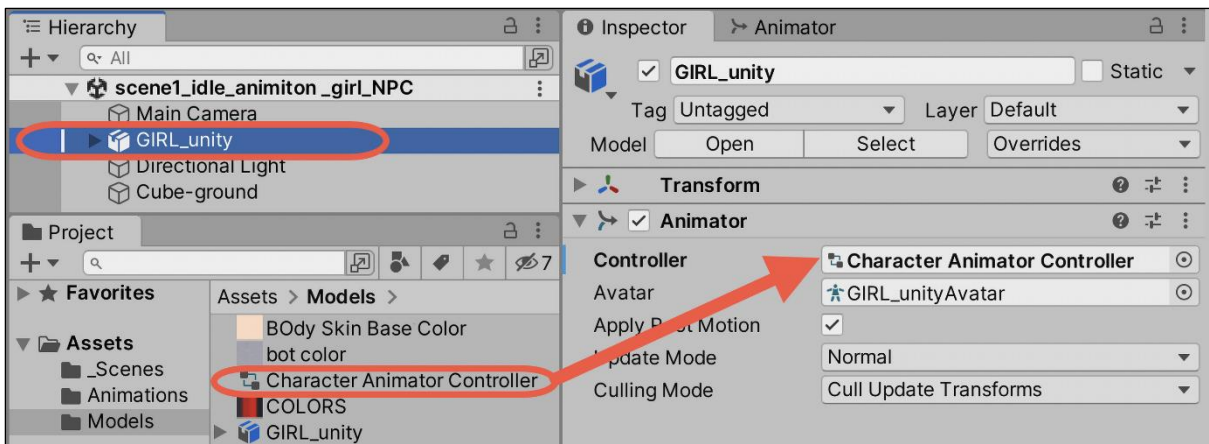
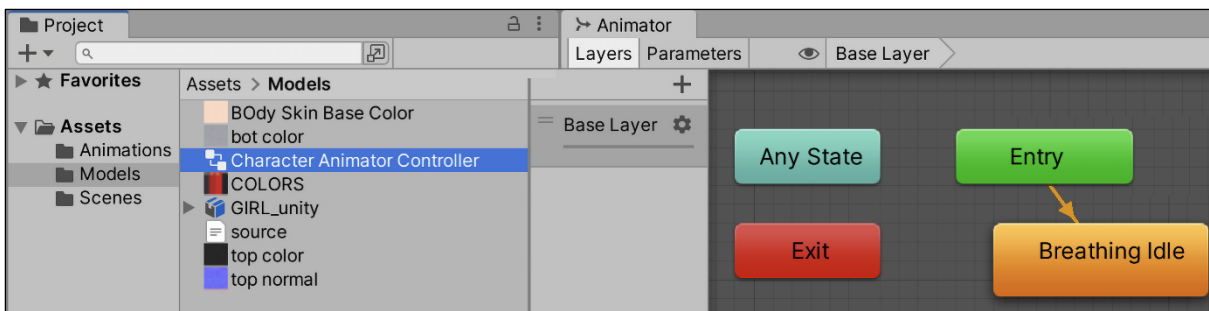
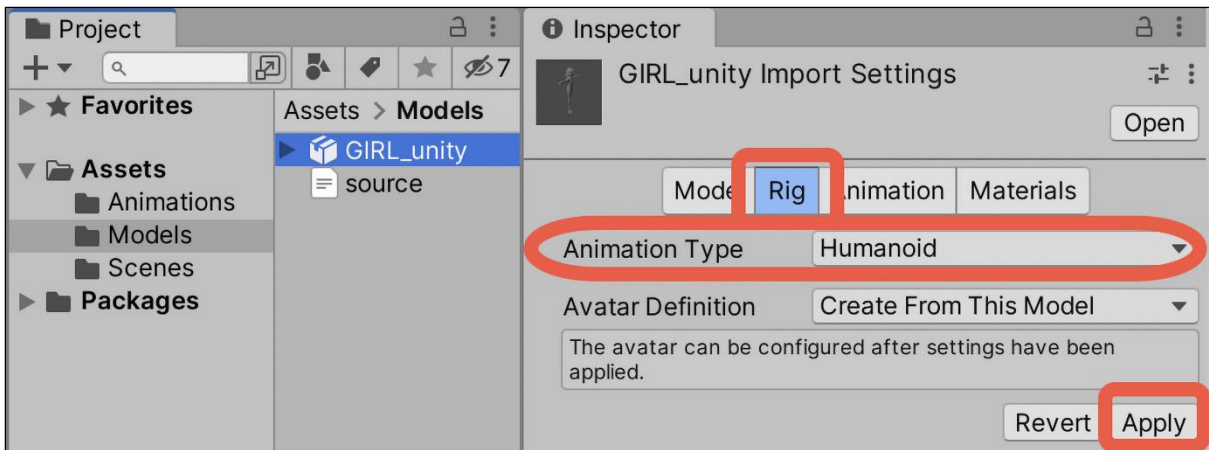


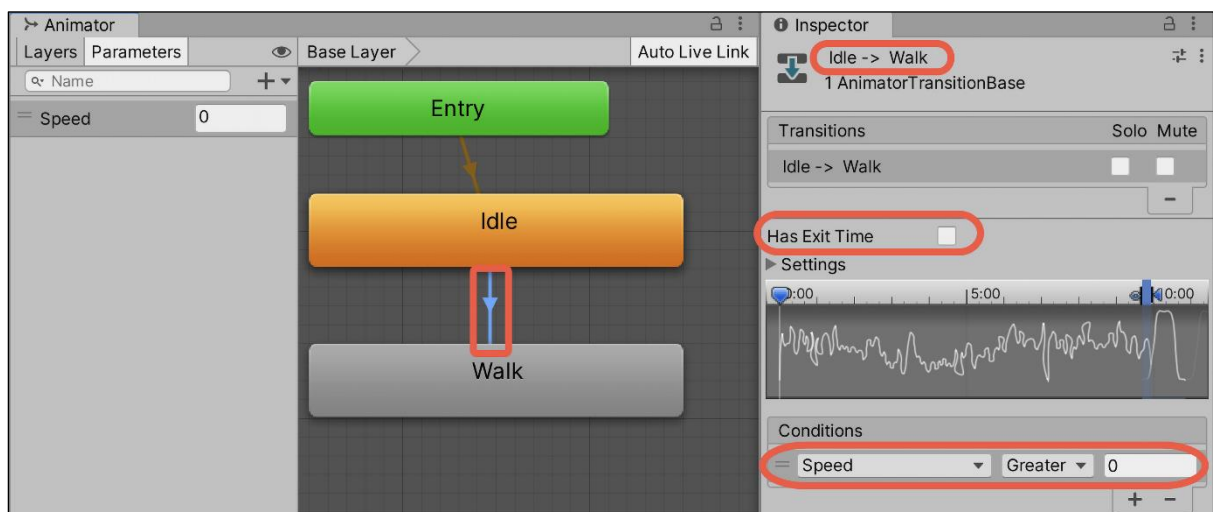
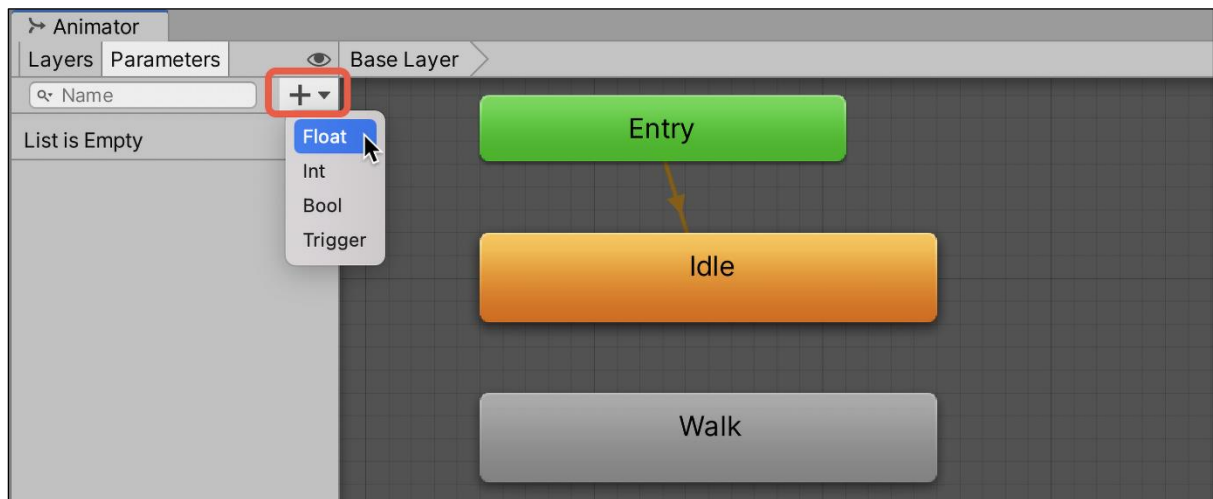
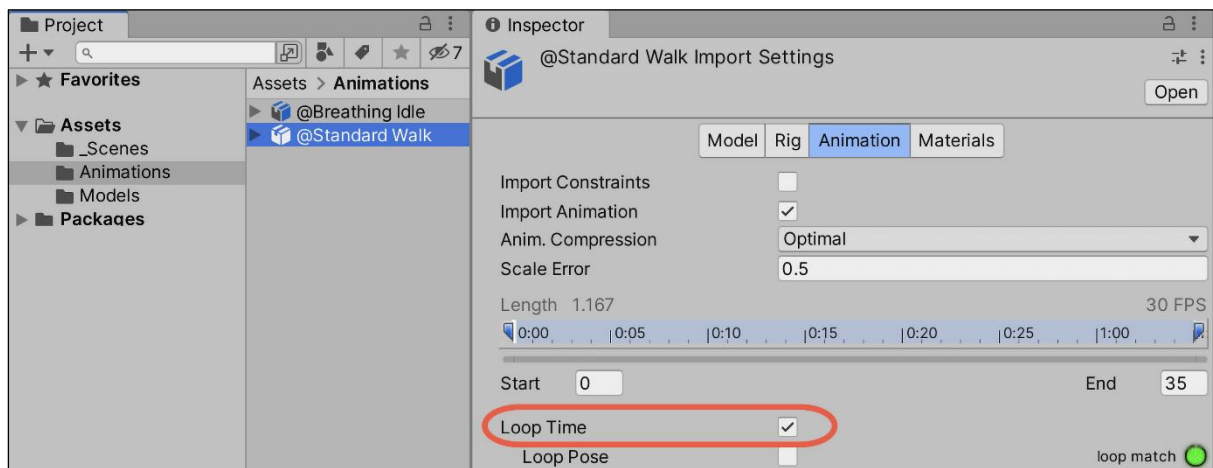
CANCEL

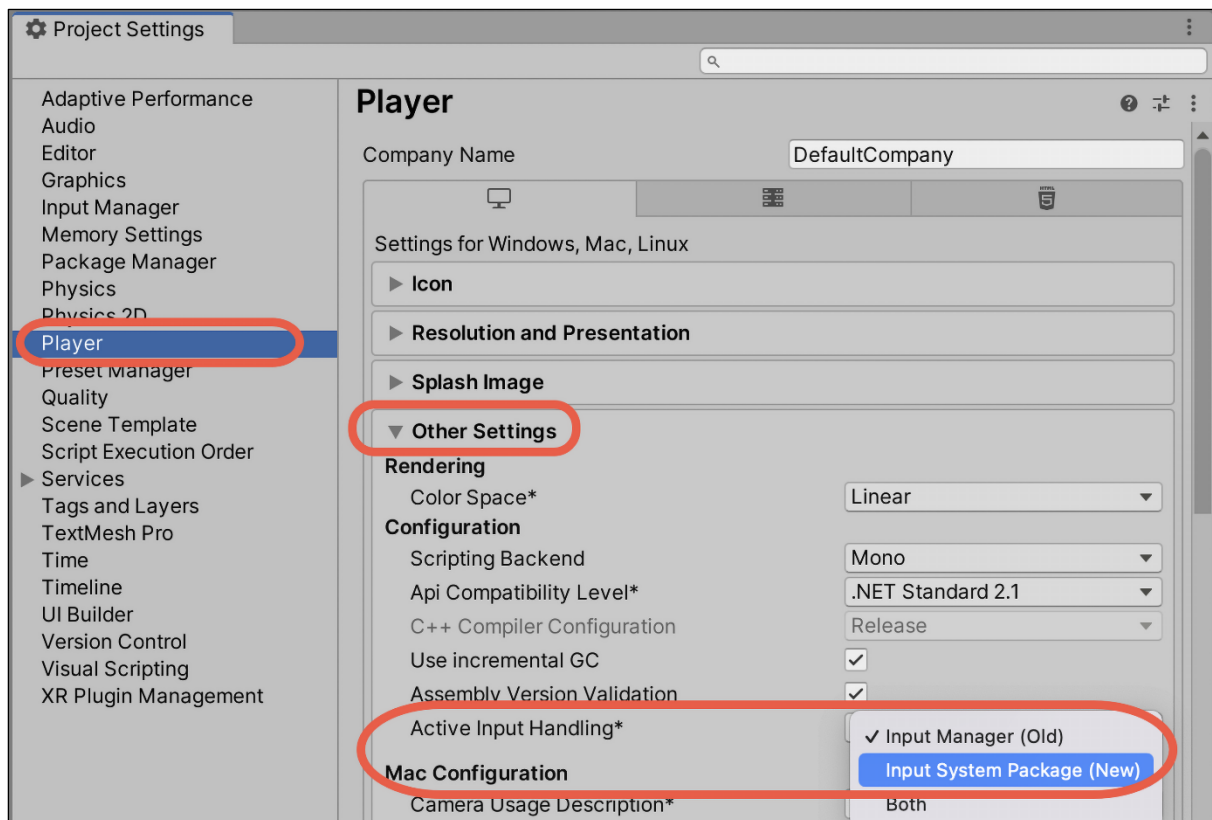
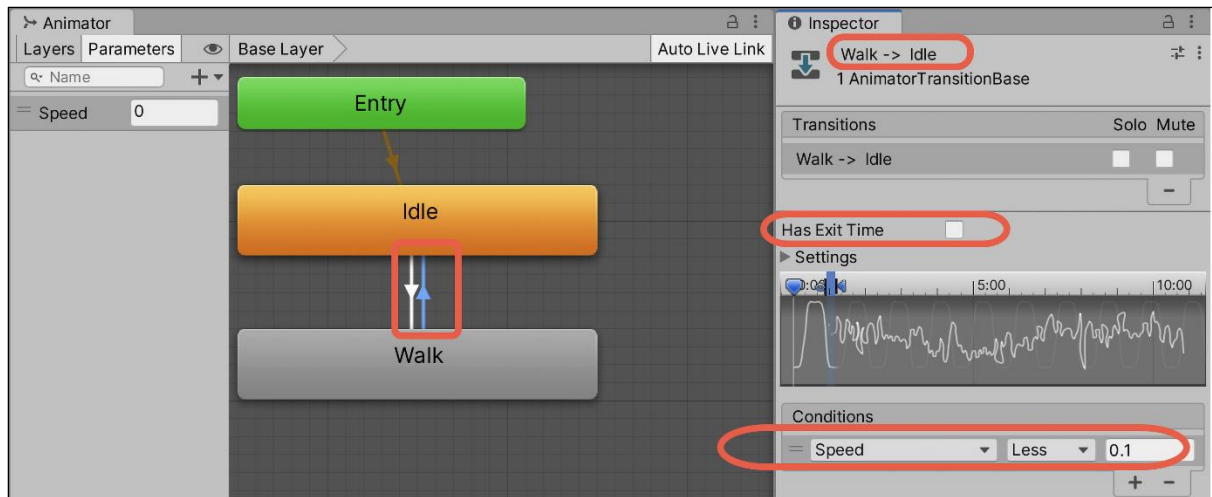
DOWNLOAD

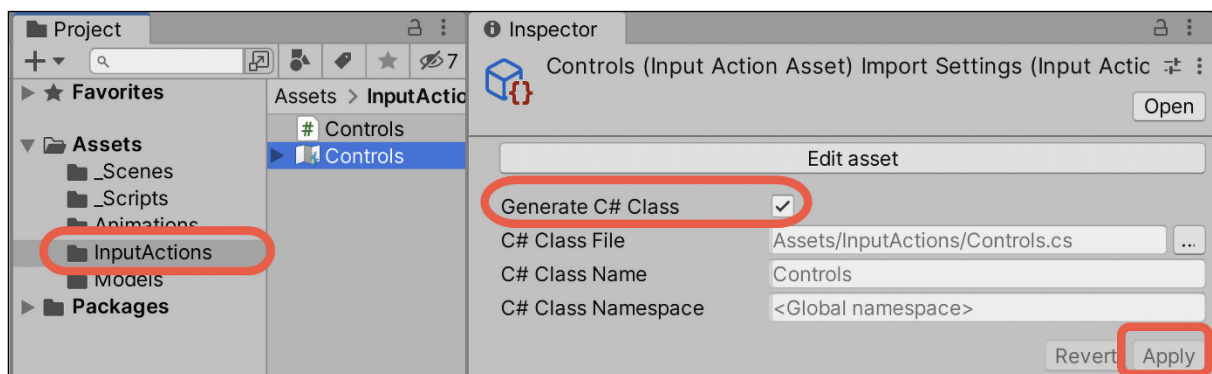
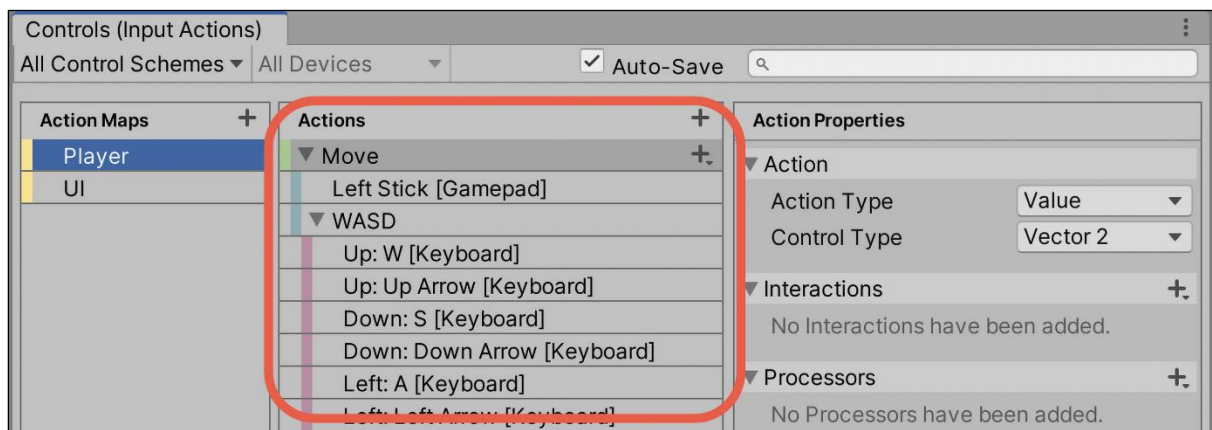
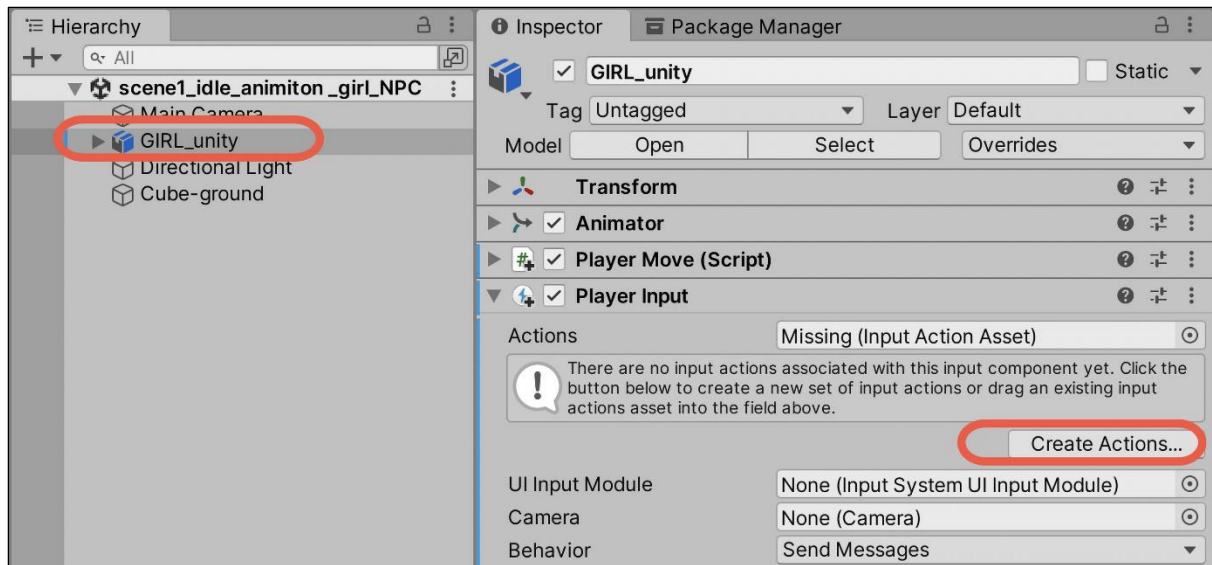


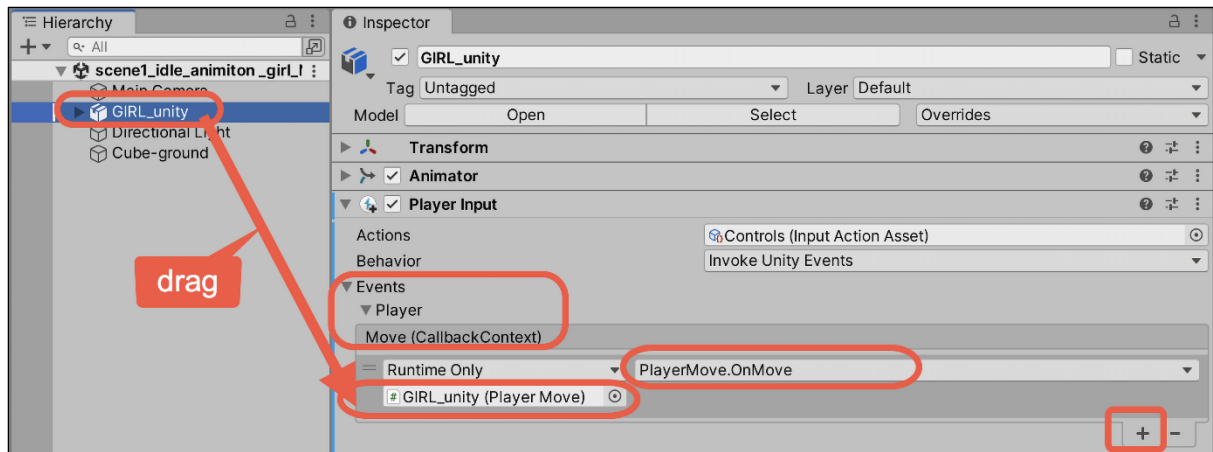




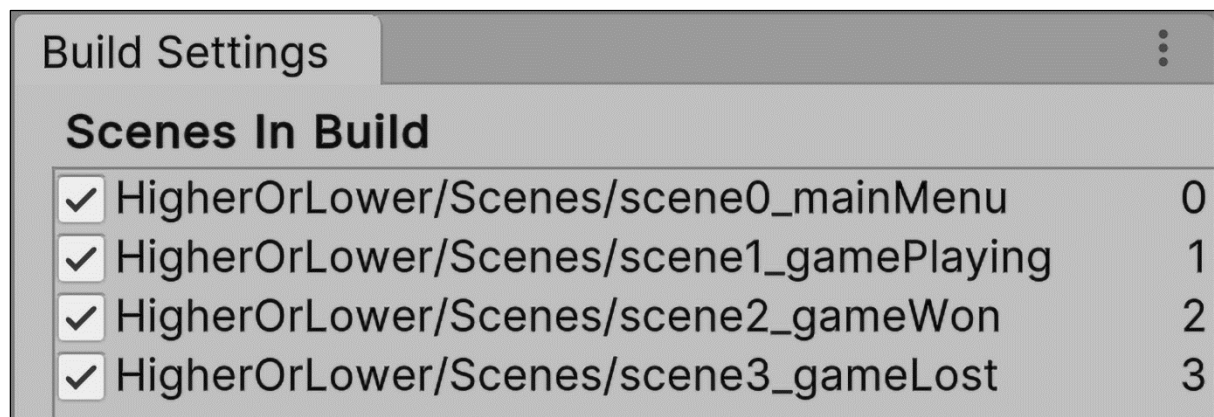
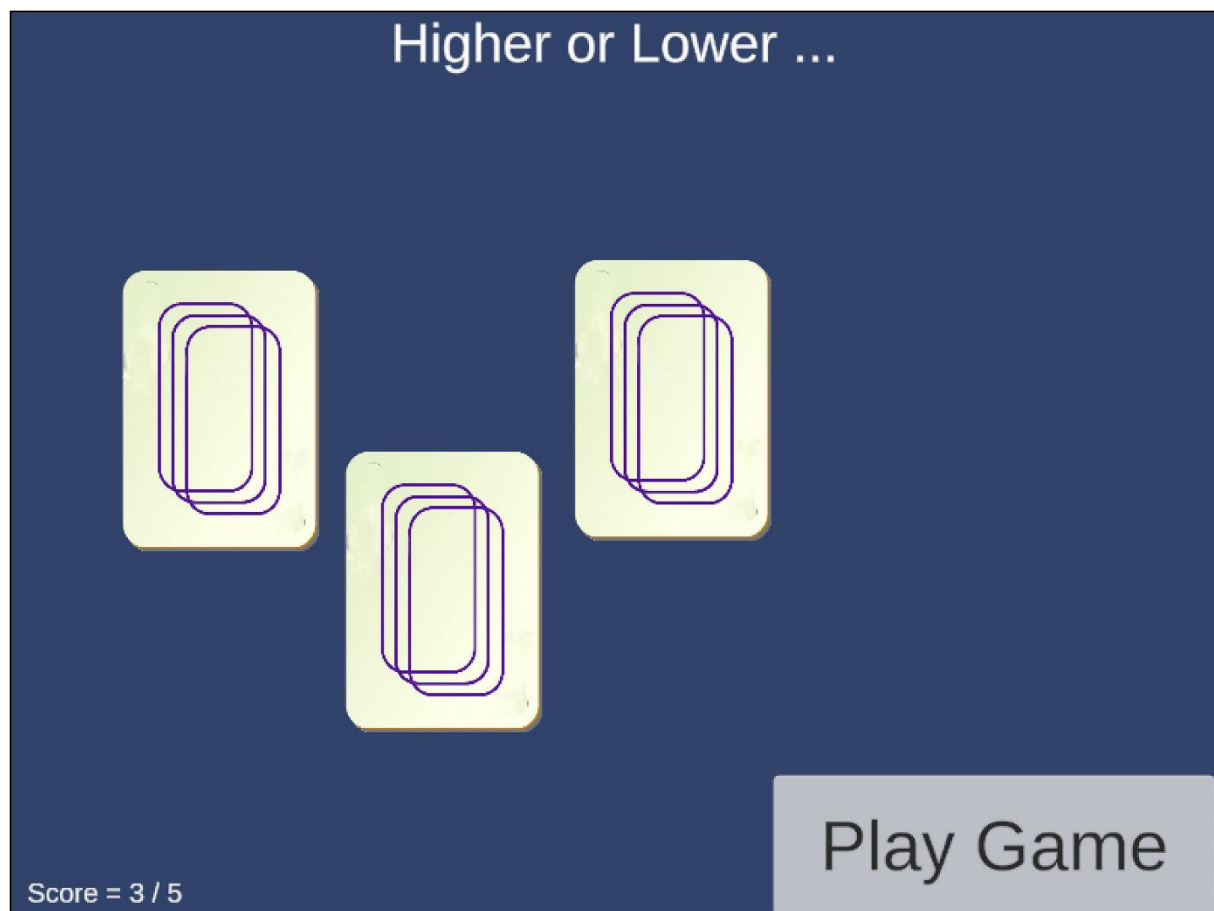


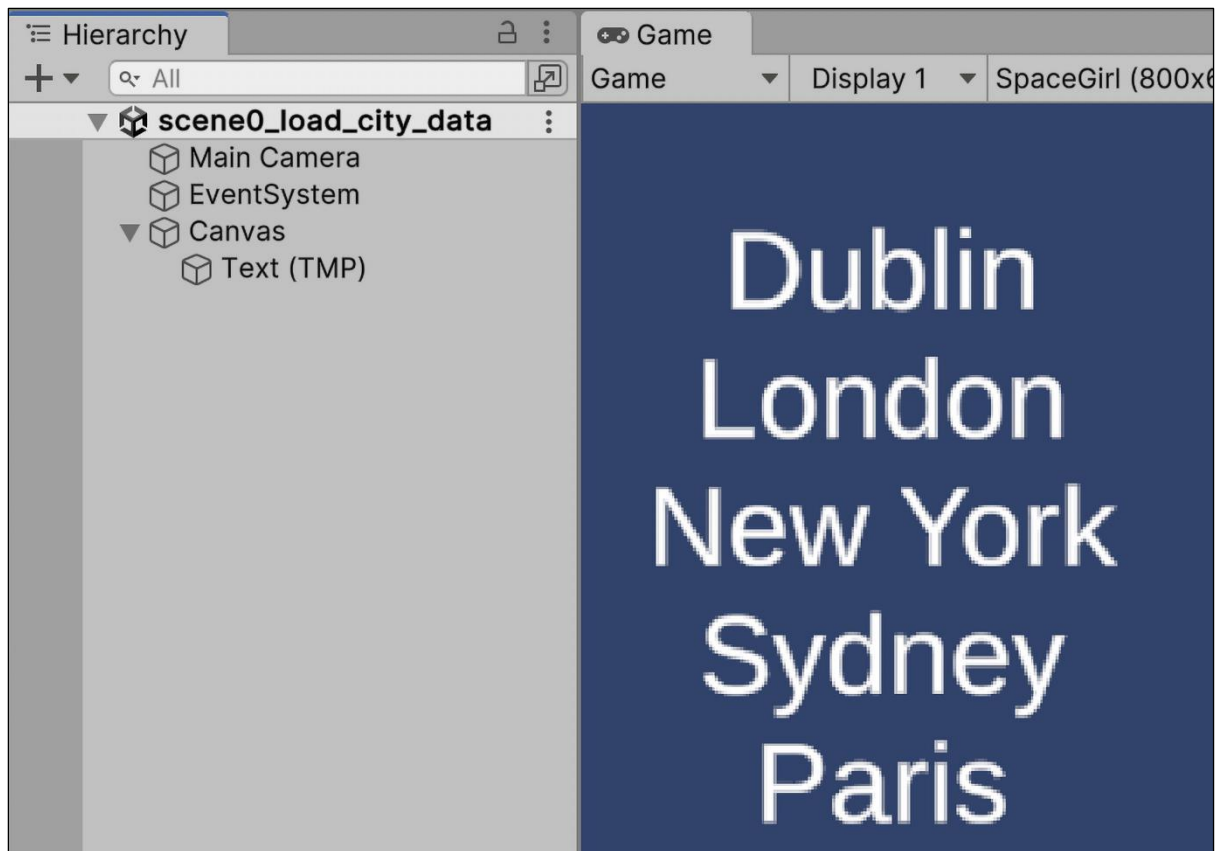
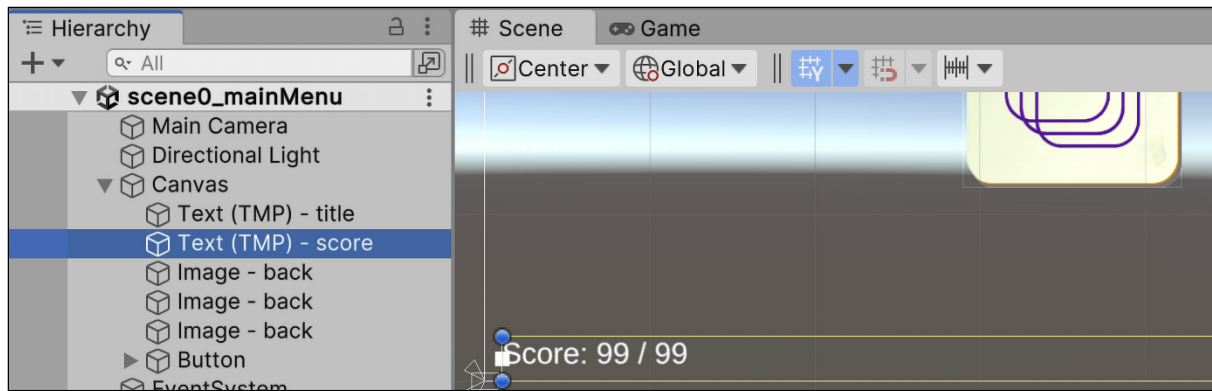






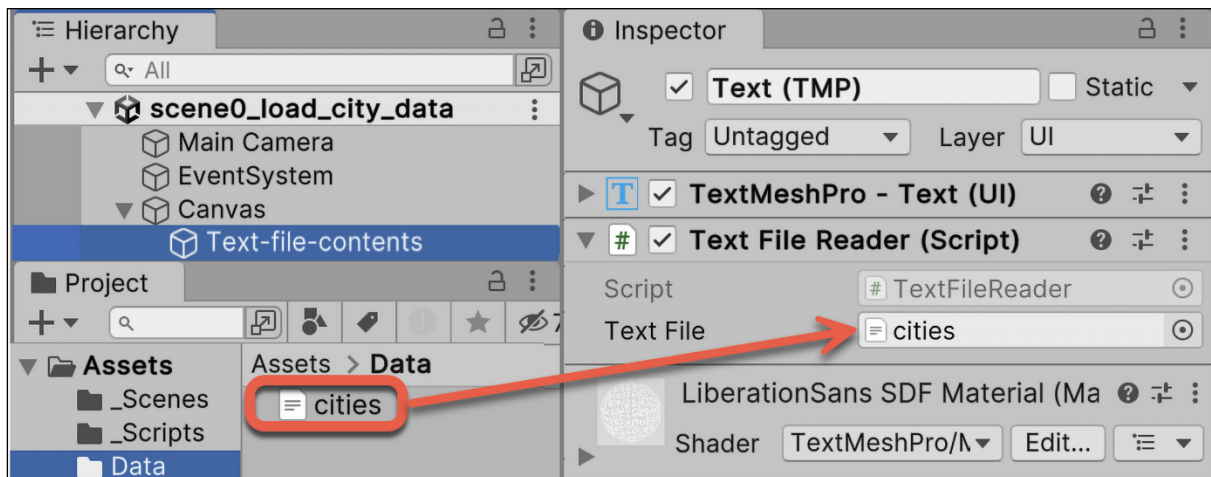
Chapter 10: Saving and Loading Data

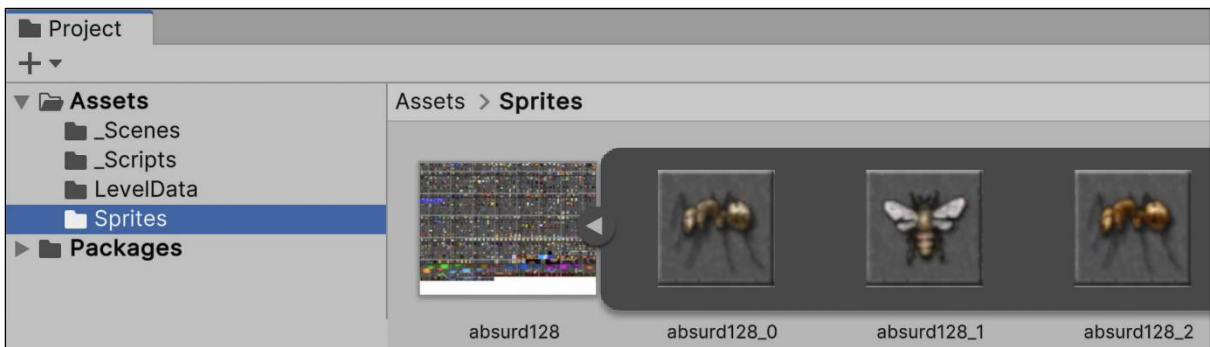
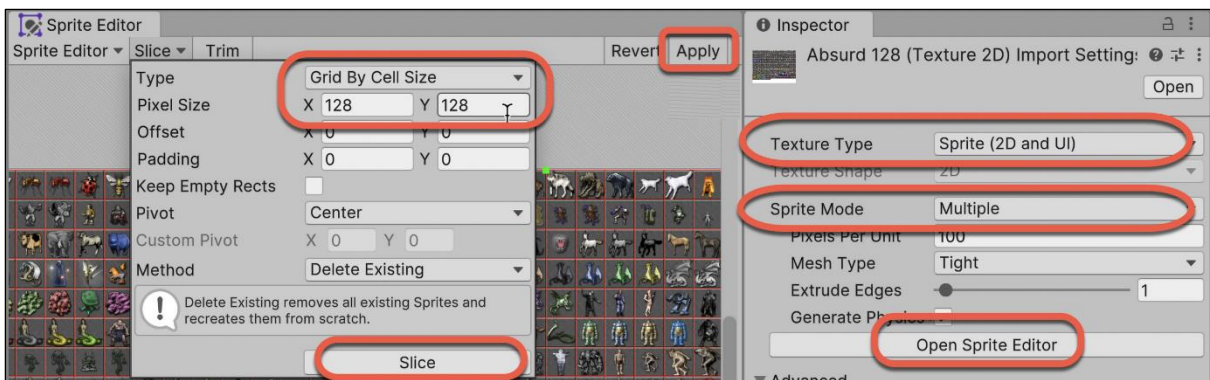
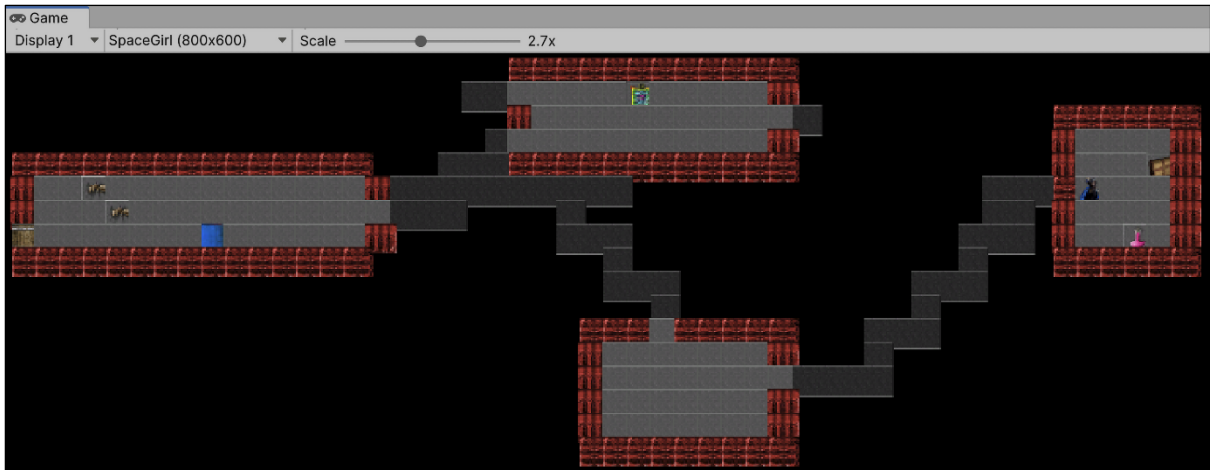


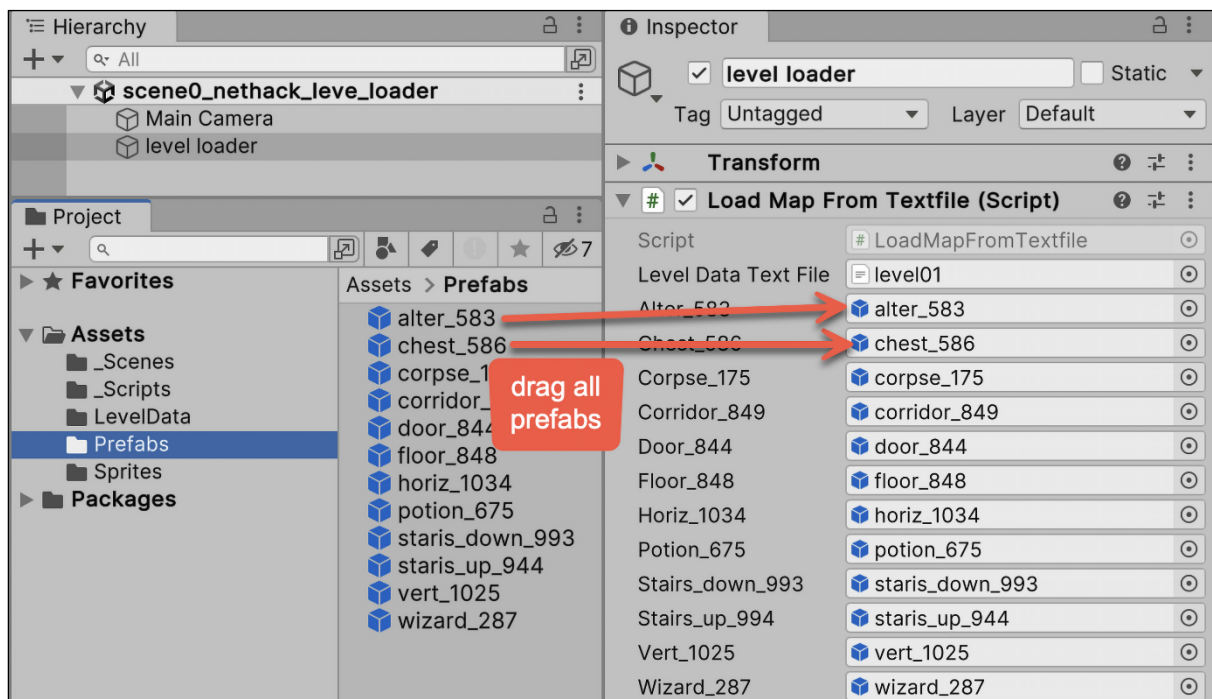
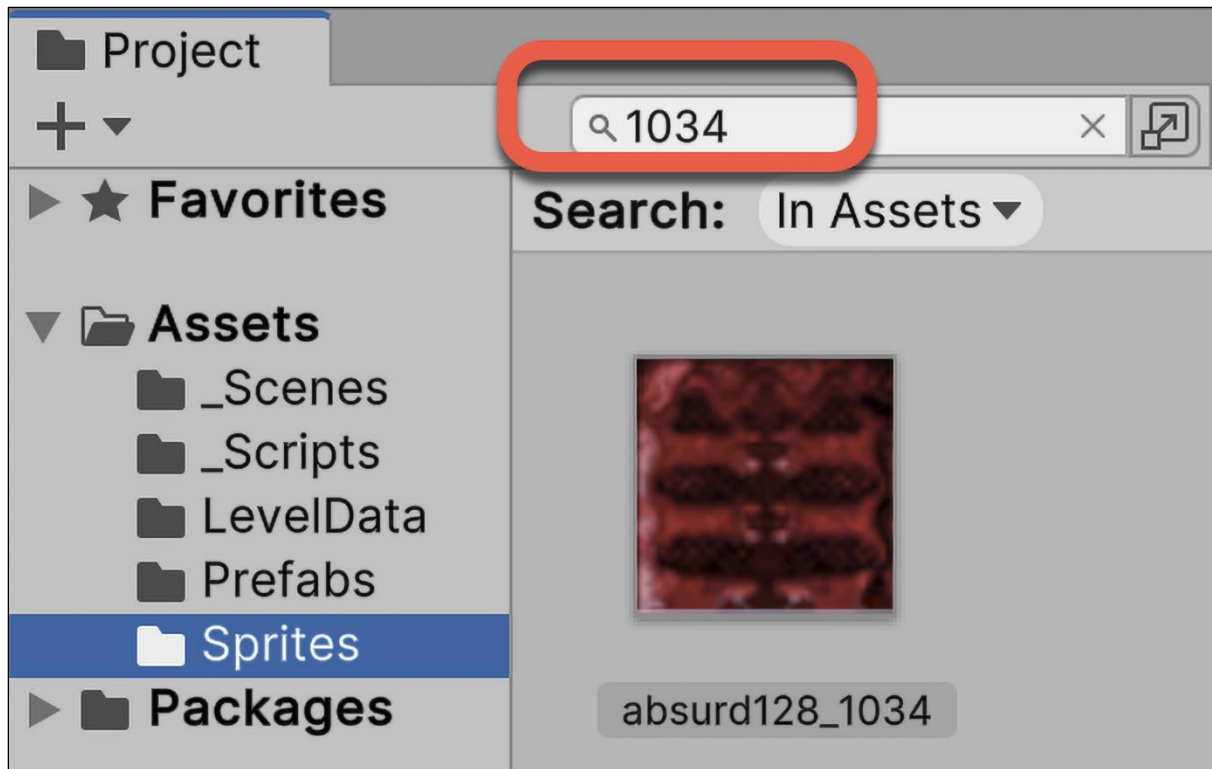


cities.txt

1	Dublin
2	London
3	New York
4	Sydney
5	Paris



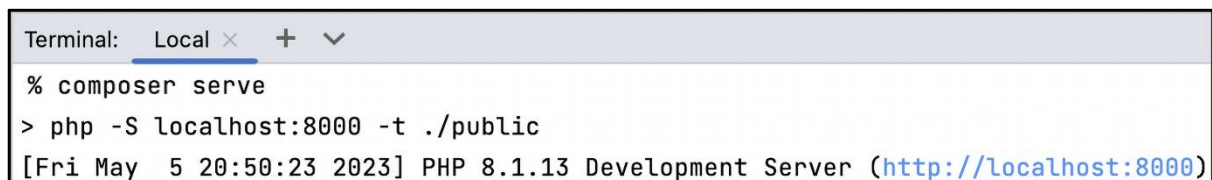
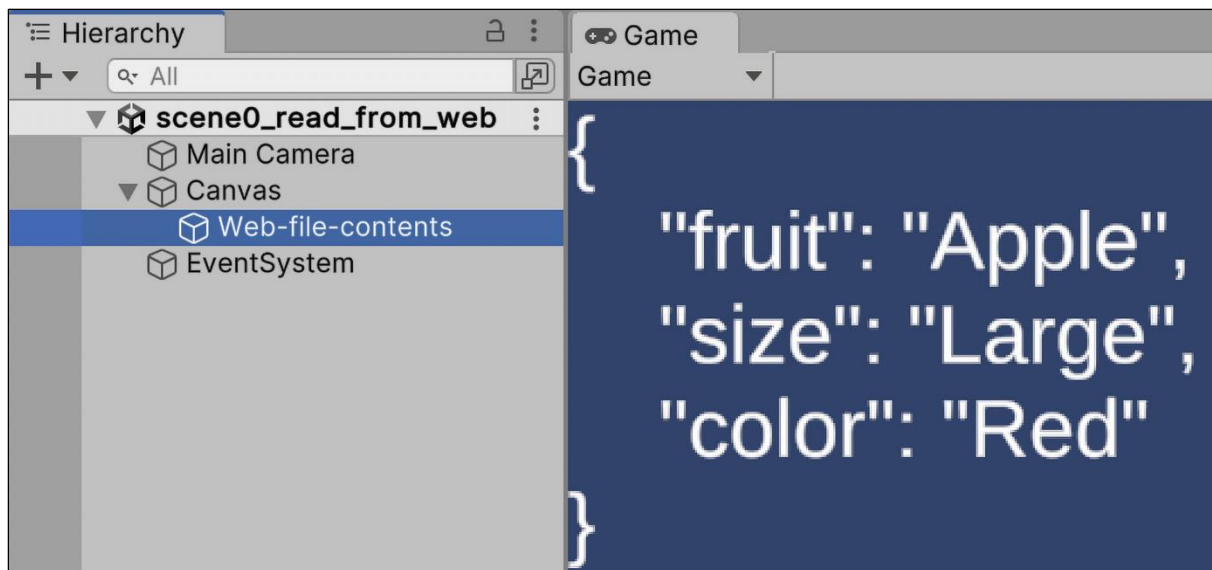
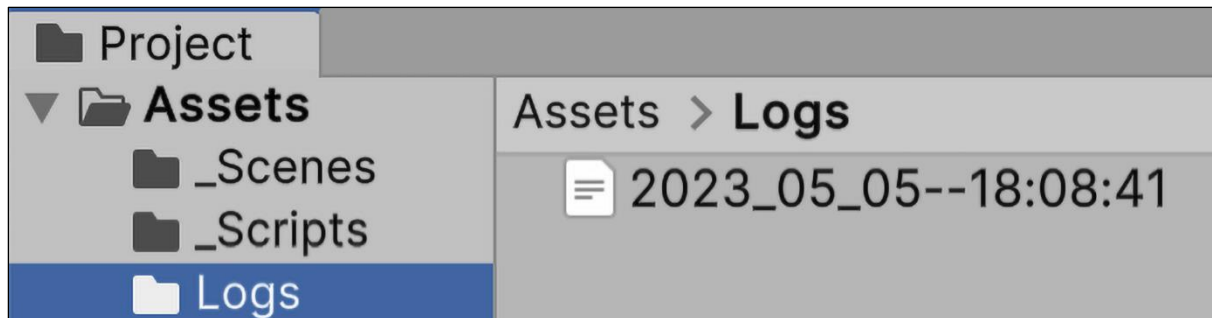


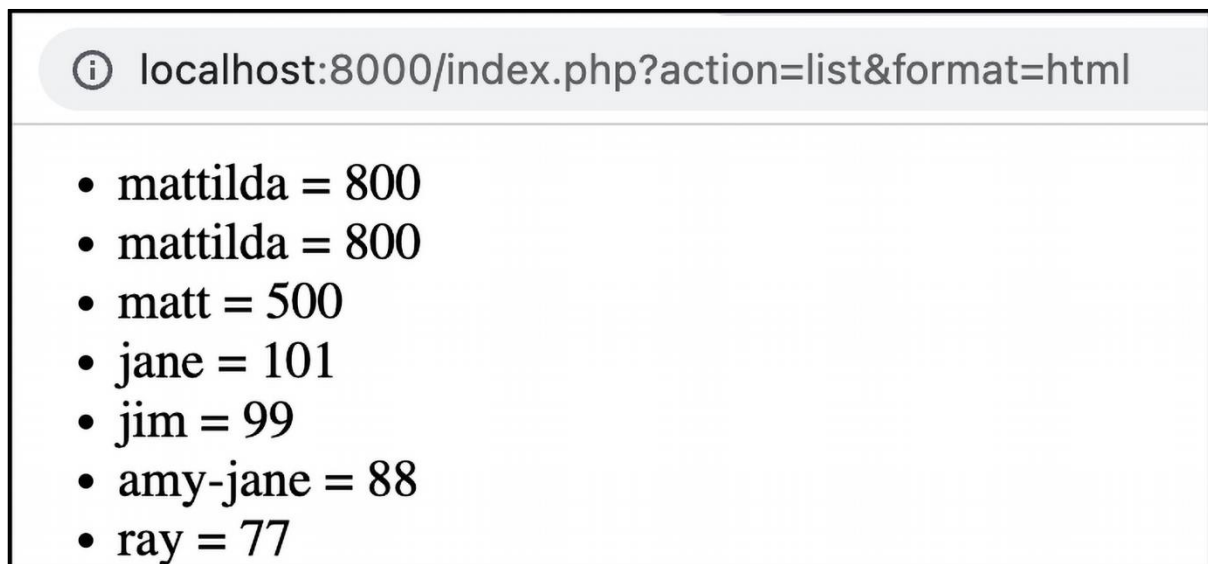
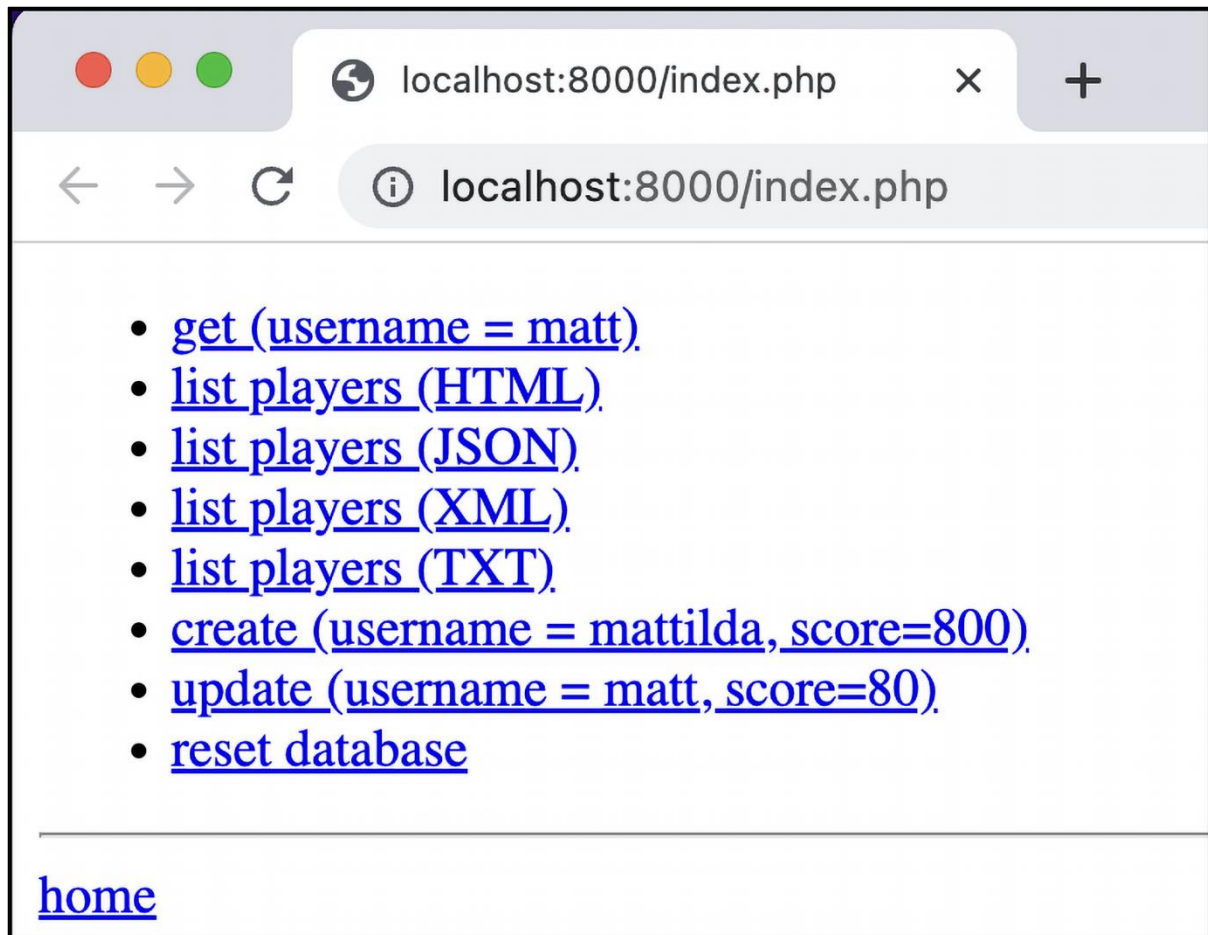


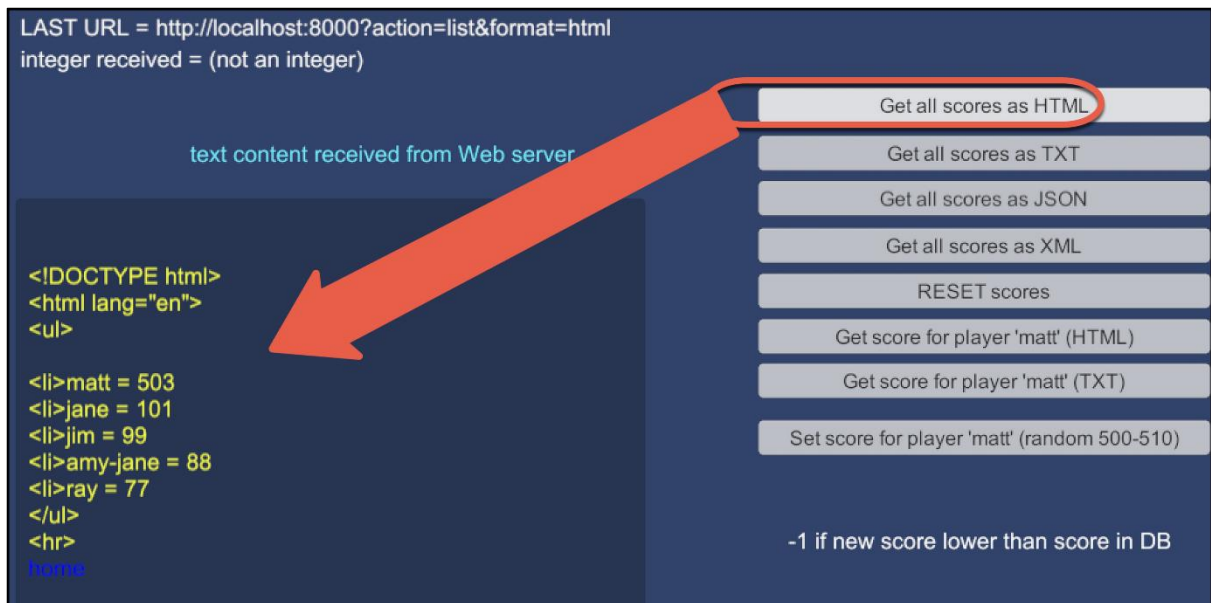
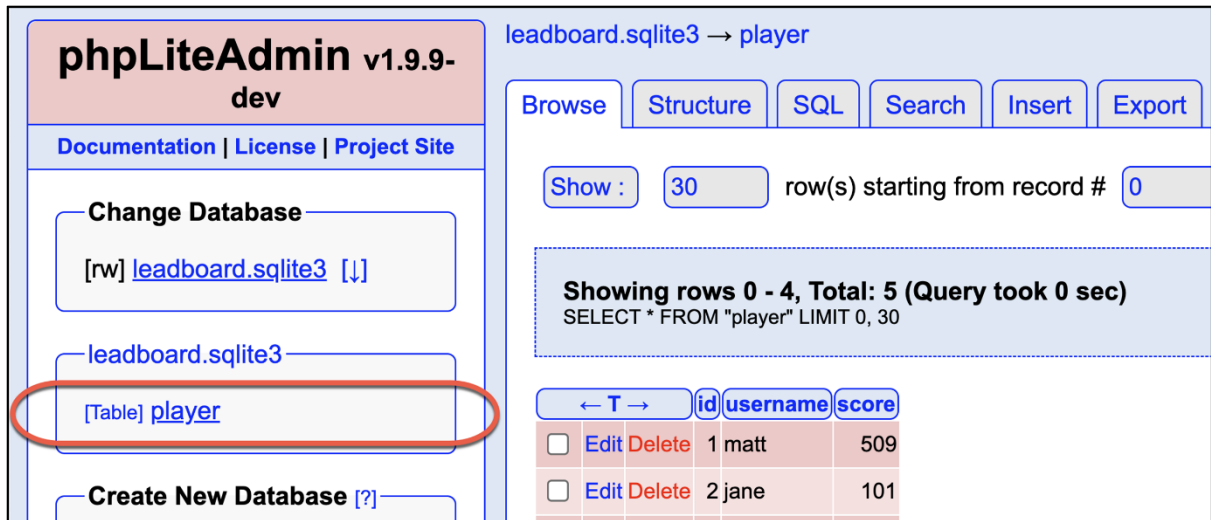
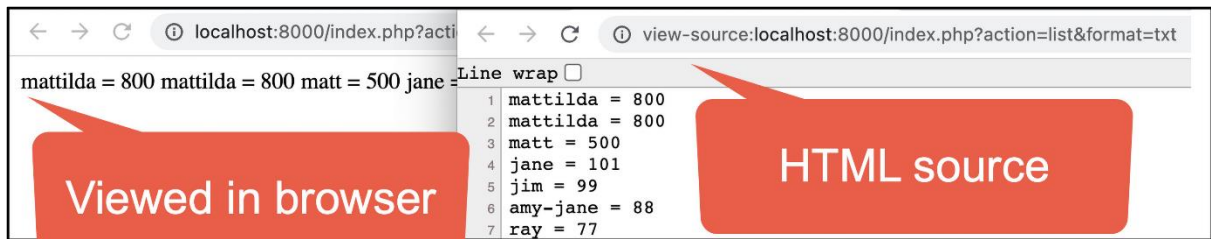
```
level01.txt ×
1          -----
2          ##.....|
3          |.....#          -----
4          #.....|          |....|
5  -----  ###-----          |...(
6  |..%.....|#####          ###-@...|
7  |..%.....###    #          ## |....|
8  +.....<.....|    ###          ### |..!.|
9  -----          #          #  -----
10         ###          ###
11         |    #          #
12         ---.-----  ###
13         |.....|    #
14         |.....####
15         |.....|
16         |.....|
17         -----
```

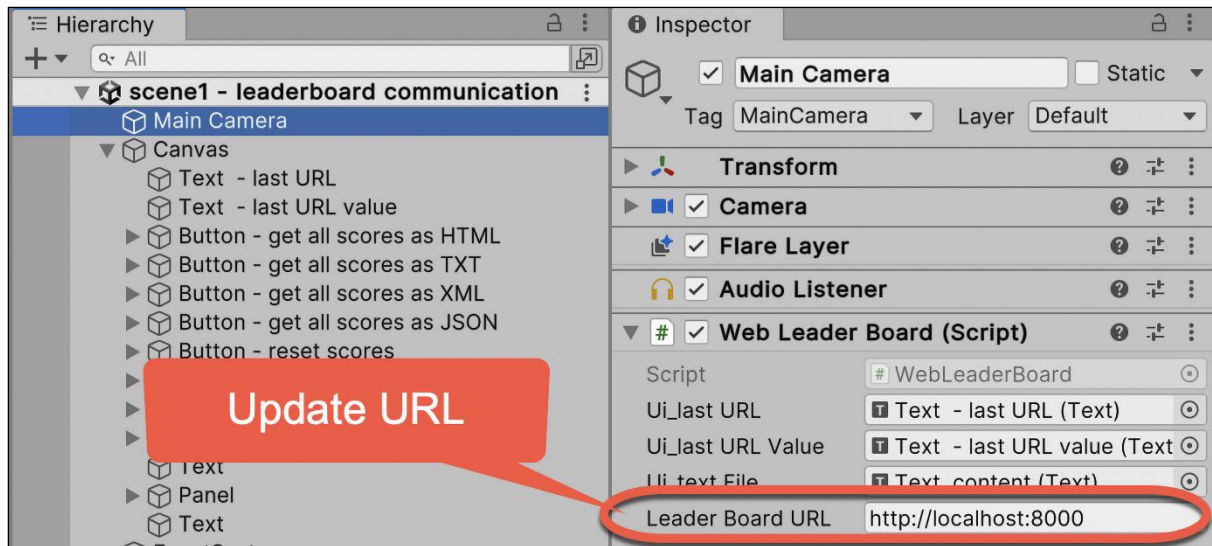
```
player.json ×
1  {
2      "name": "matt",
3      "score": 800
4  }
```

	A	B	C	D
1	05/05/2023	18:05:04	created	
2	05/05/2023	18:05:04	scene1 log some events	Scene has started
3	05/05/2023	18:05:05	scene1 log some events	SPACE key was pressed
4	05/05/2023	18:05:05	scene1 log some events	SPACE key was pressed
5	05/05/2023	18:05:06	scene1 log some events	SPACE key was pressed









LAST URL = <http://localhost:8000?action=get&username=matt&format=txt>
integer received = 509

text content received from Web server

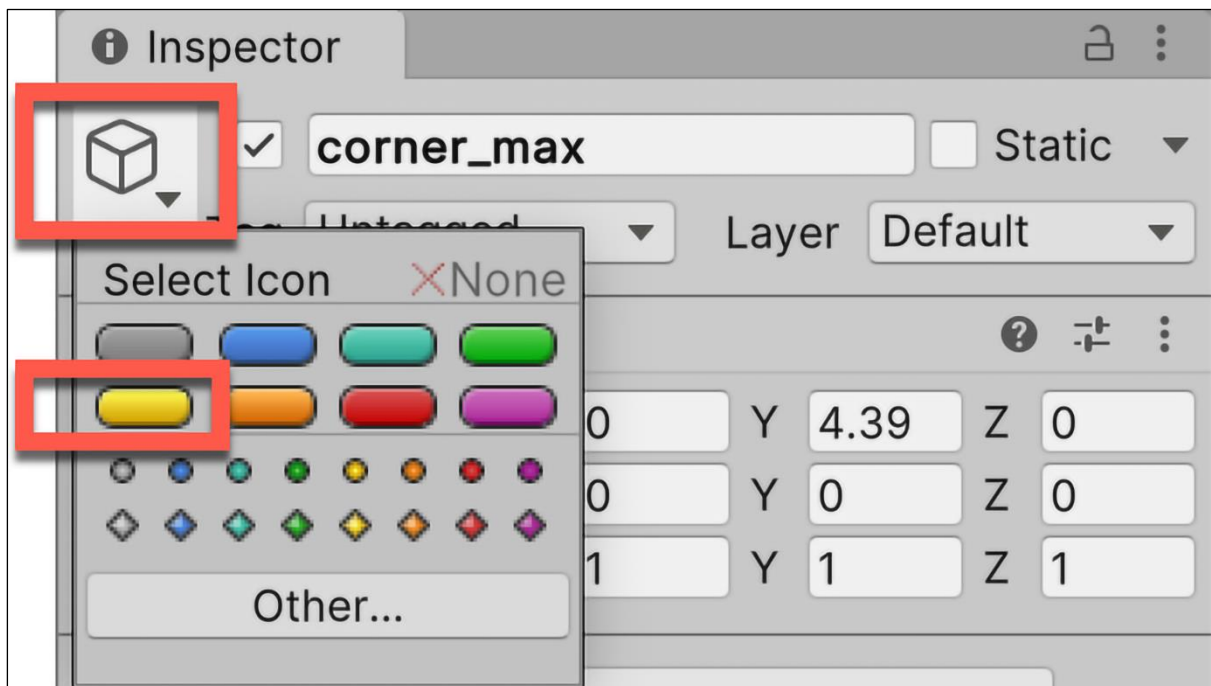
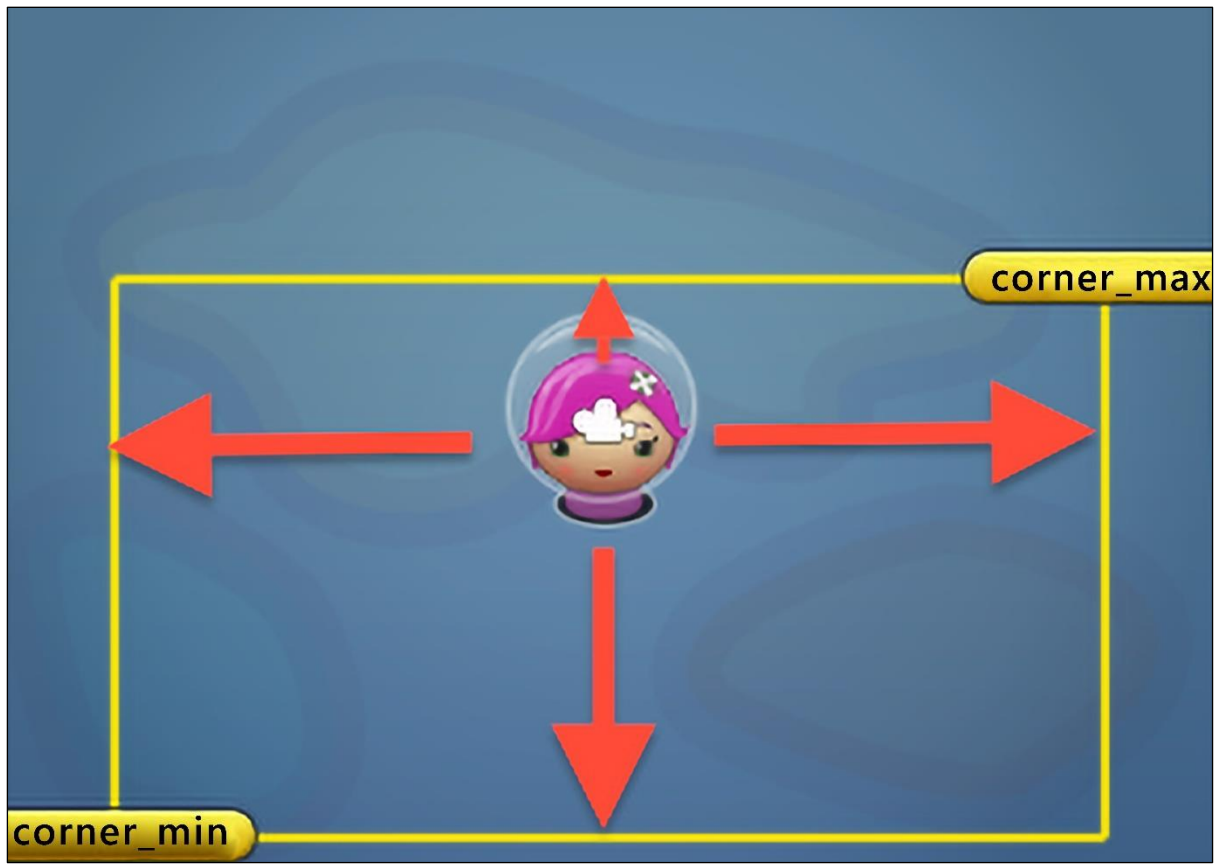
509

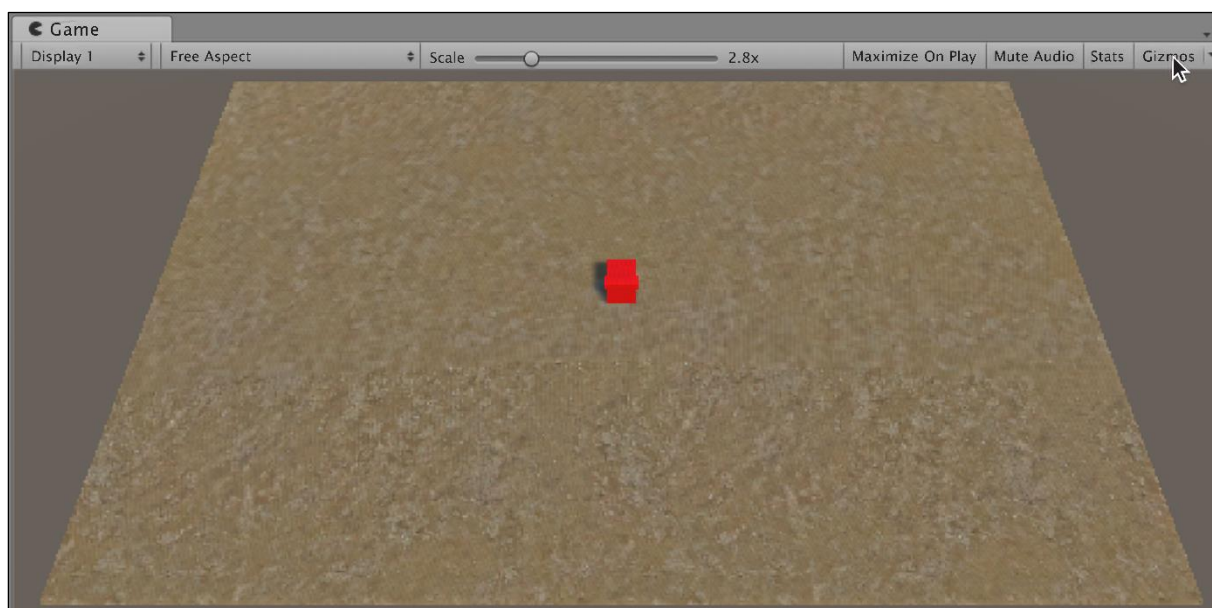
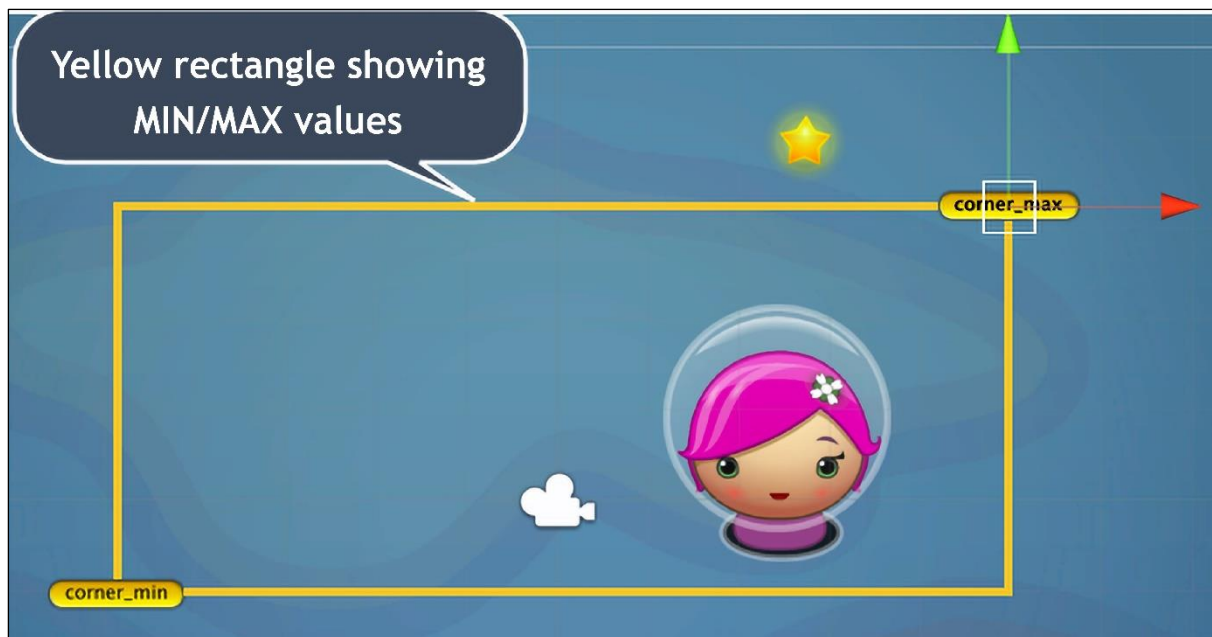
Get score for player 'matt' (HTML)


Get score for player 'matt' (TXT)

Set score for player 'matt' (random 500-4

Chapter 11: Controlling and Choosing Positions







☒ **Terrain**


☒ Static

Tag




Untagged

Layer

Default



Transform



Position

X

-15

Y

0

Z

-10

Rotation

X

0


Y

0

Z

0

Scale

 X


1

Y




1






Z

1



☒ **Terrain**





► **Basic Terrain**

► **Tree & Detail Objects**

► **Wind Settings for Grass (On Terrain Data)**

▼ **Mesh Resolution (On Terrain Data)**

Terrain Width

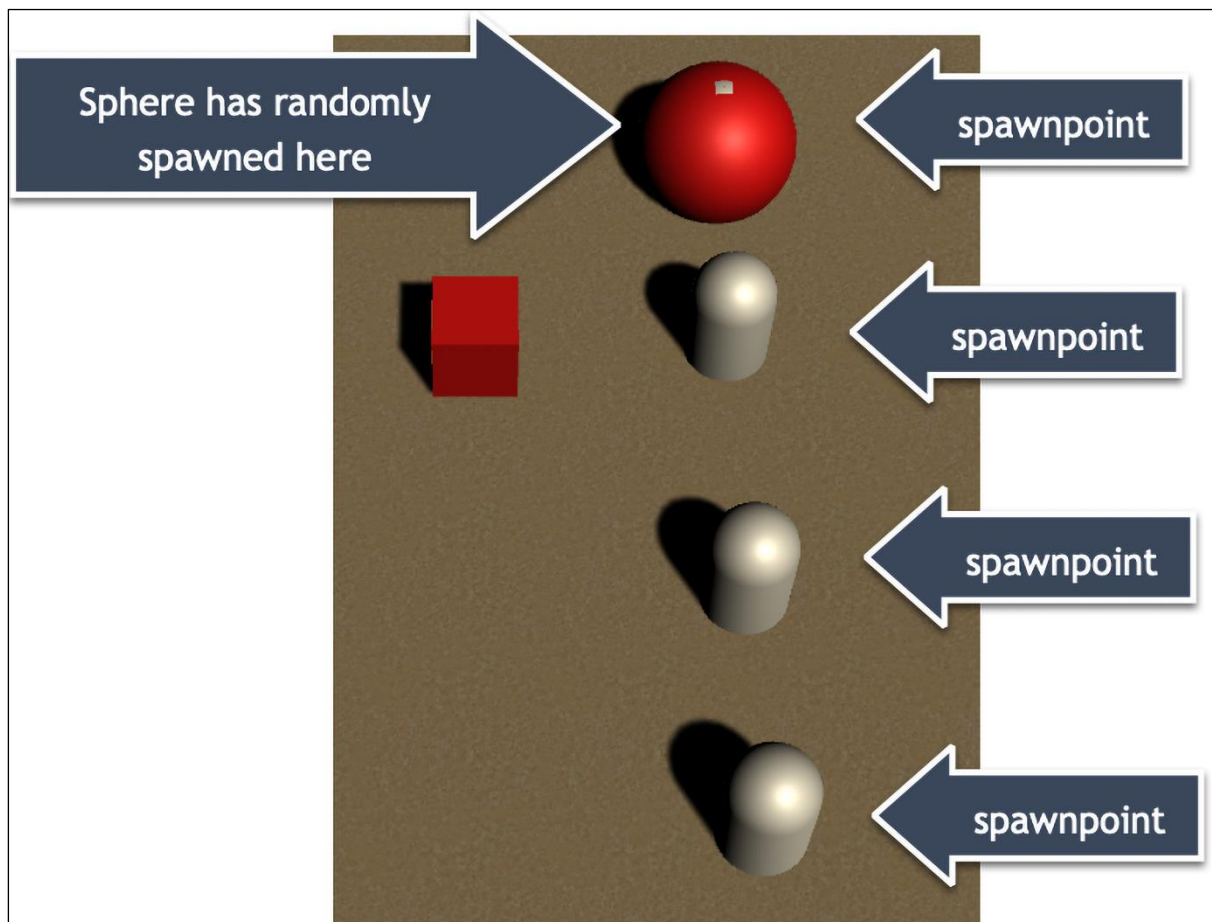
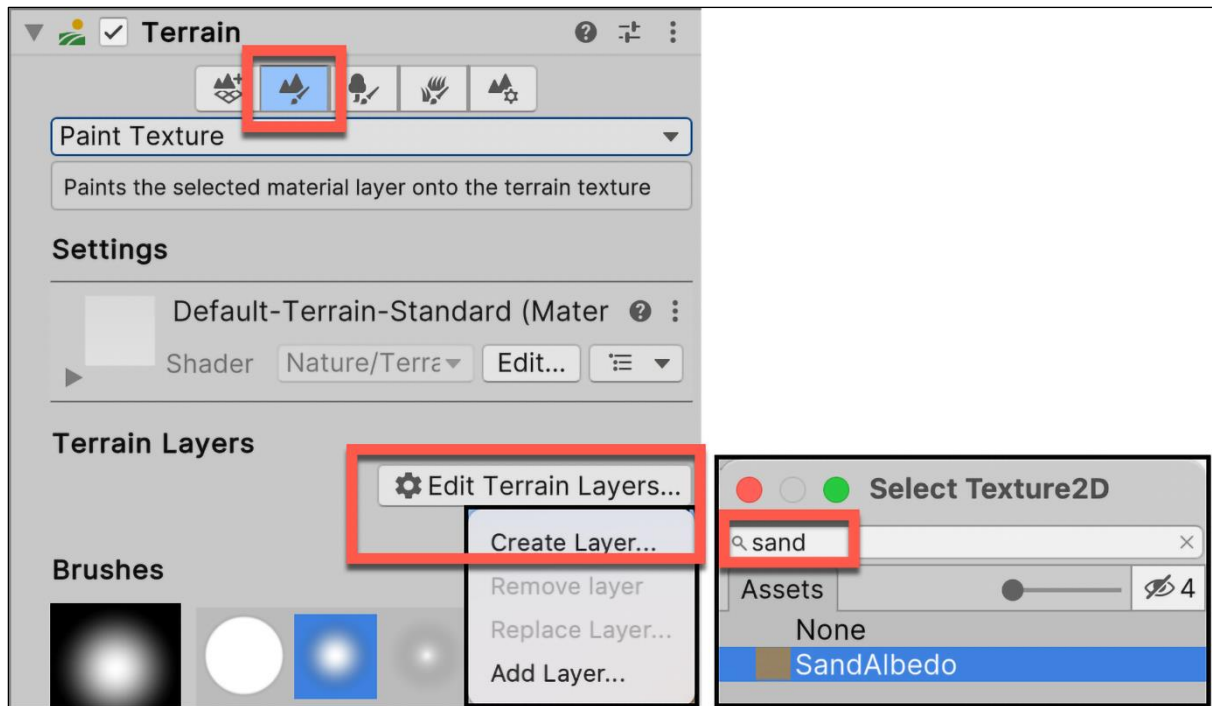
30

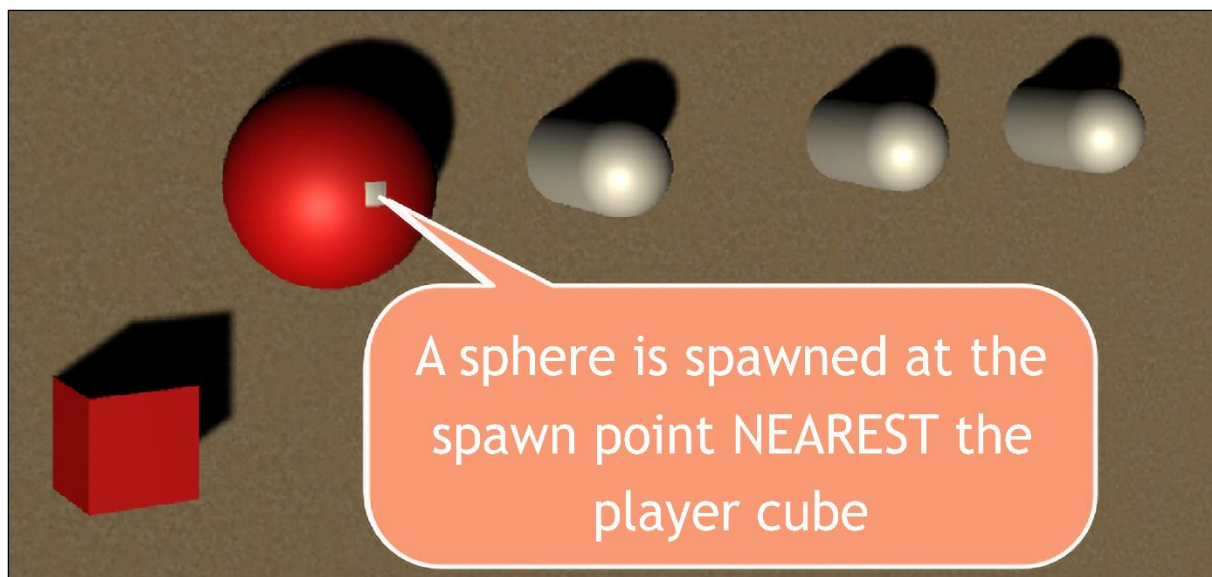
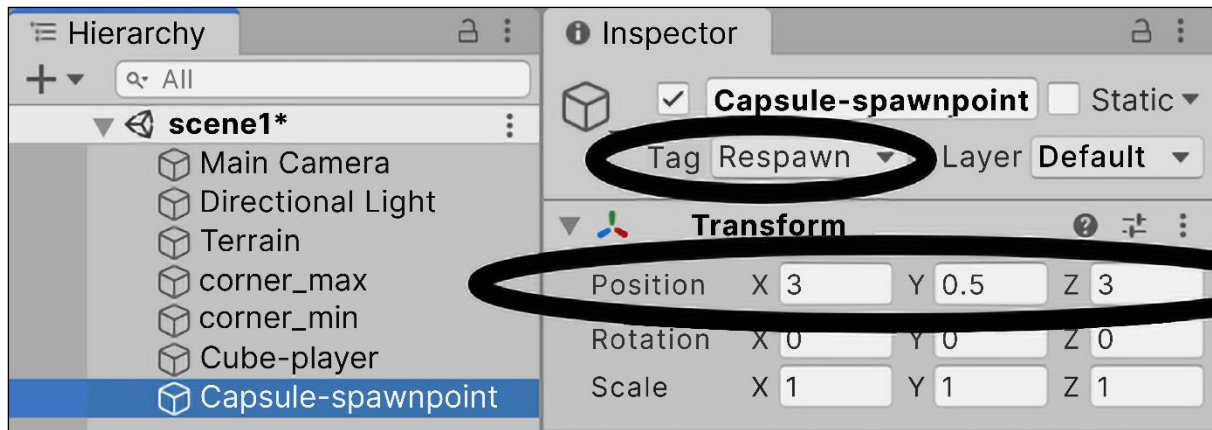
Terrain Length

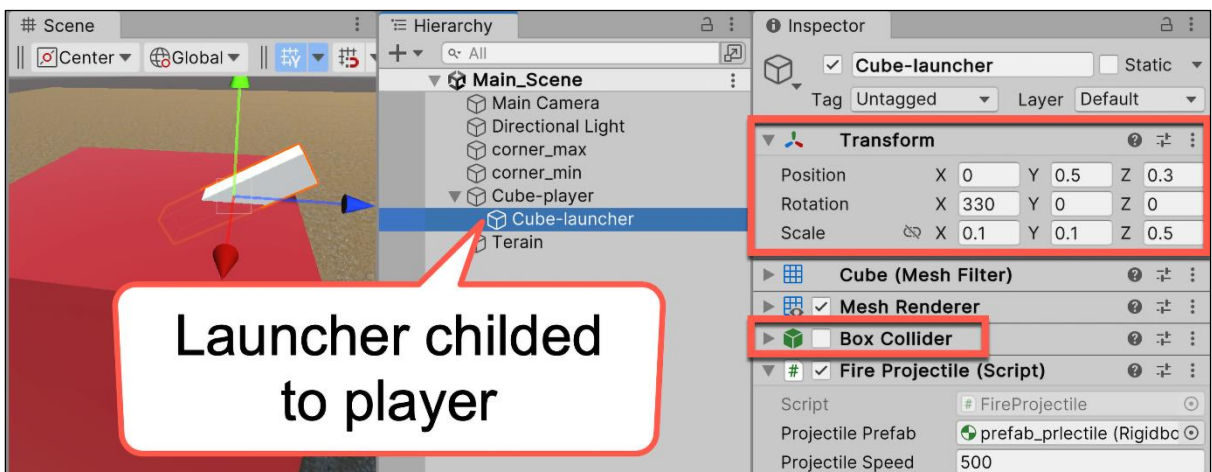
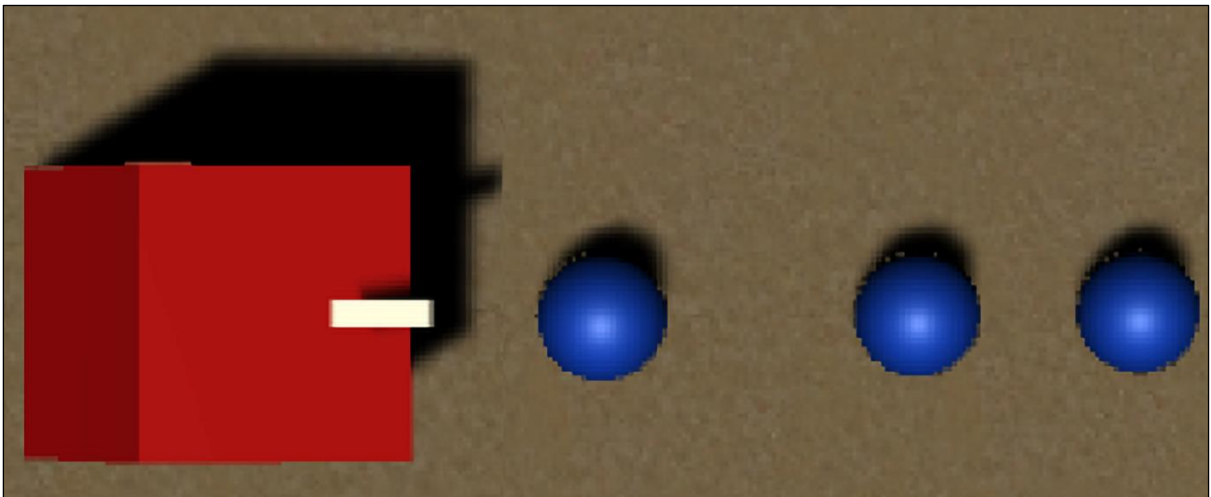
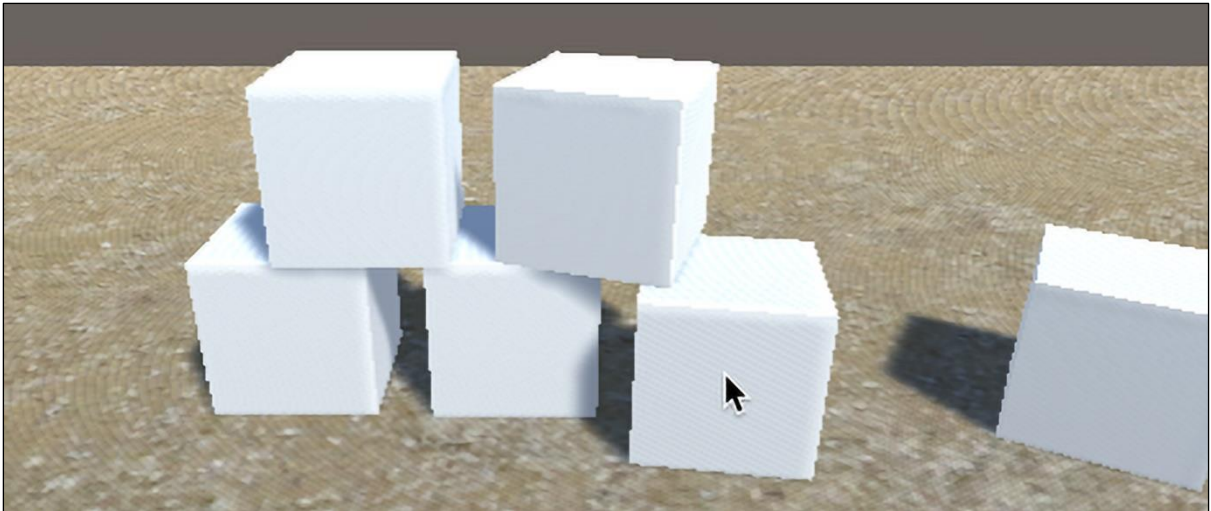
20

Terrain Height

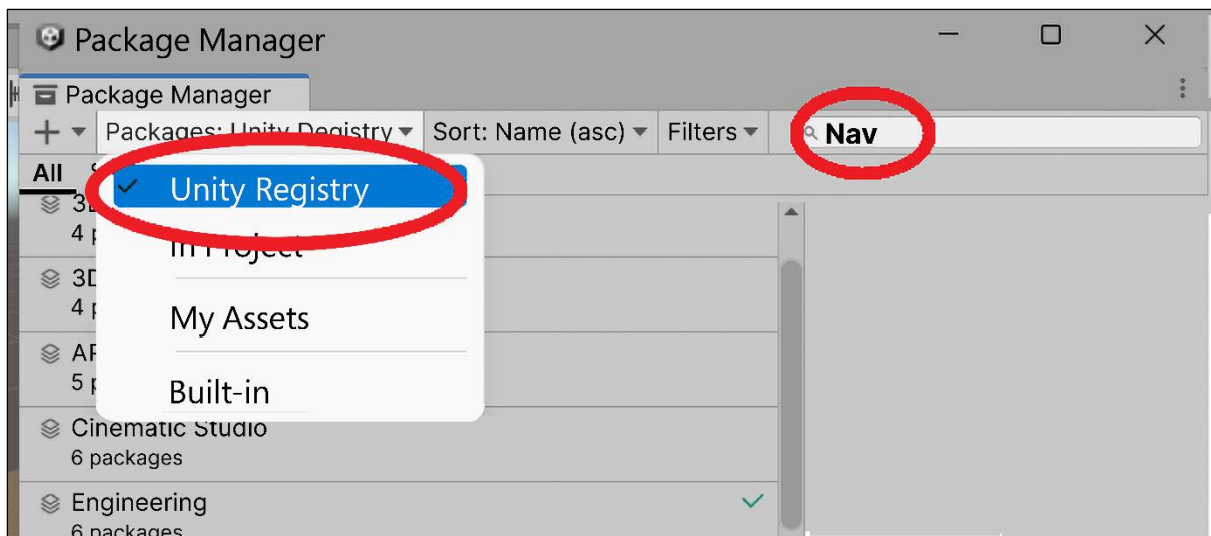
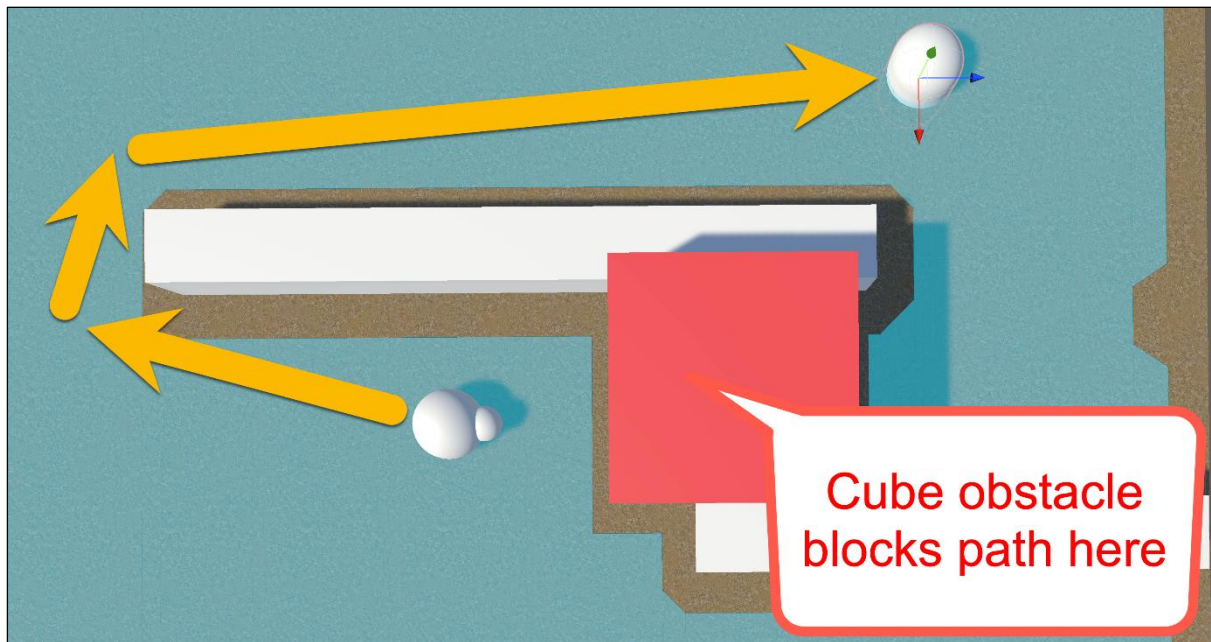
600

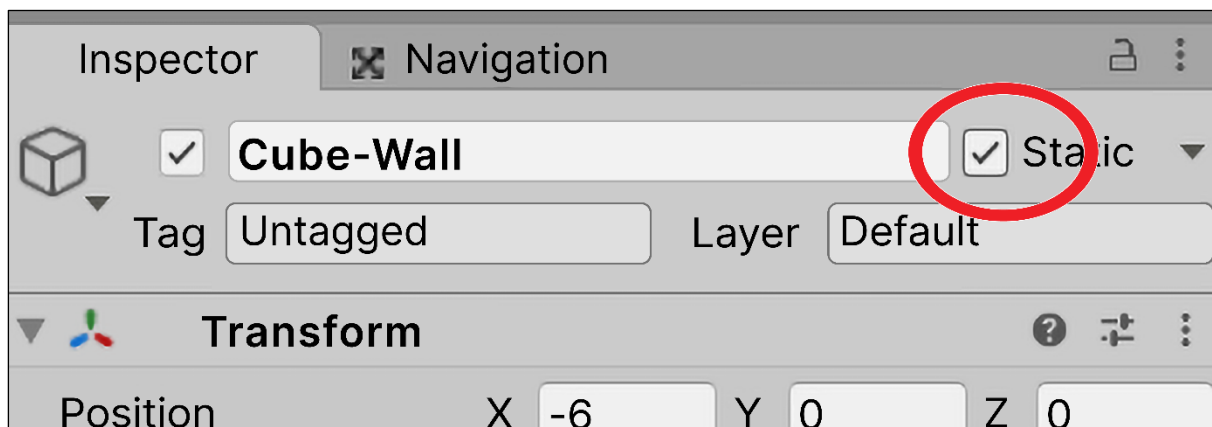
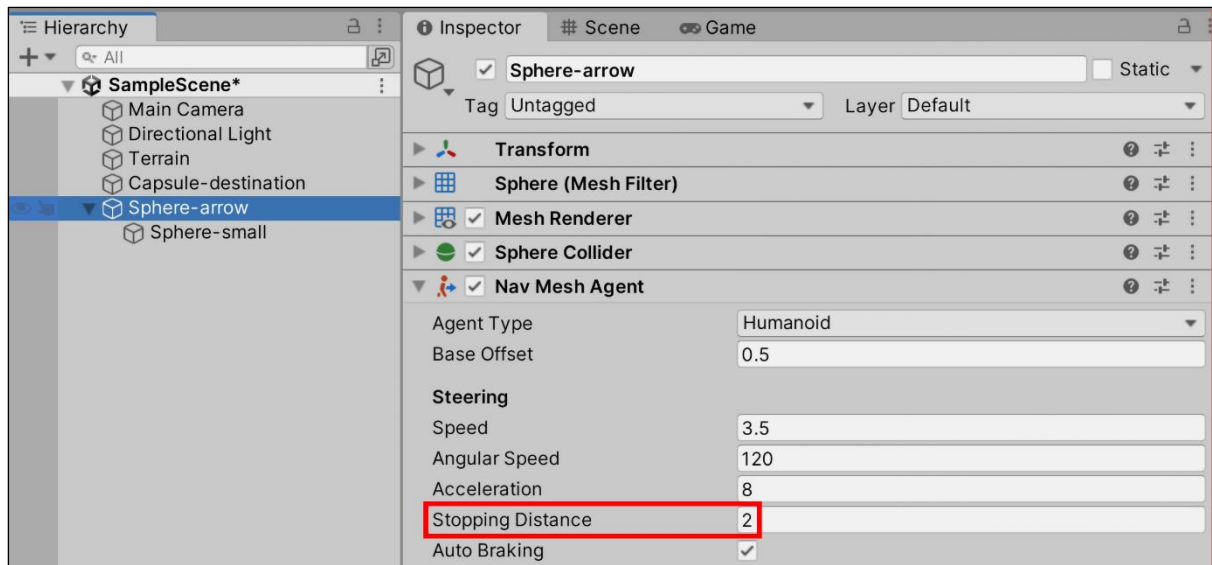


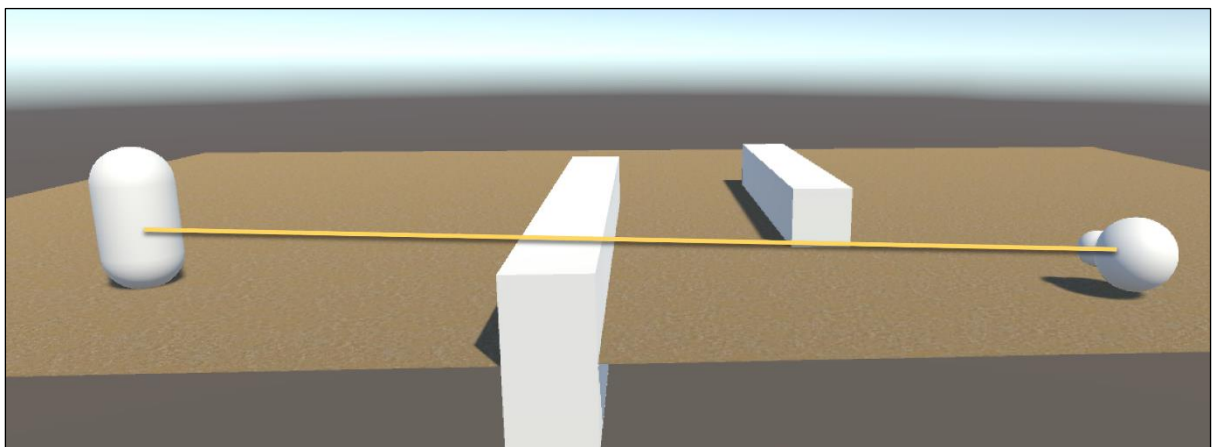
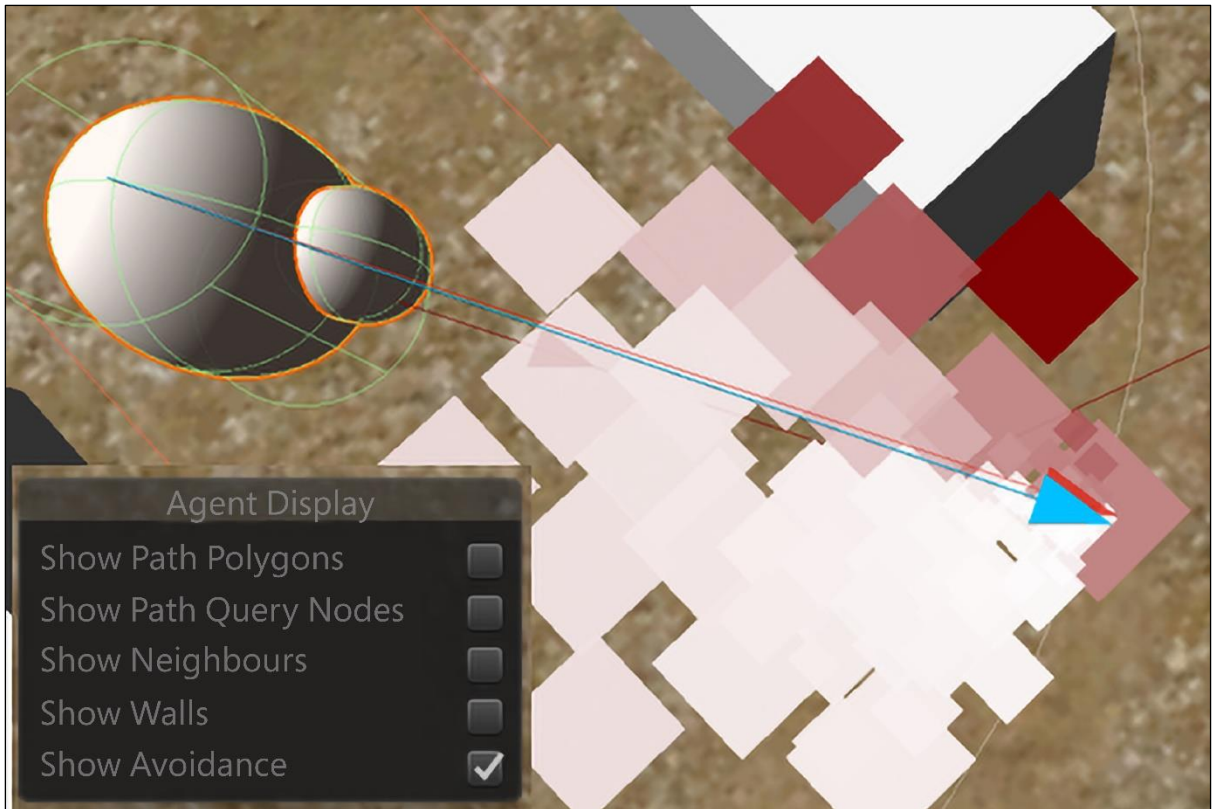


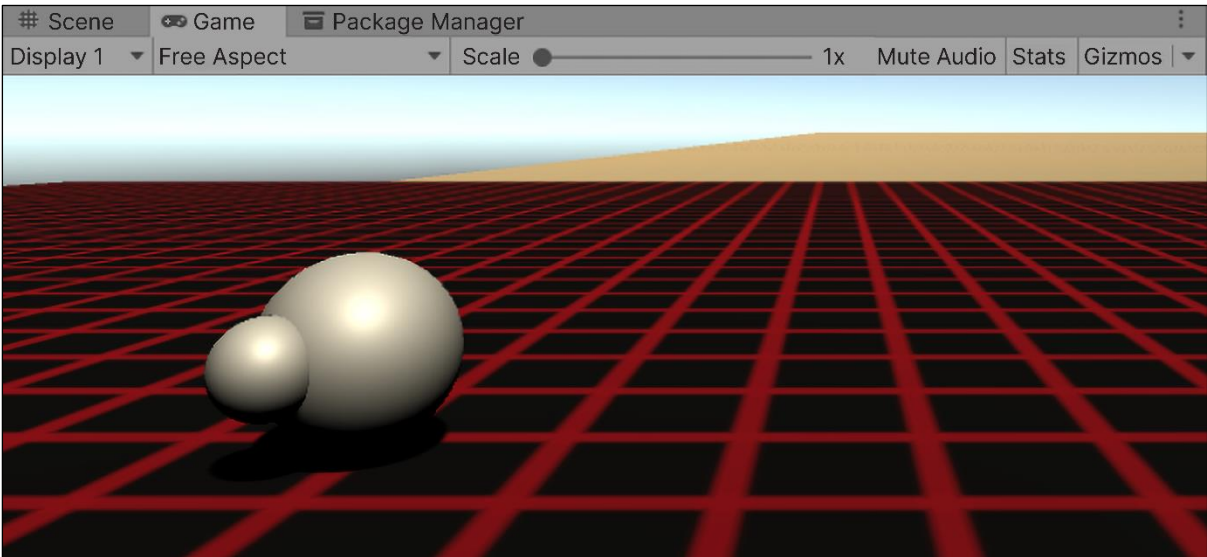
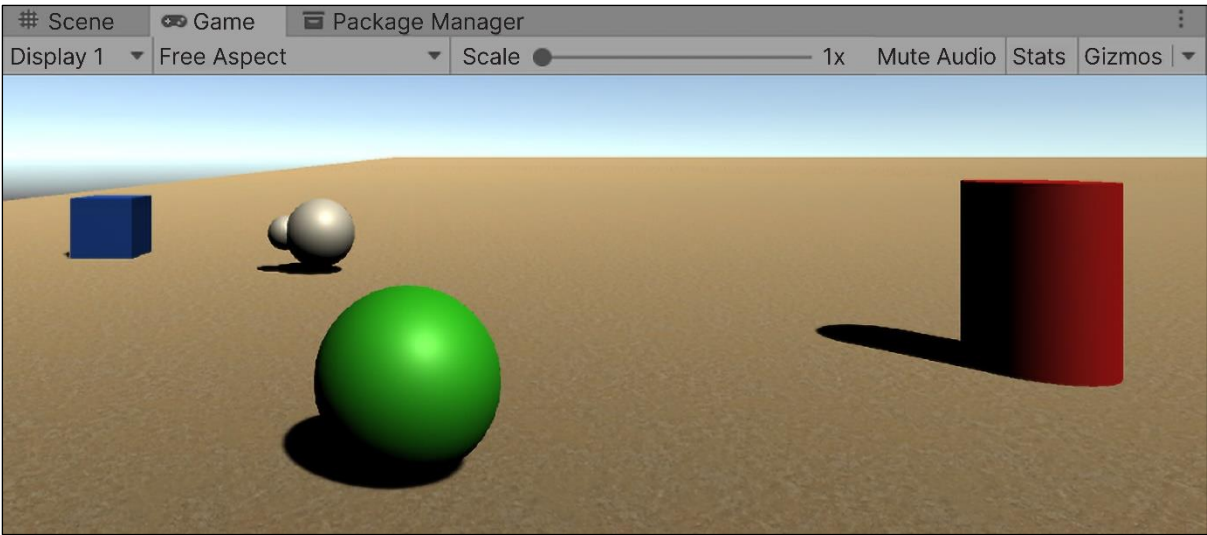


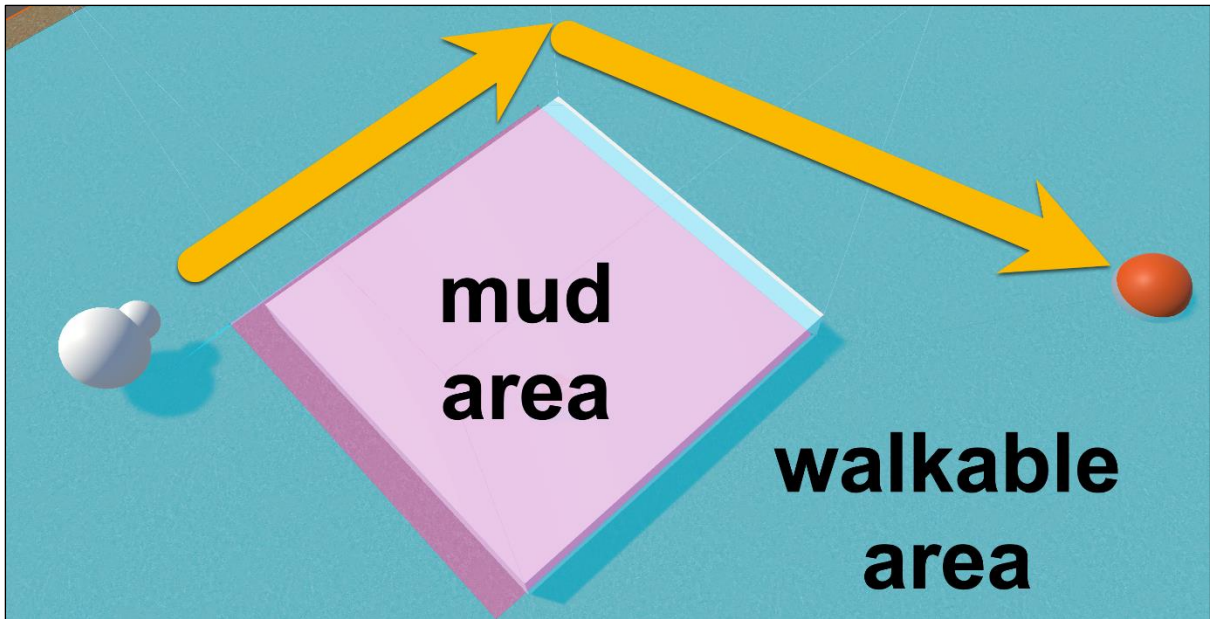
Chapter 12: Navigation Meshes and Agents













<div>AgentsAreas</div>		
	Name	Cost
<div>Built-in 0</div>	Walkable	1
<div>Built-in 1</div>	Not Walkable	1
<div>Built-in 2</div>	Jump	2
<div>User 3</div>	Mud	2
<div>User 4</div>		1
<div>User 5</div>		1





☒

NavMeshModifierVolume

?







Edit Volume

Size

X

Y

Z

Center

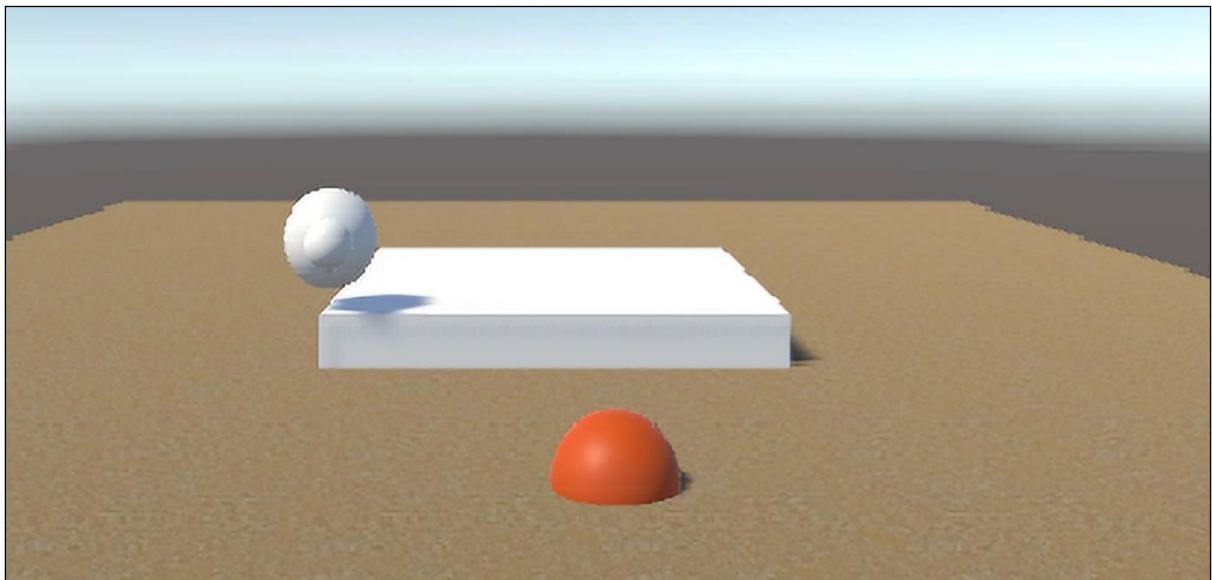
X

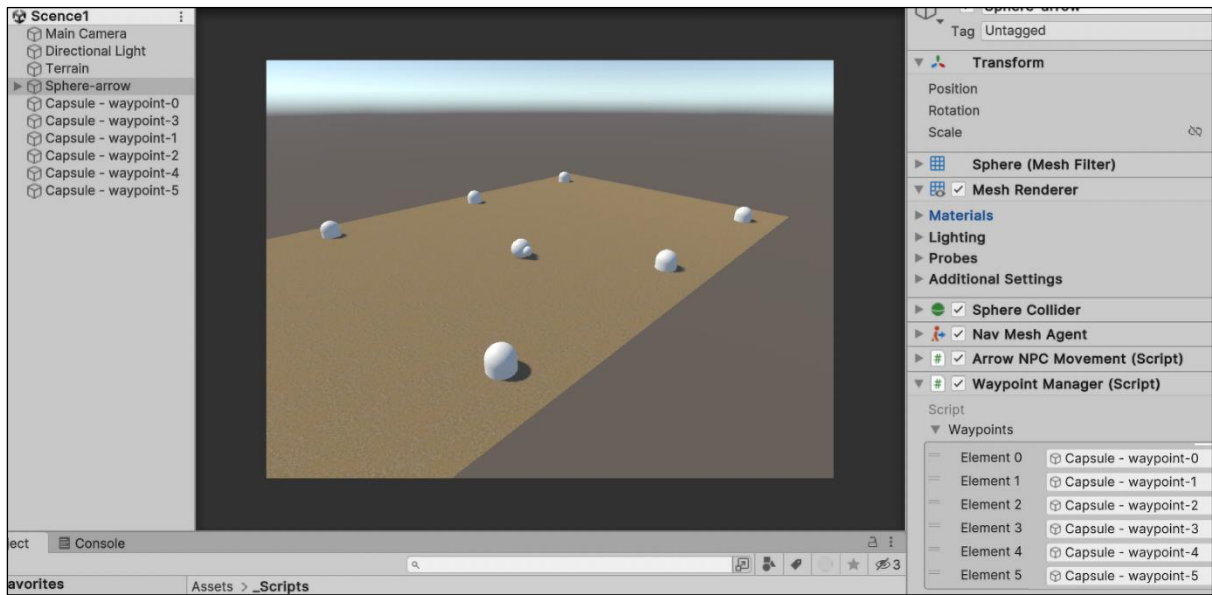
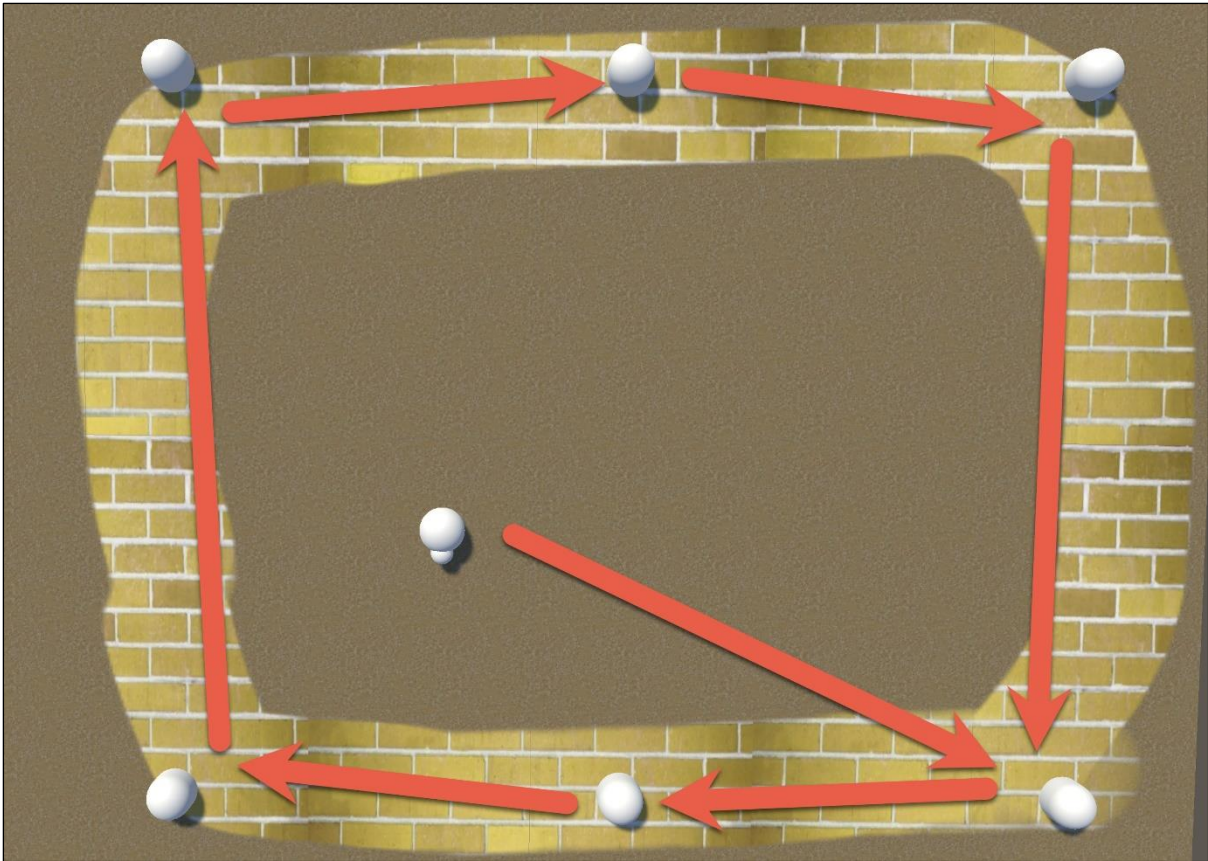
Y

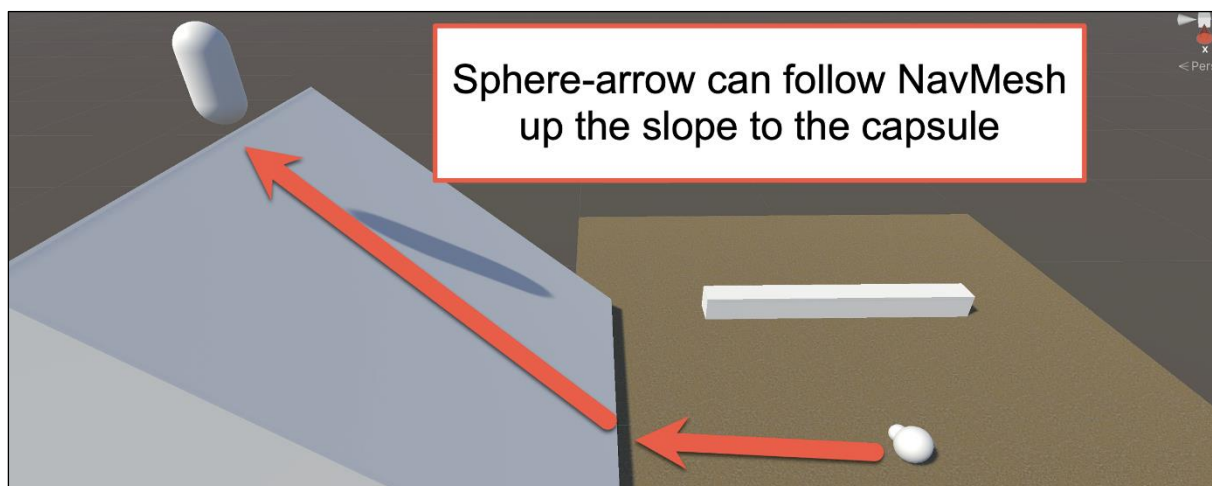
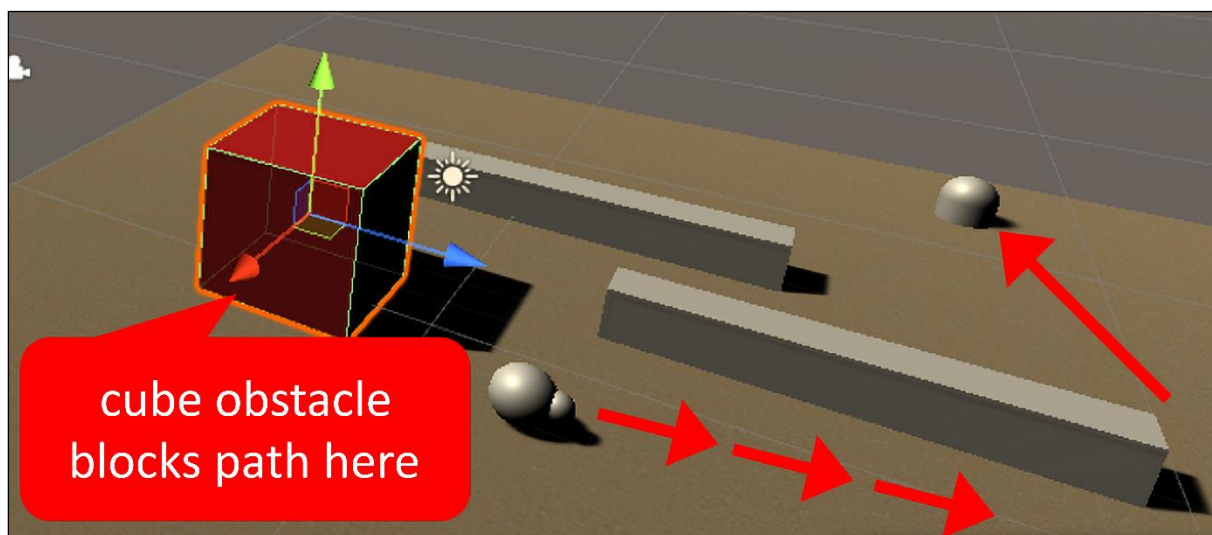
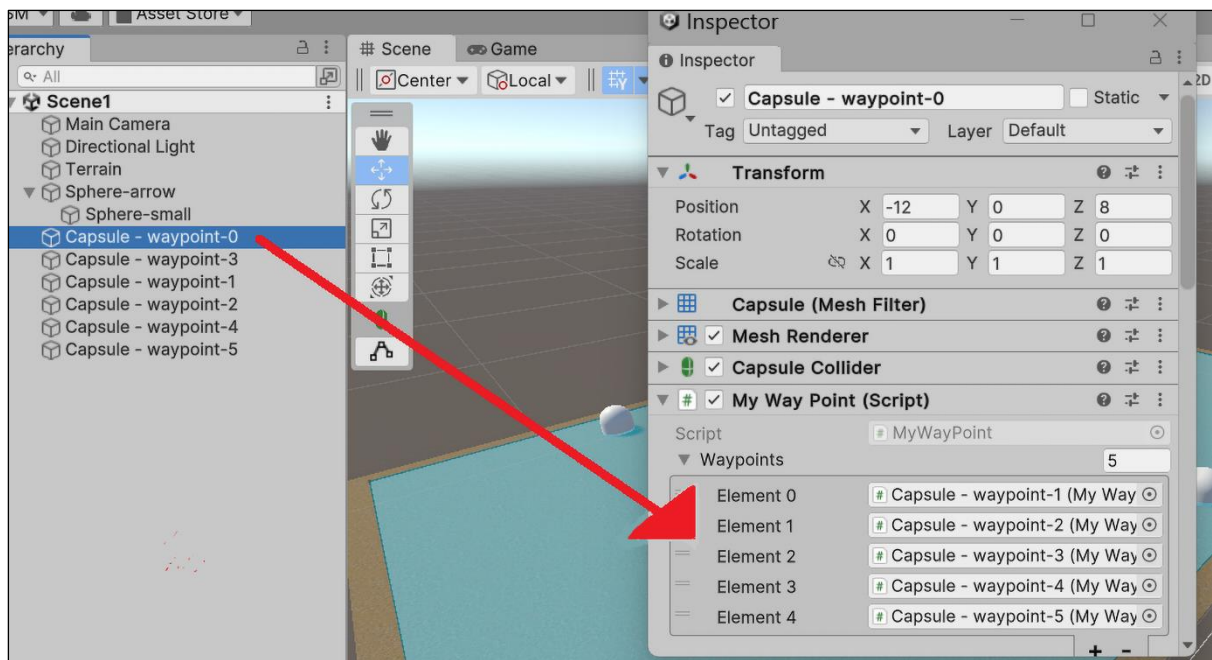
Z

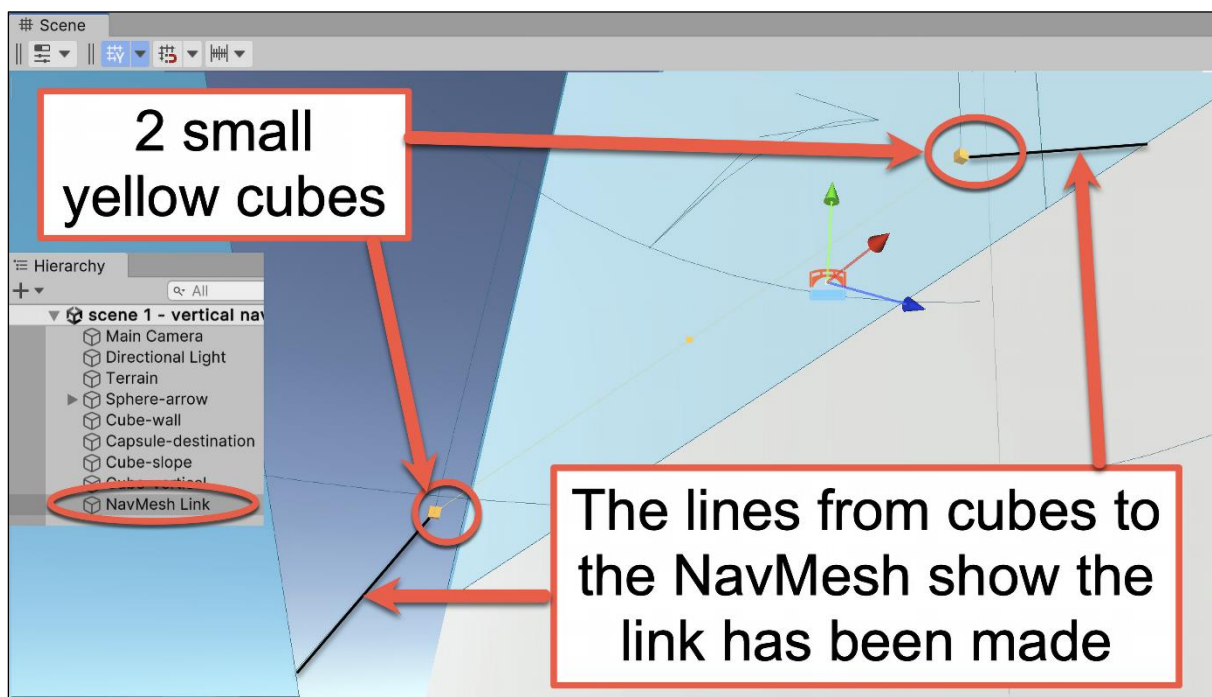
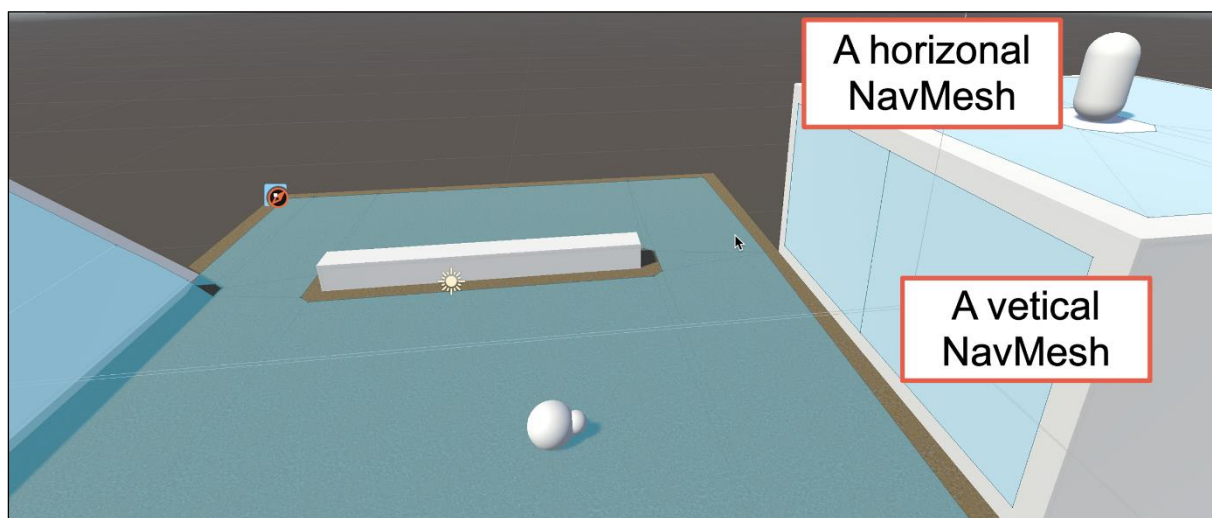
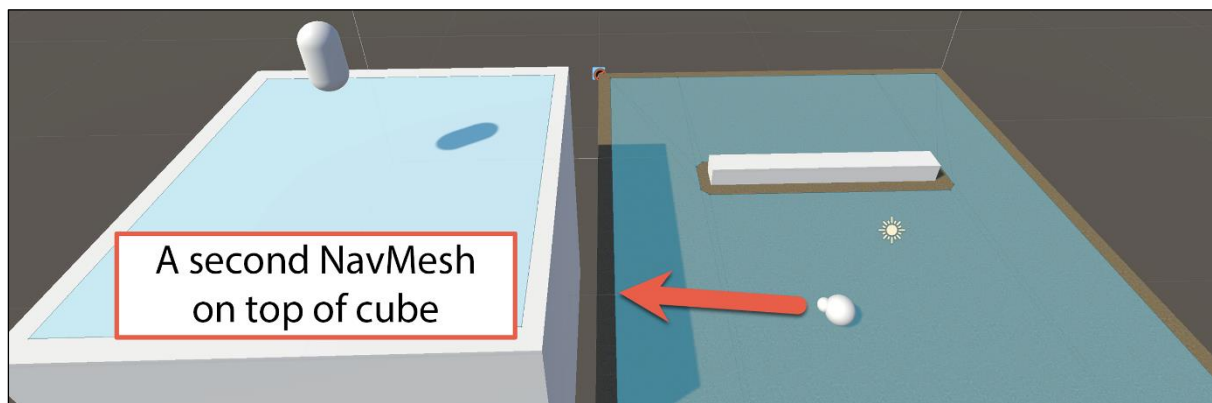
Area Type

Affected Agents



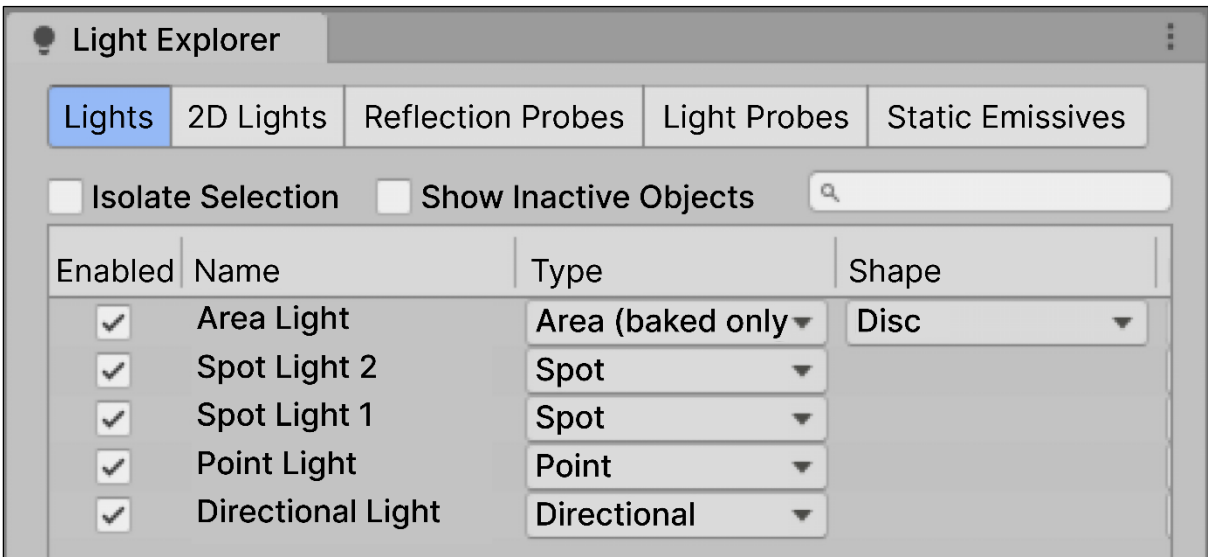
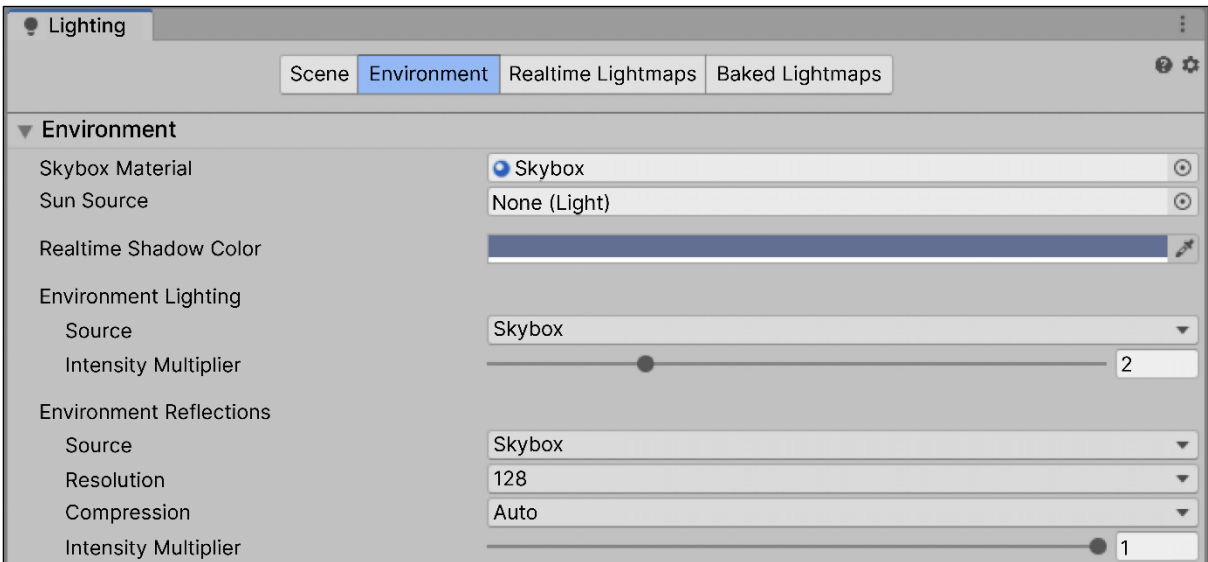


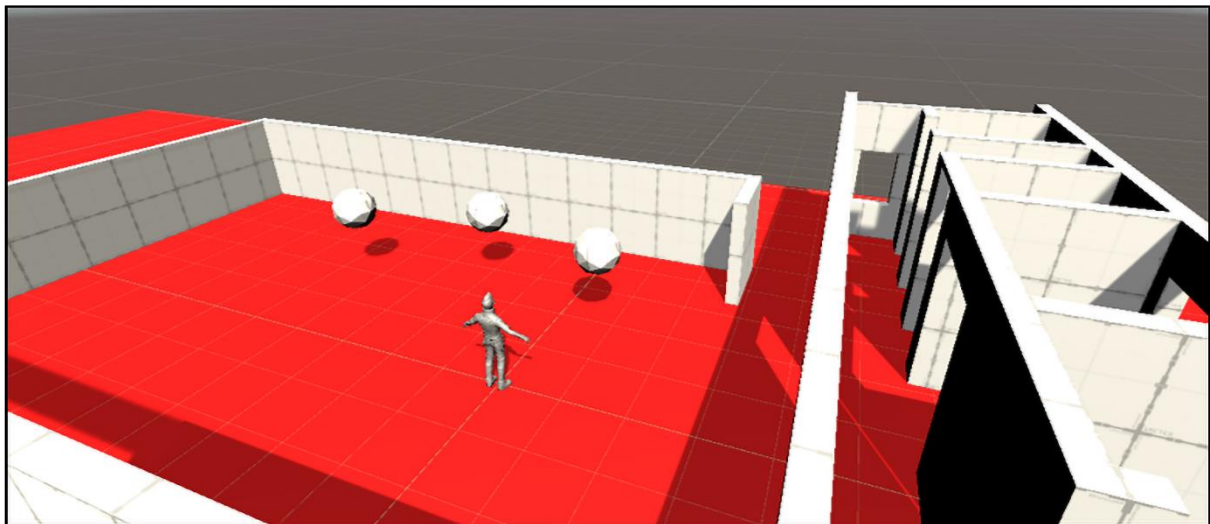
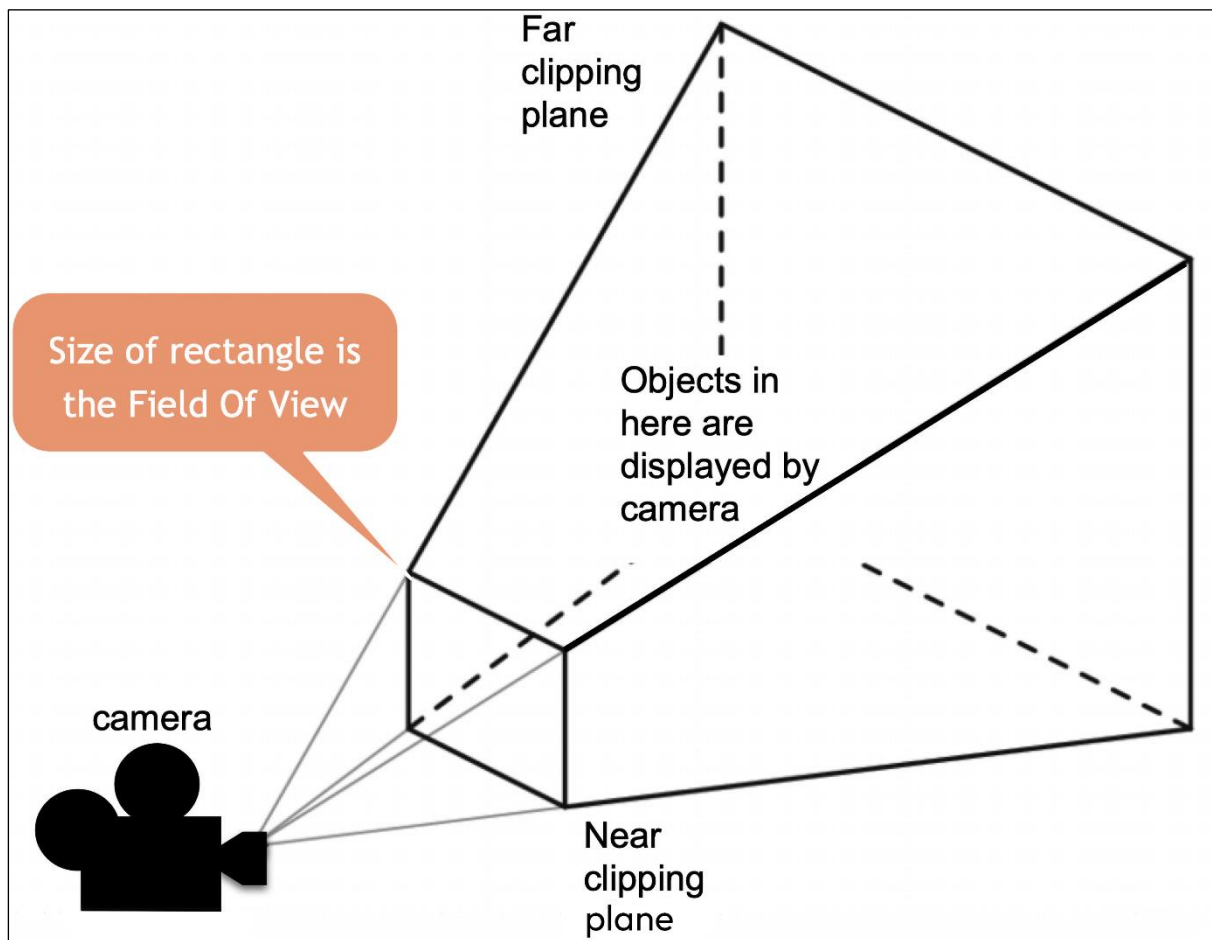


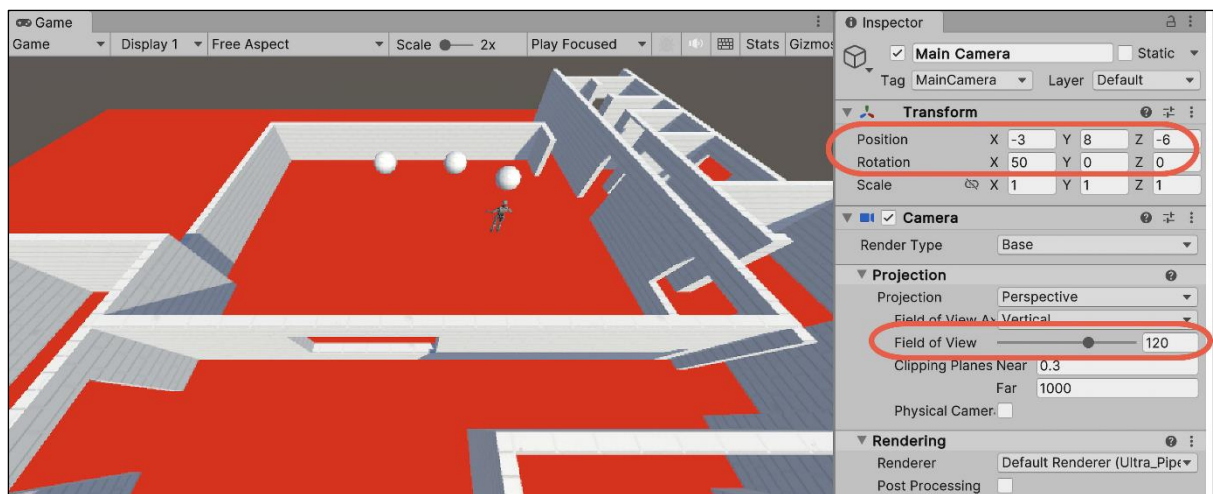
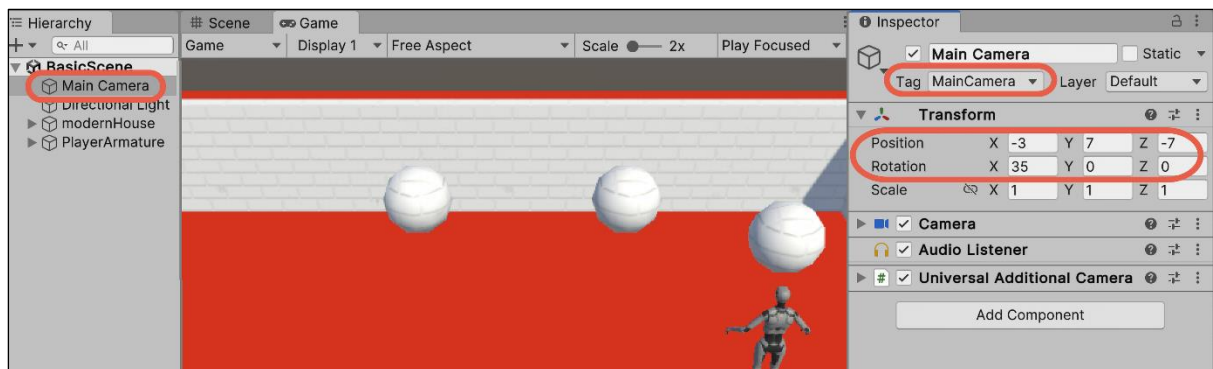
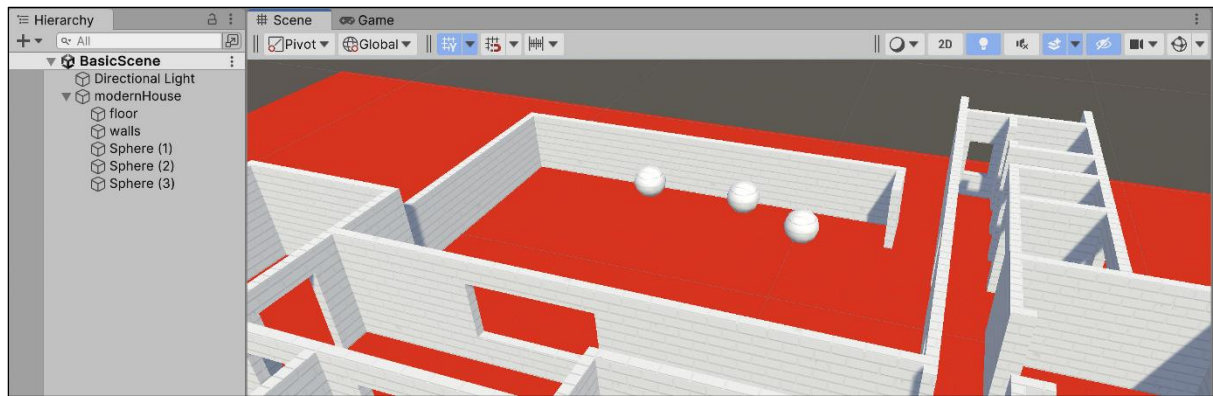


Chapter 13: Cameras, Lighting, and Visual Effects

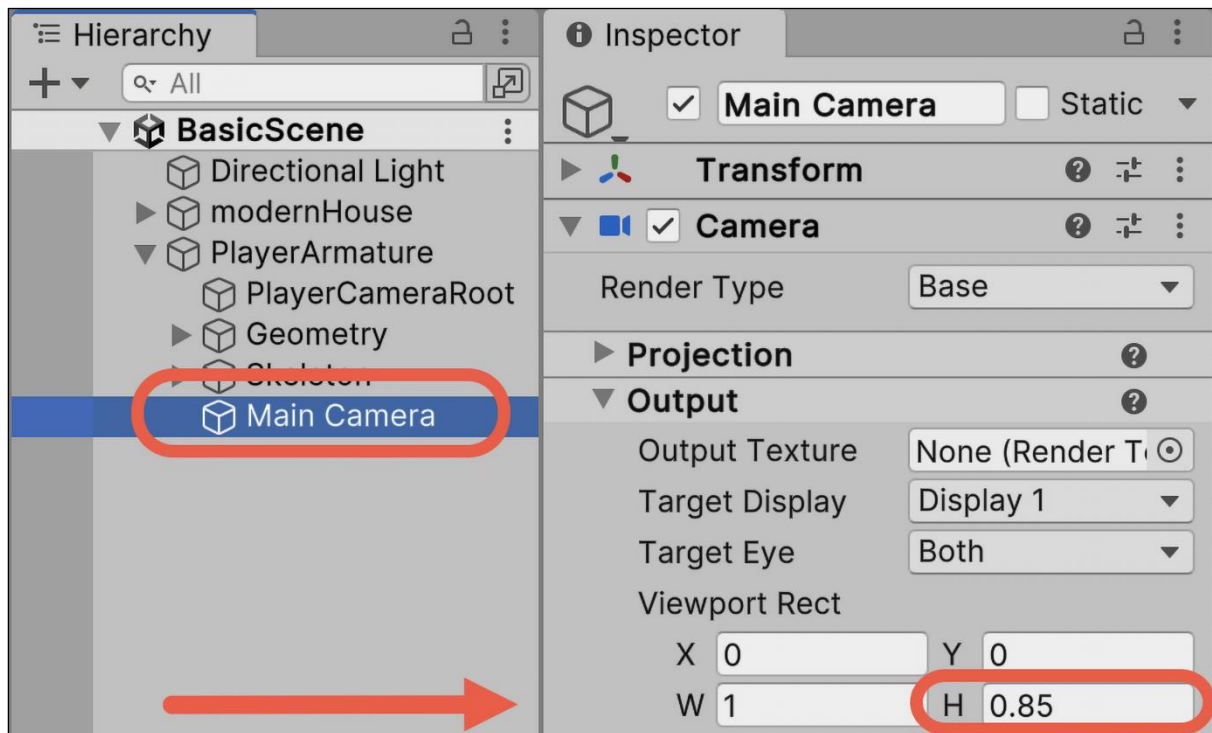
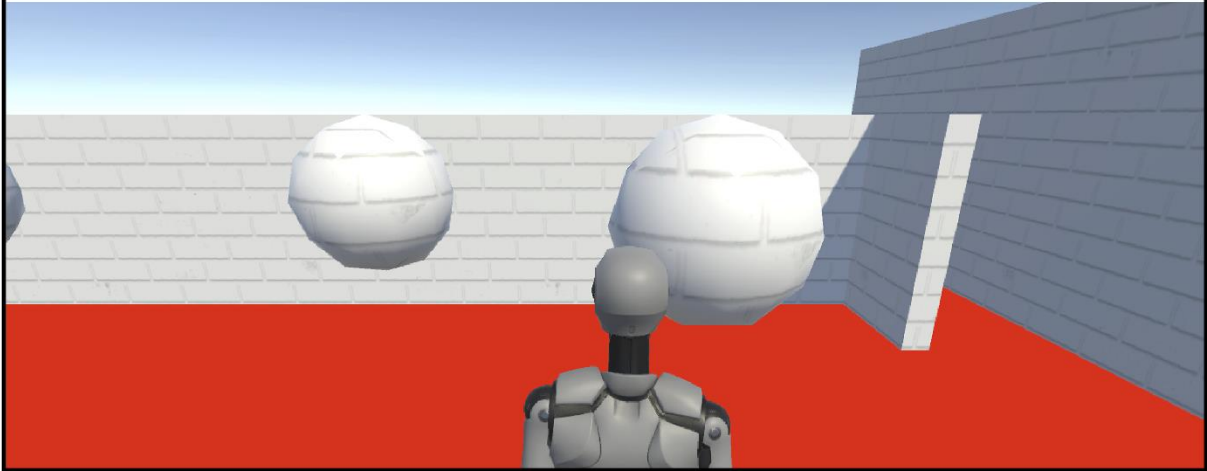


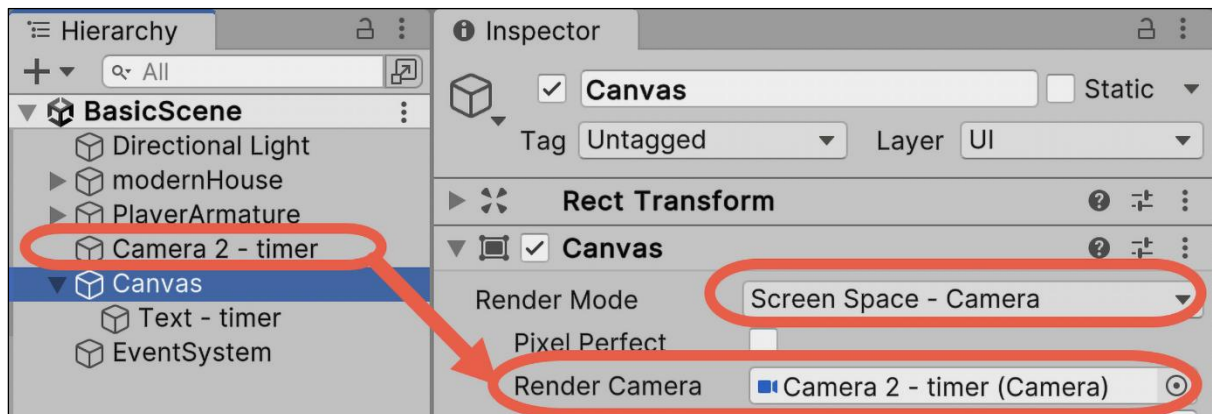
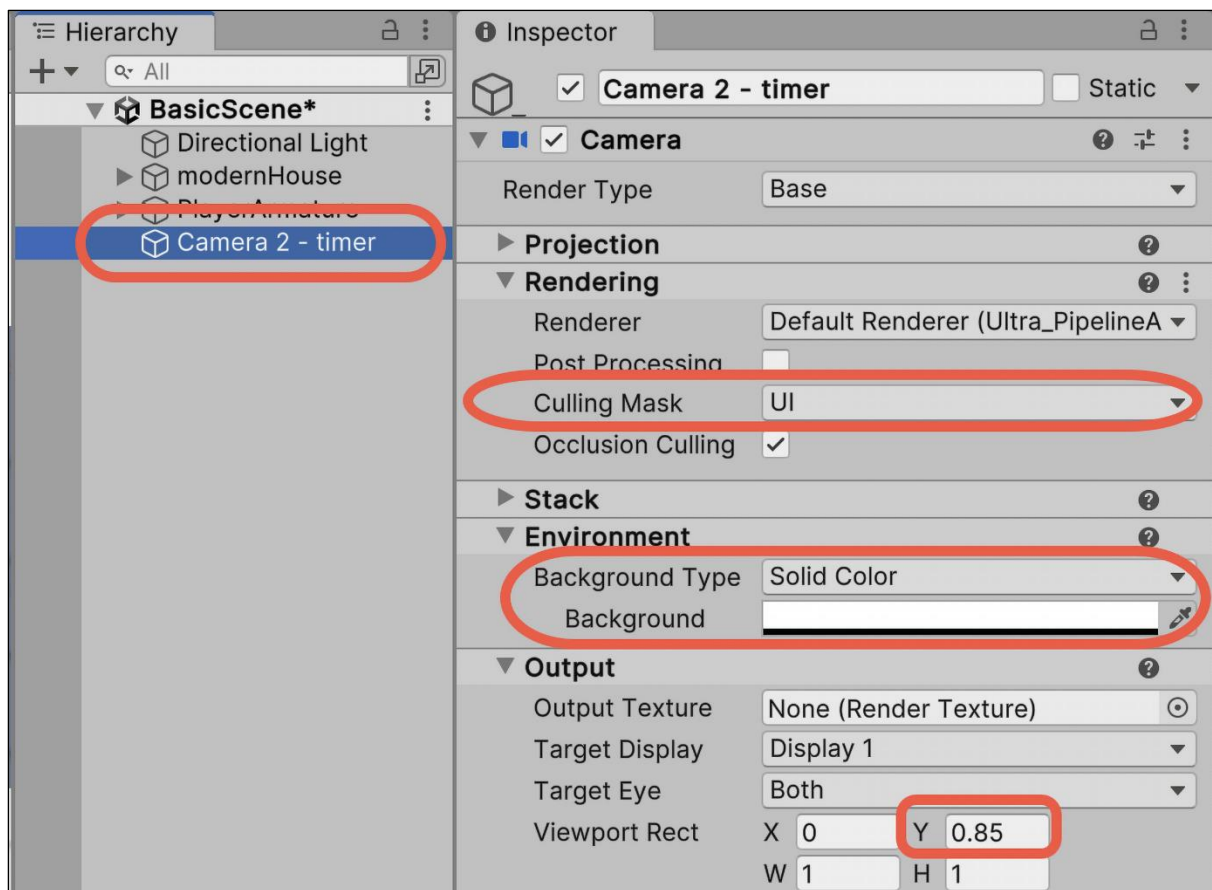




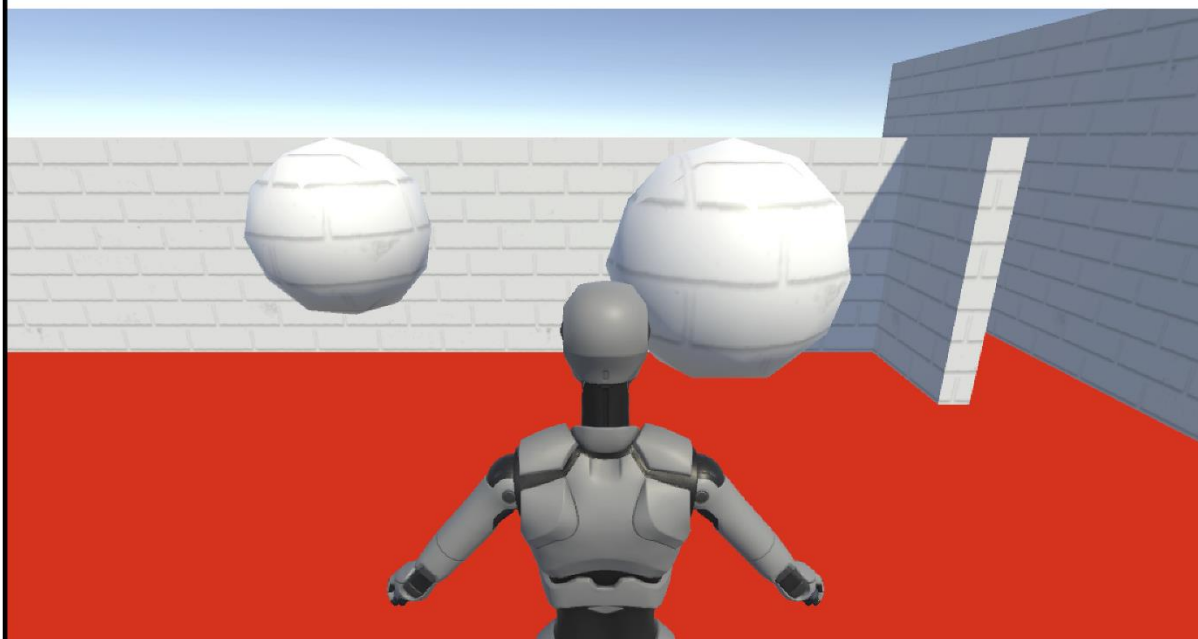


Elapsed time = 1.77

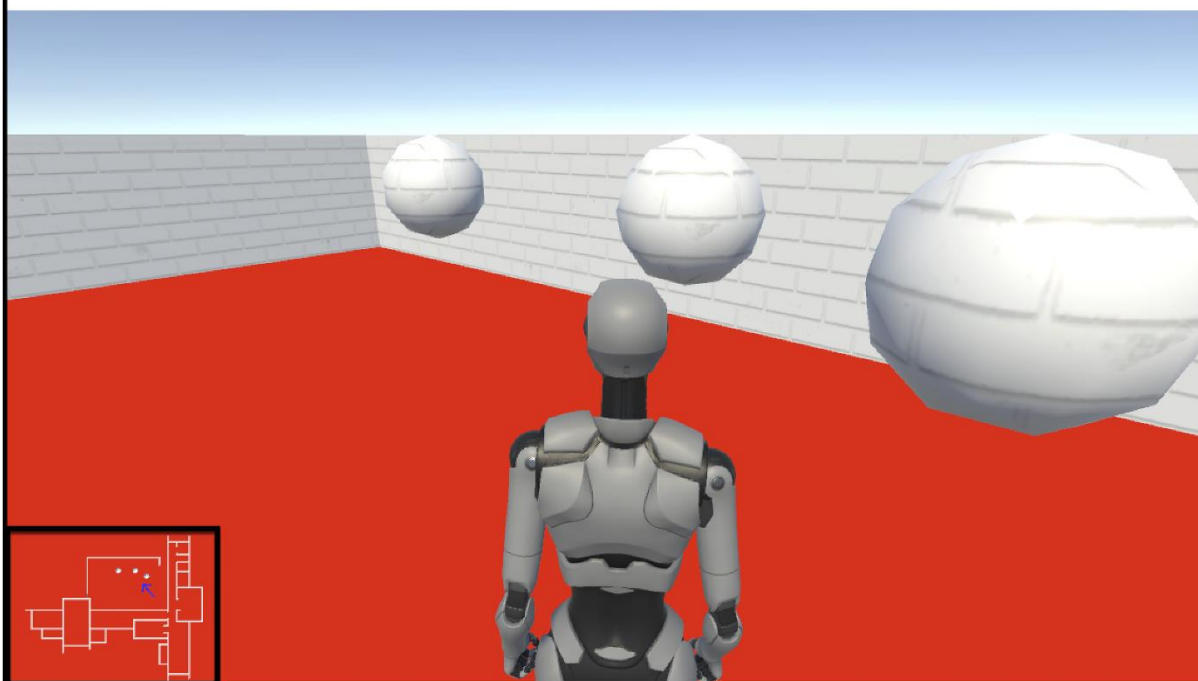


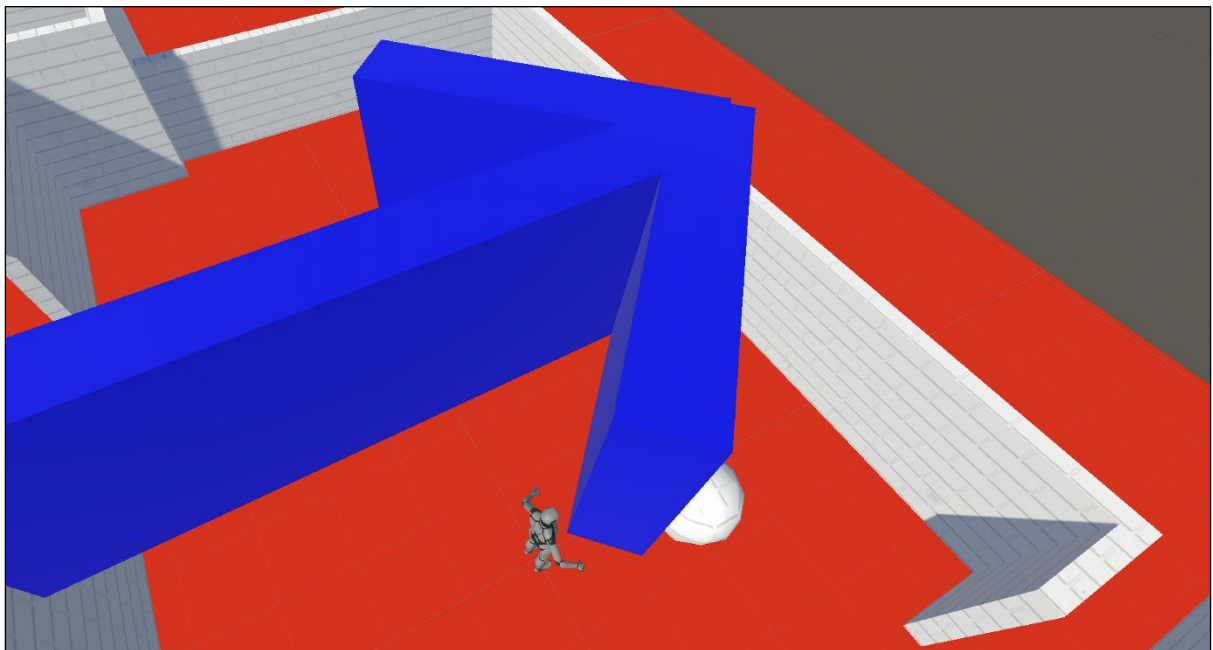
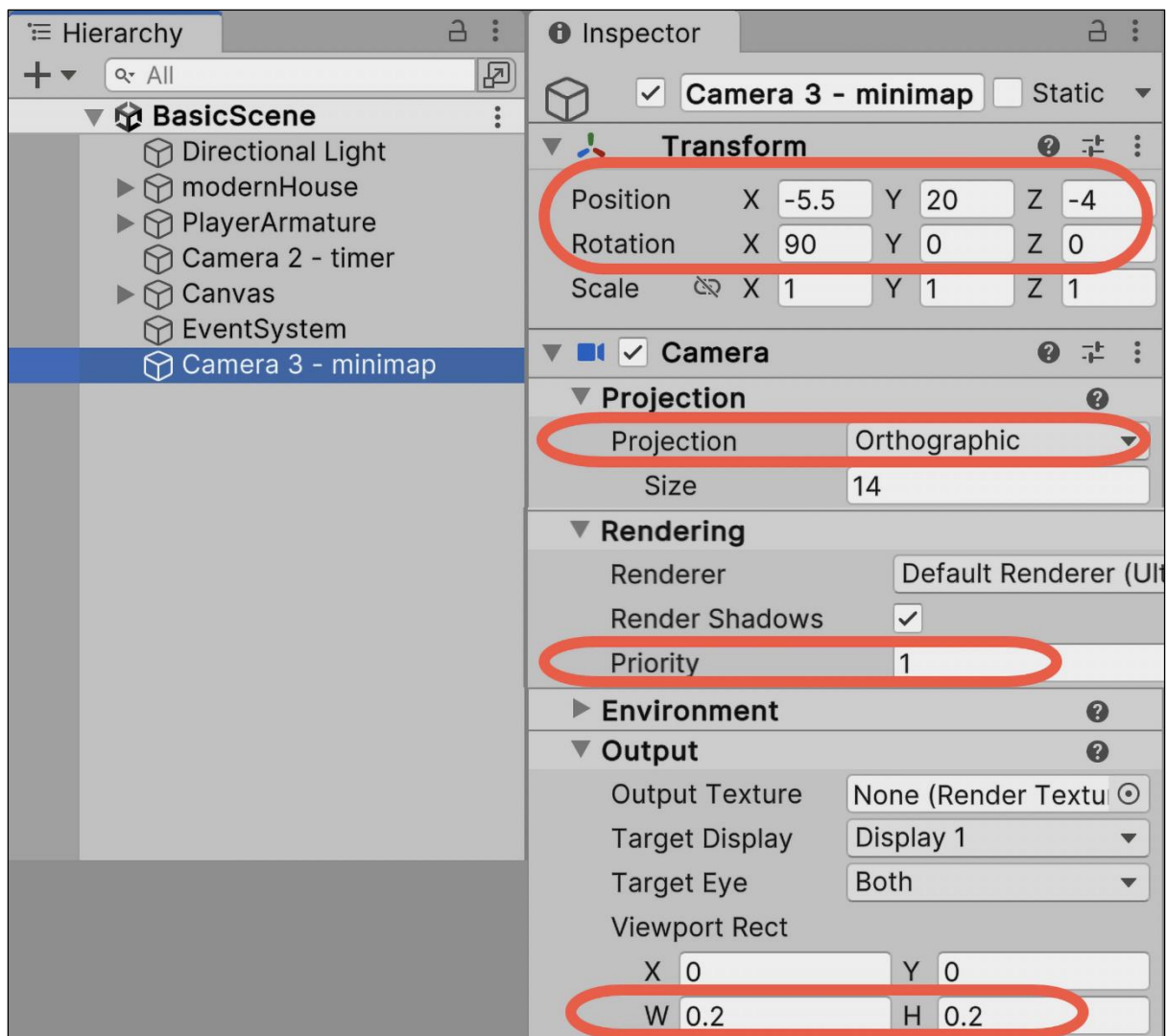


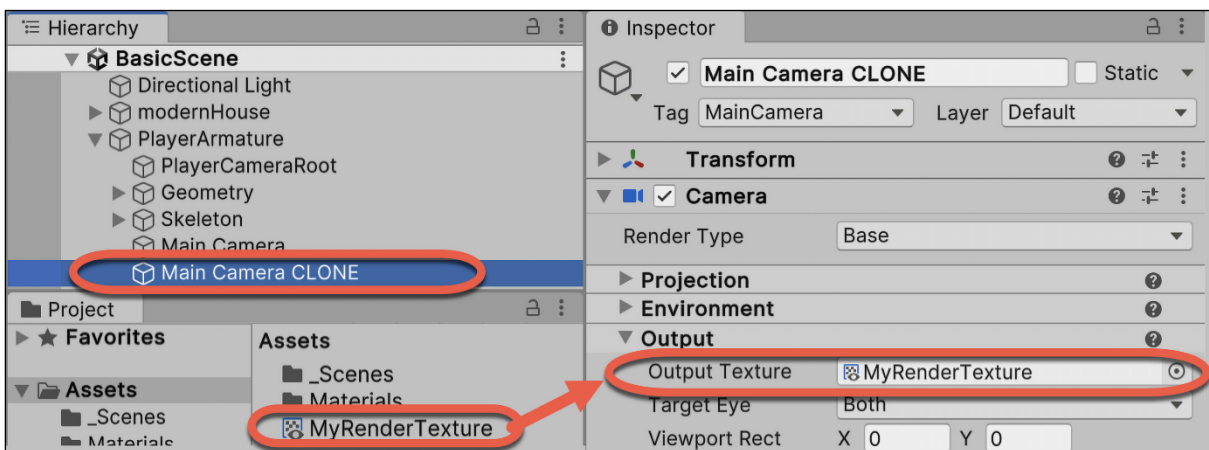
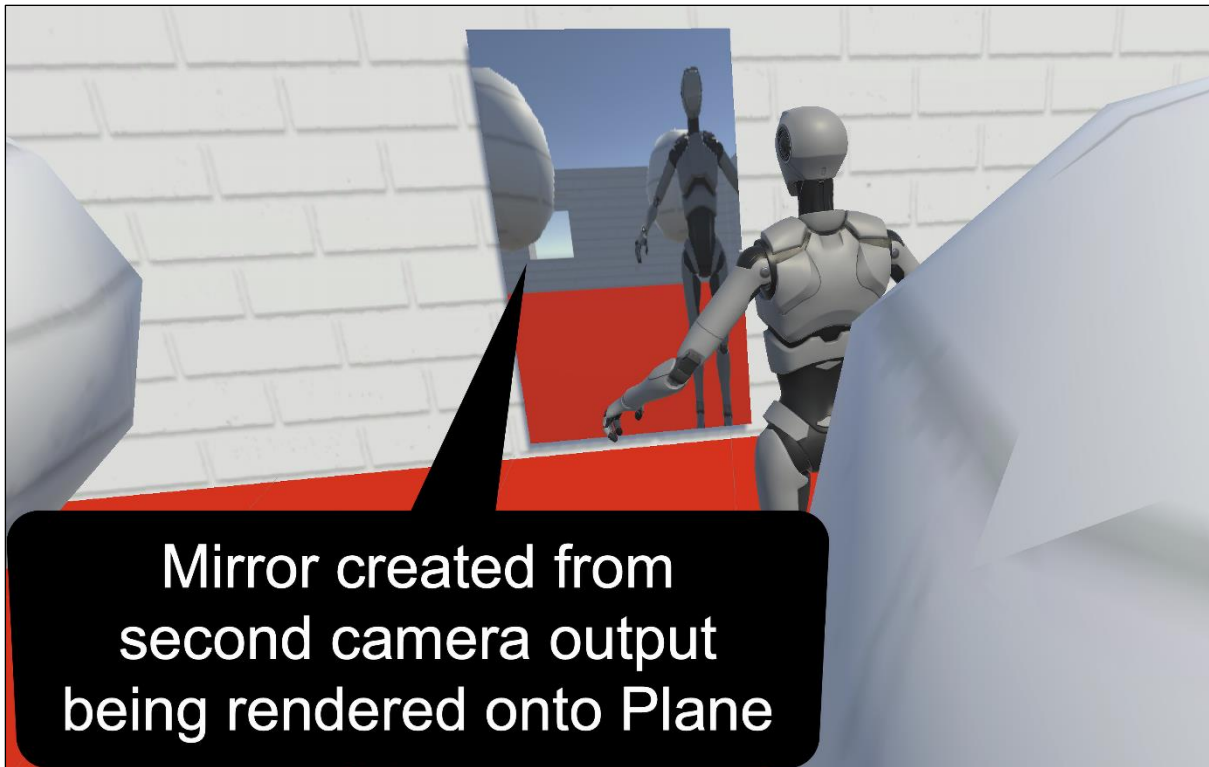
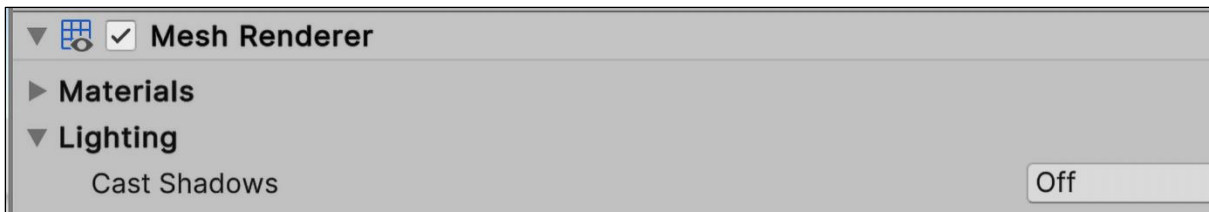
New Text

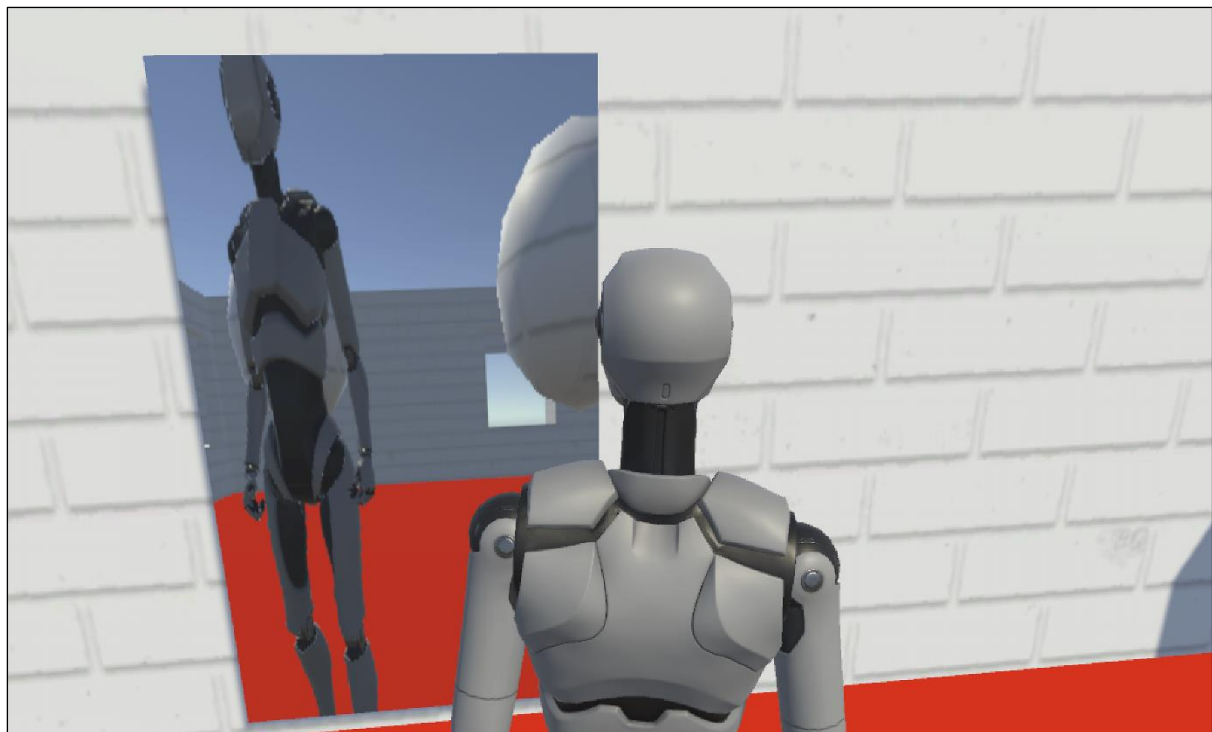
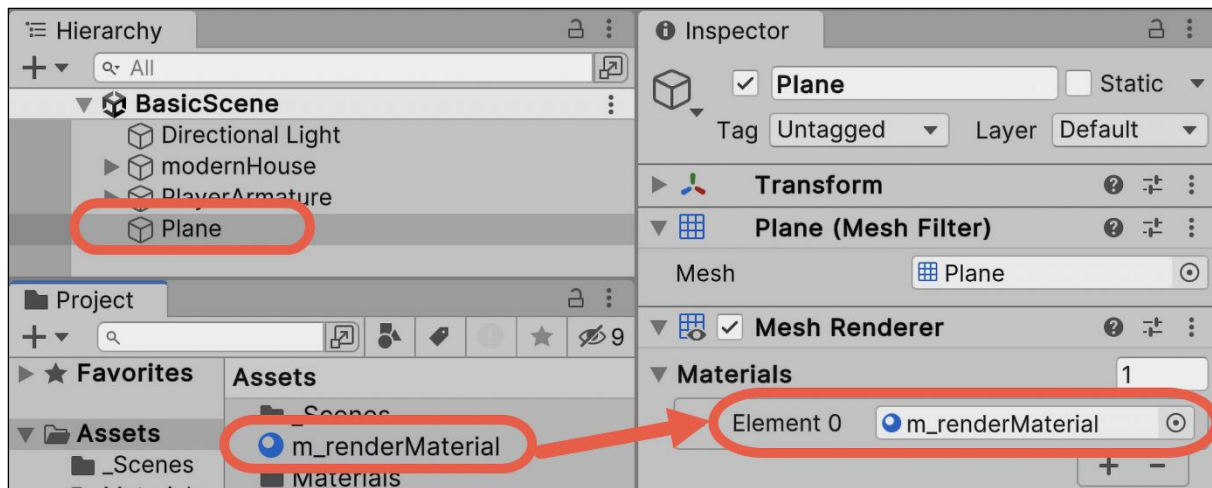
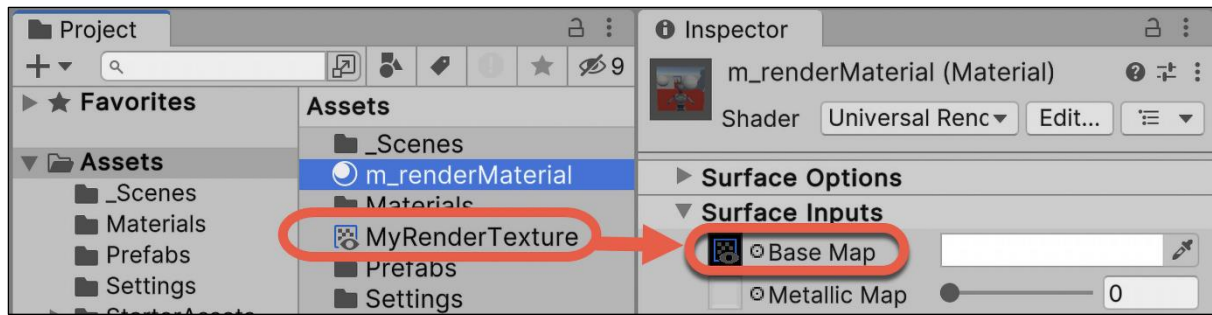


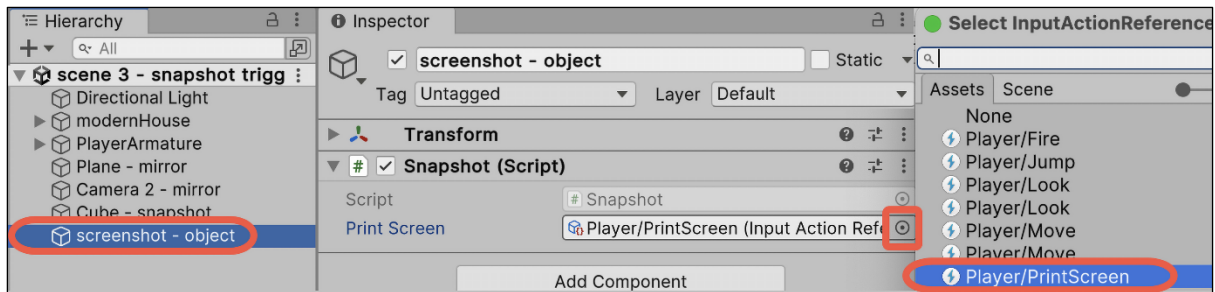
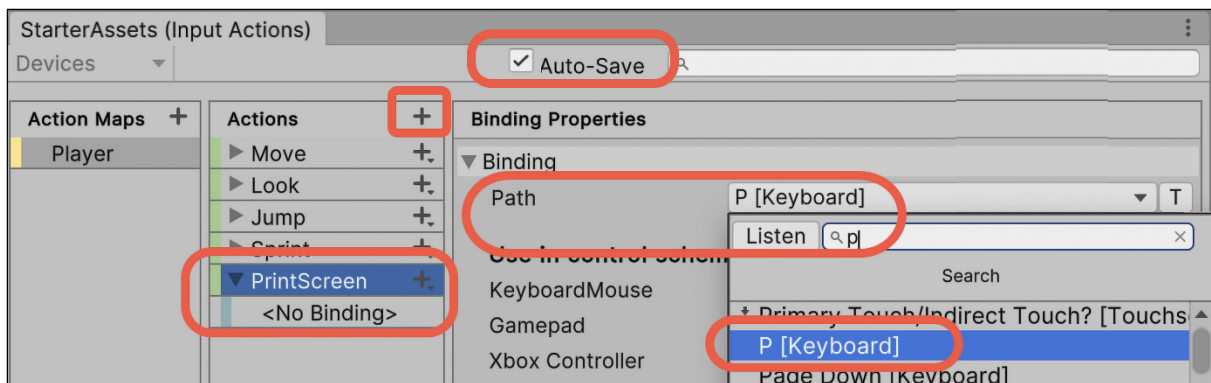
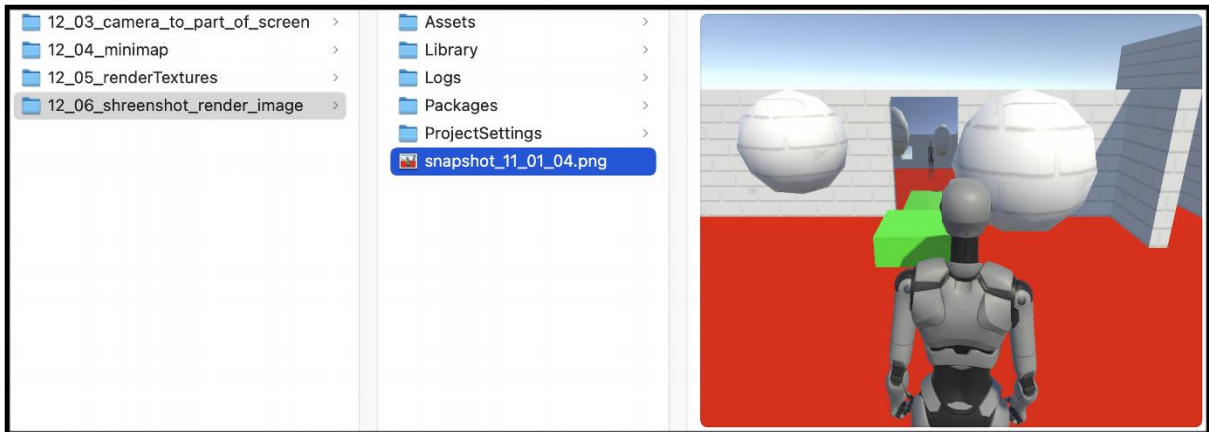
Elapsed time = 10.61

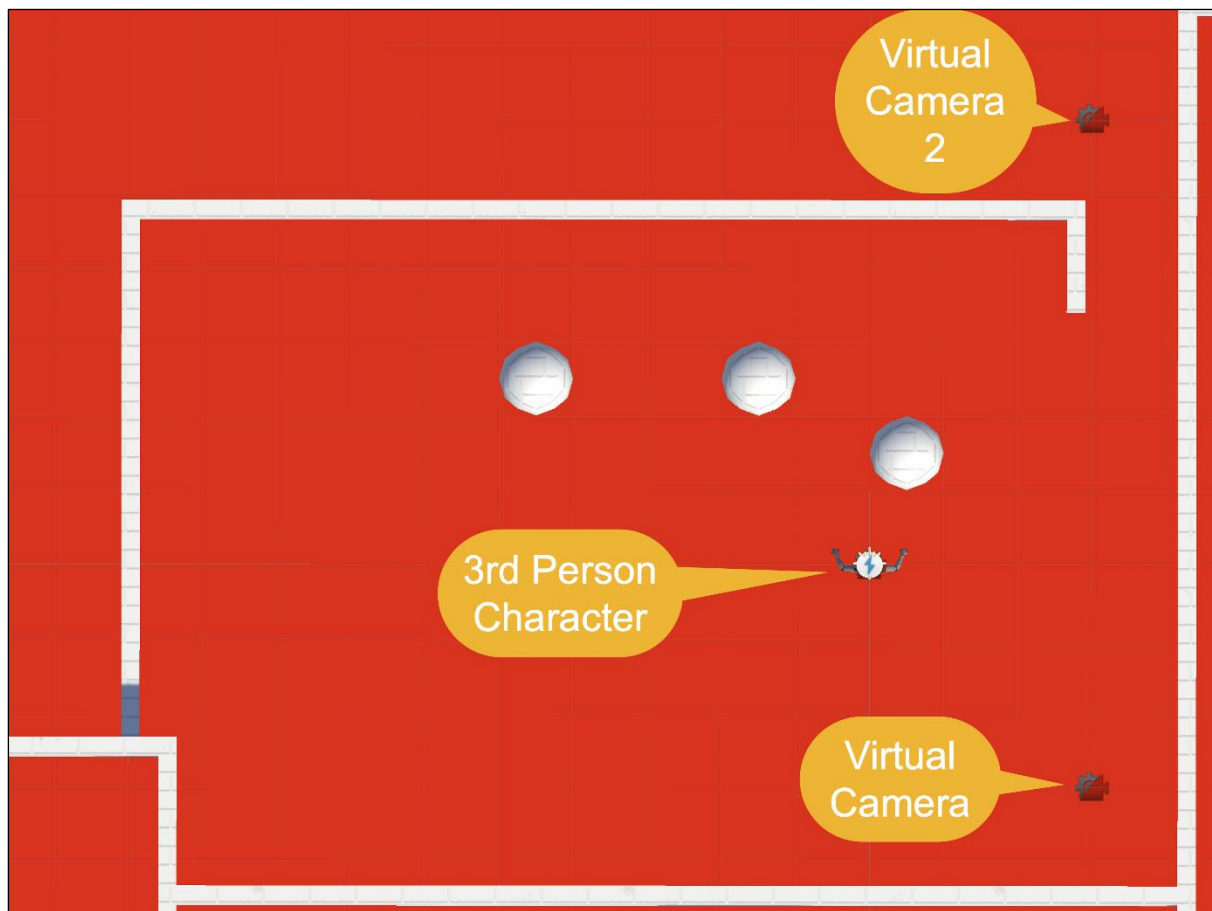
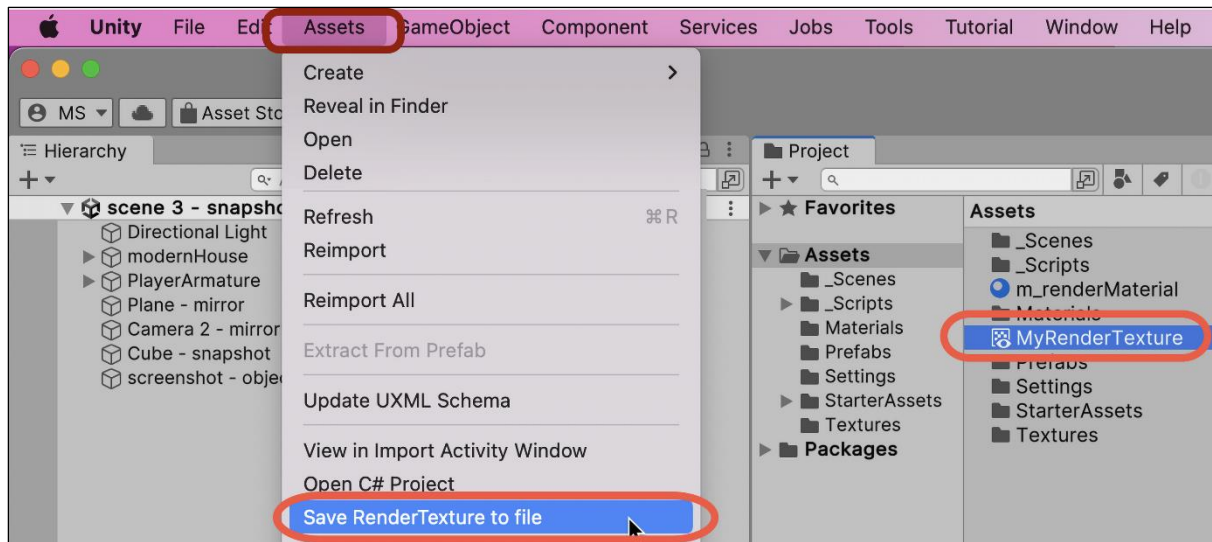


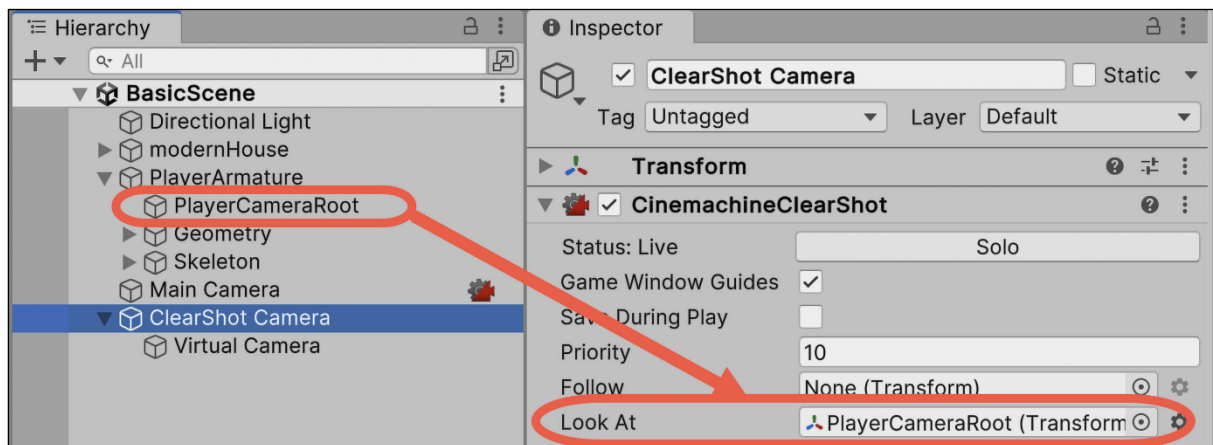
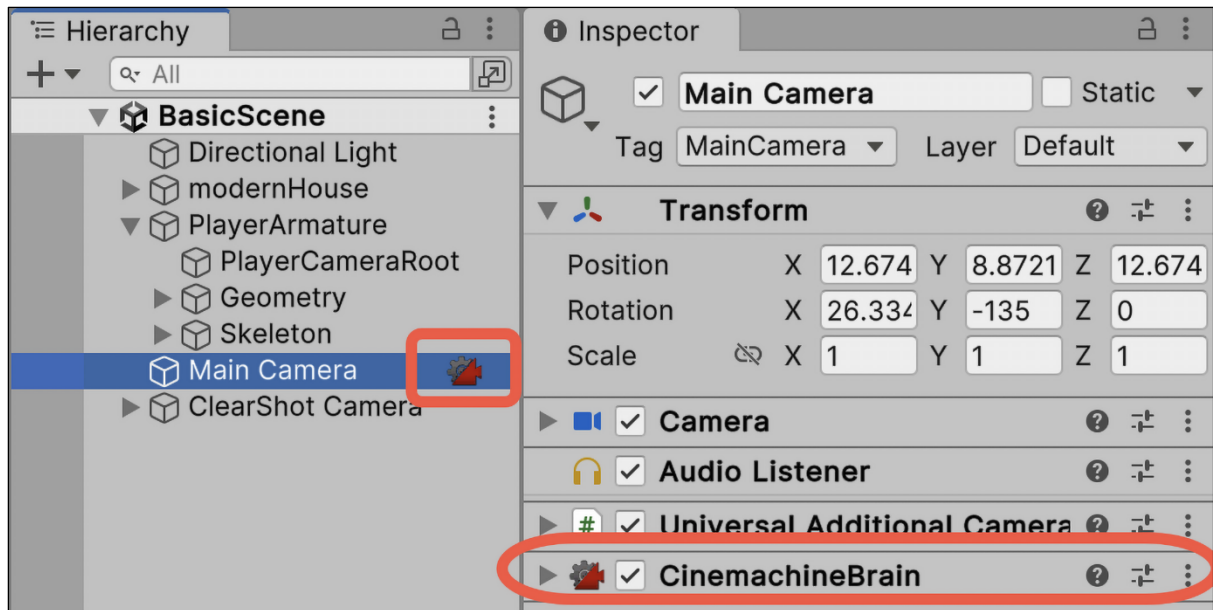


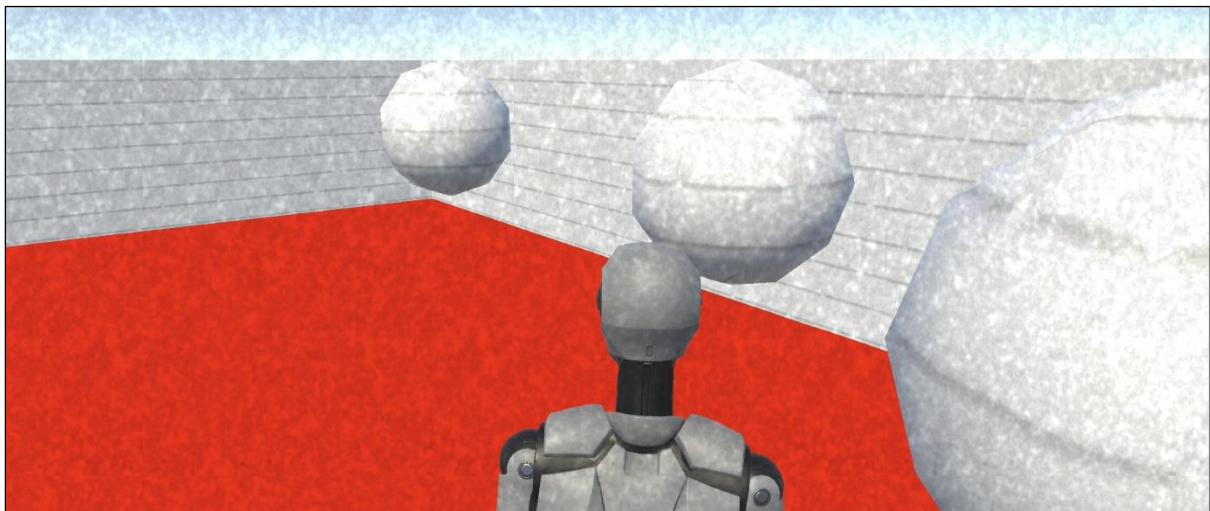
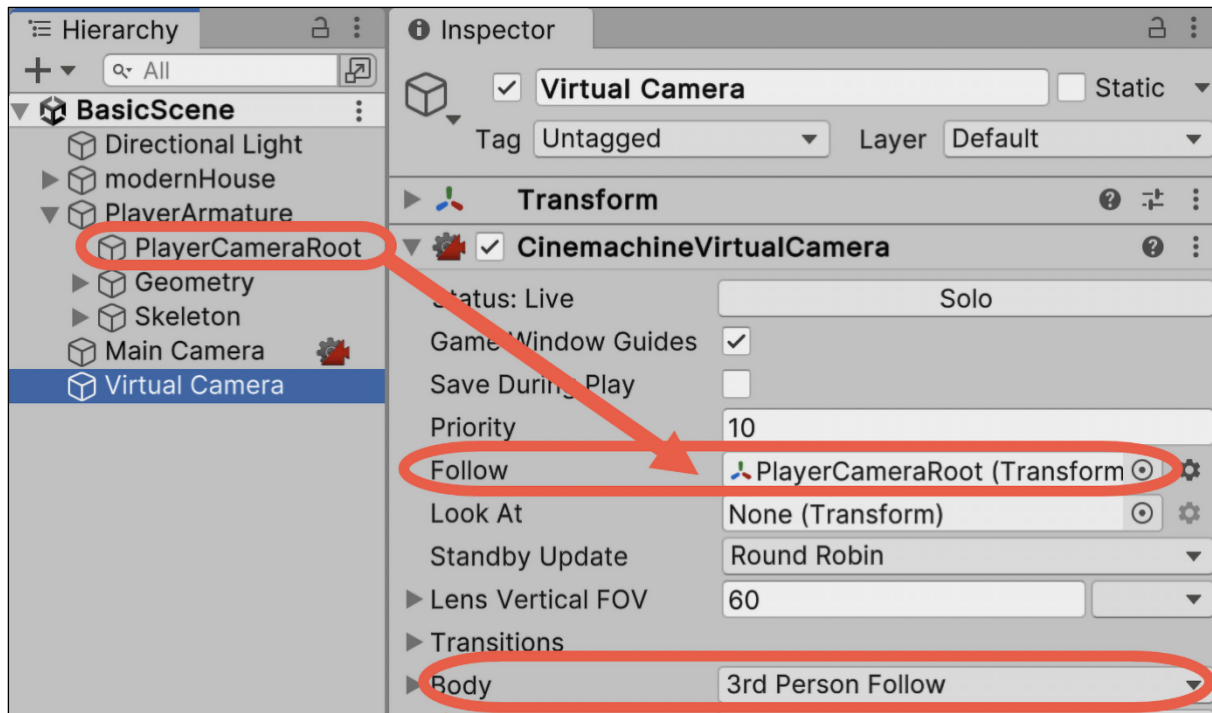


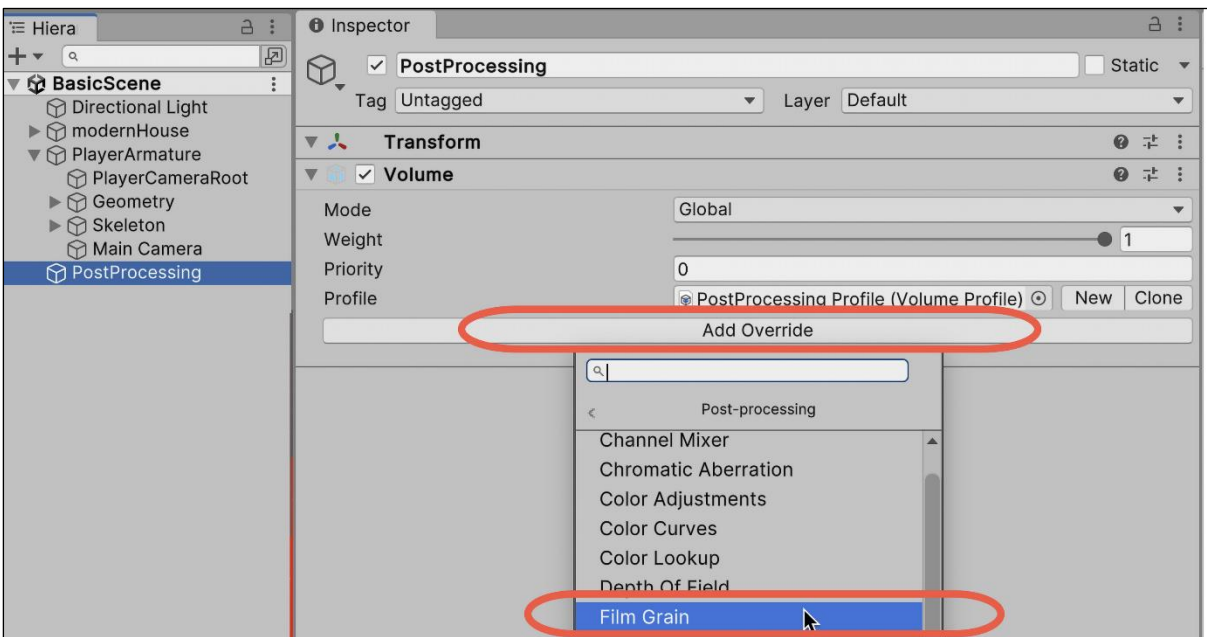
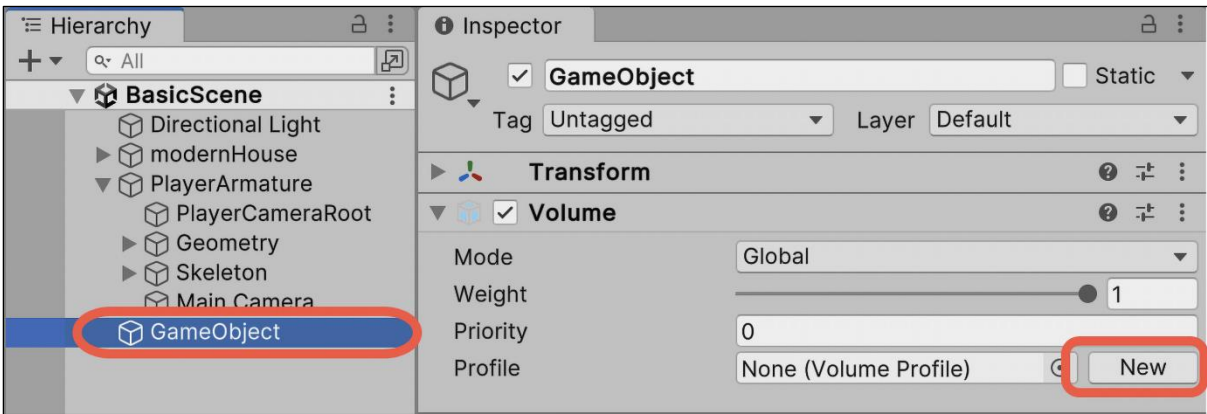
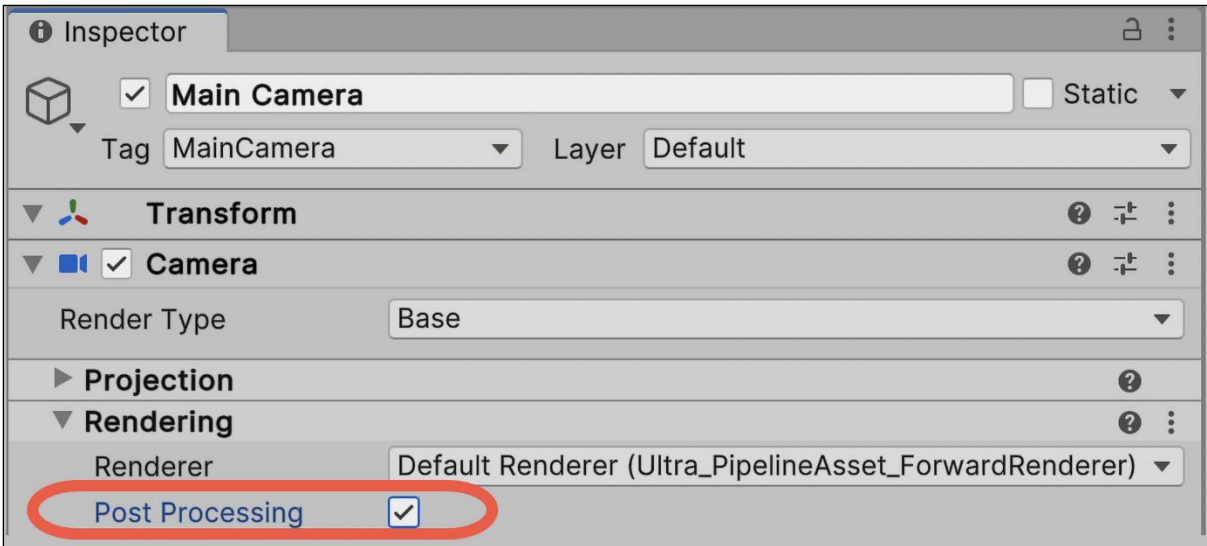


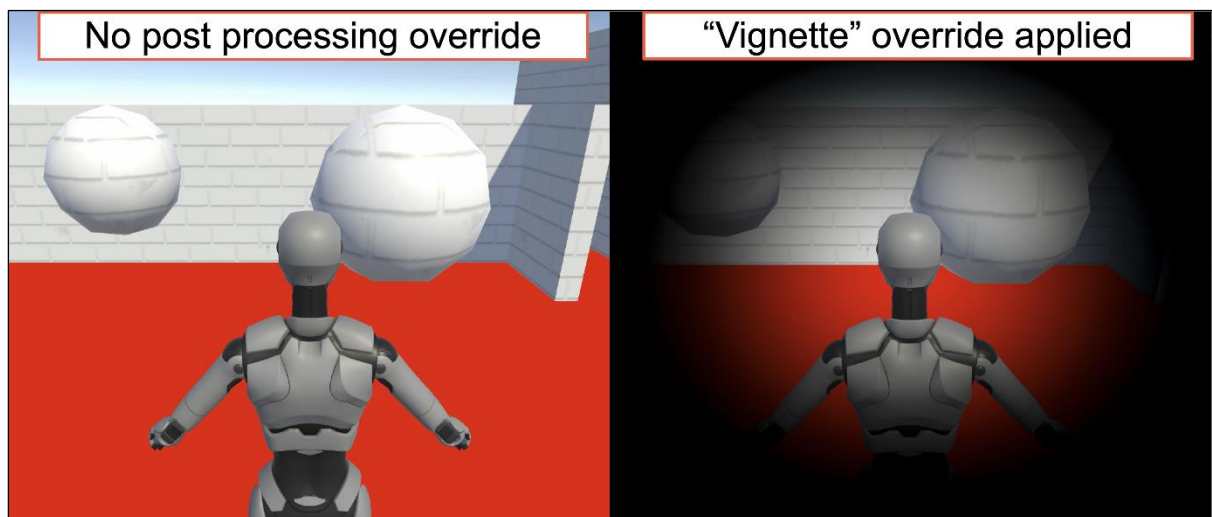
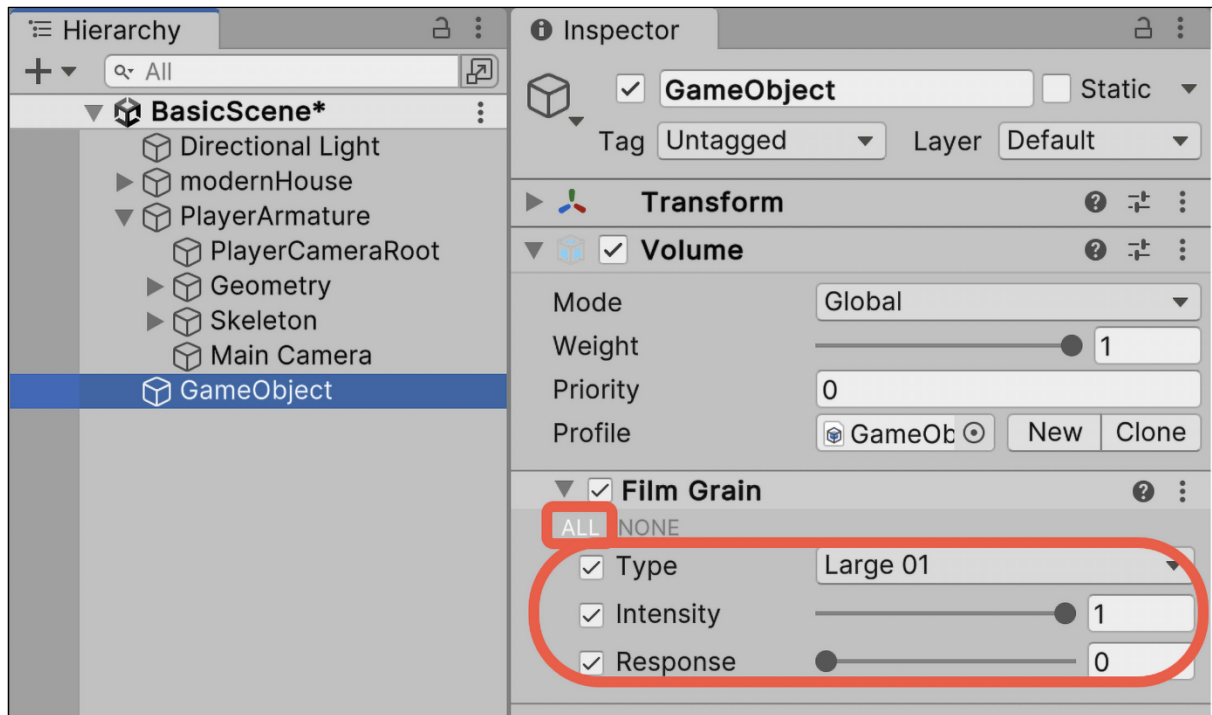


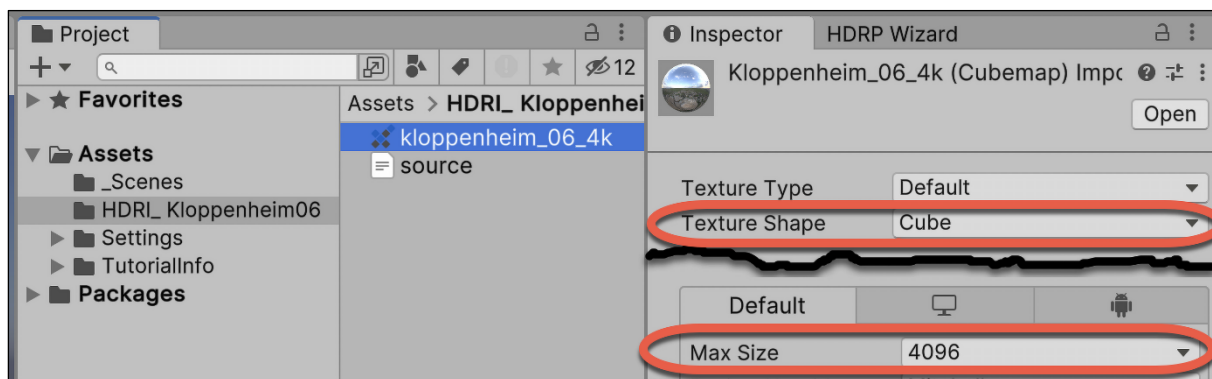
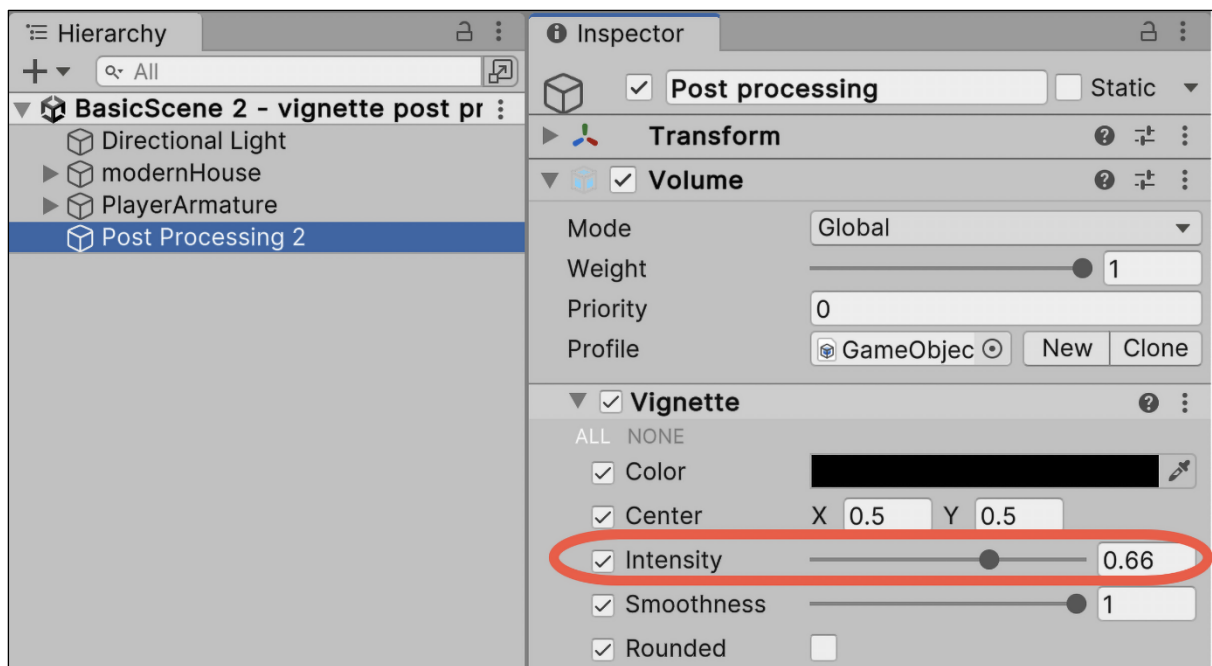


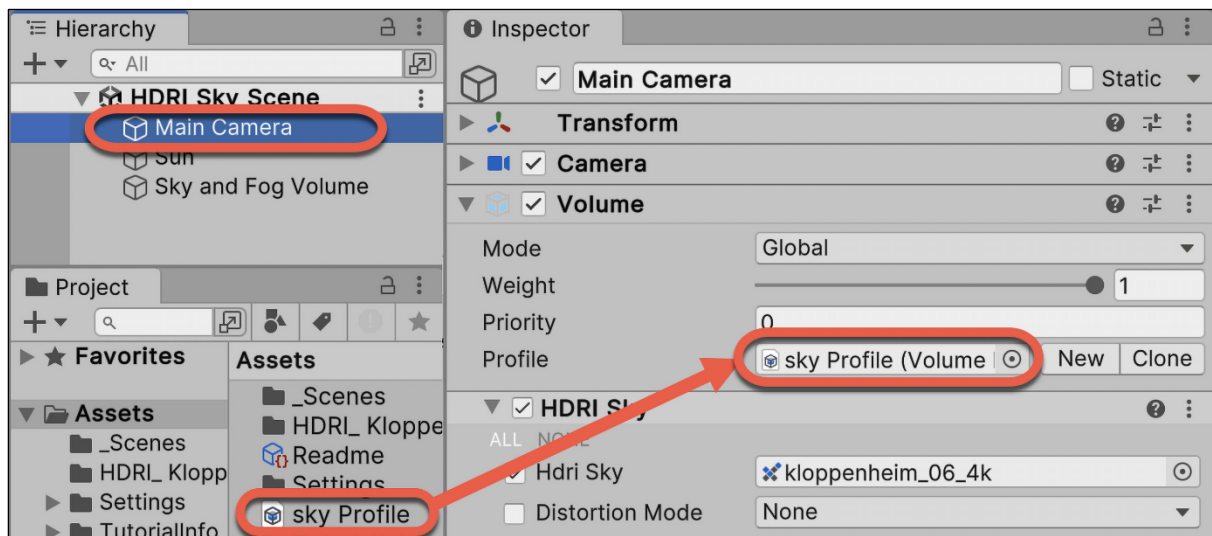
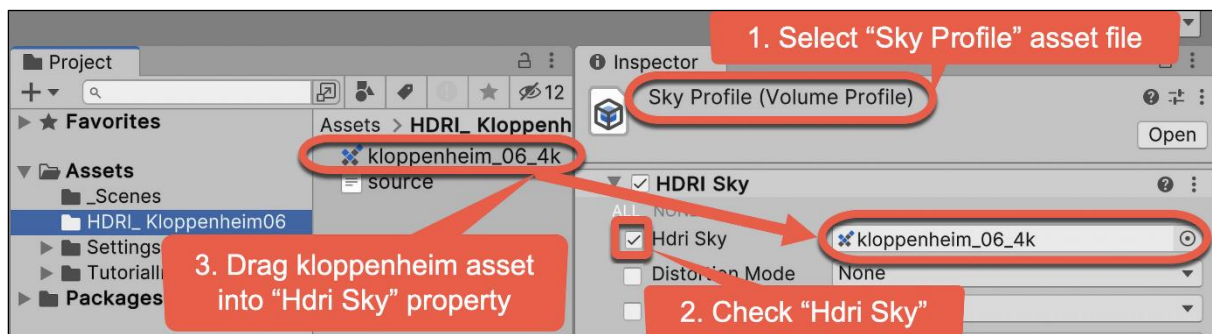
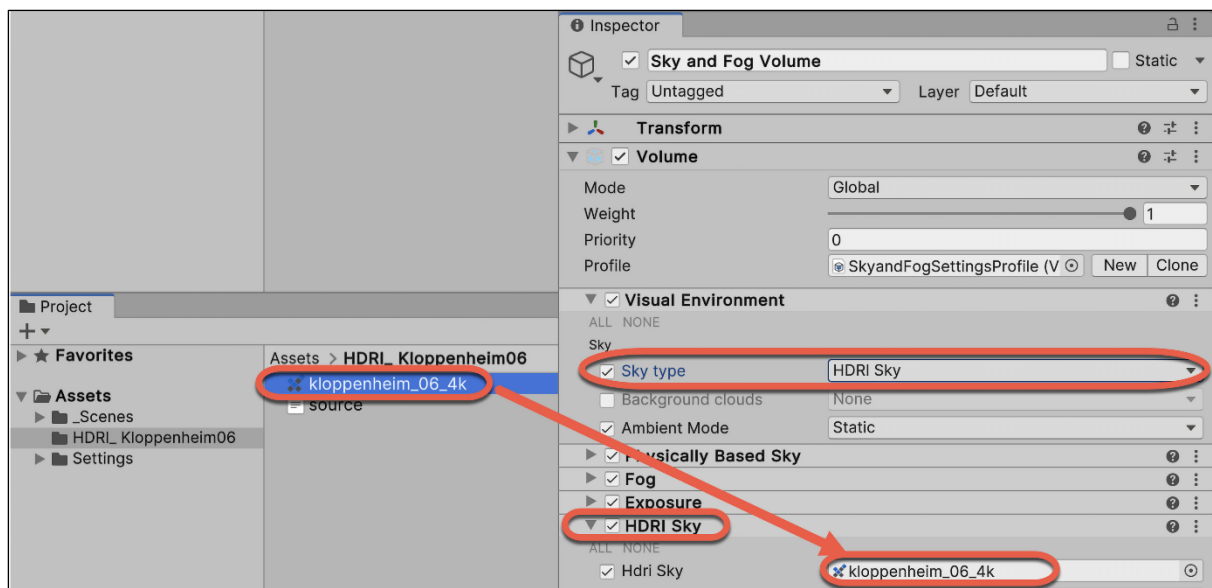


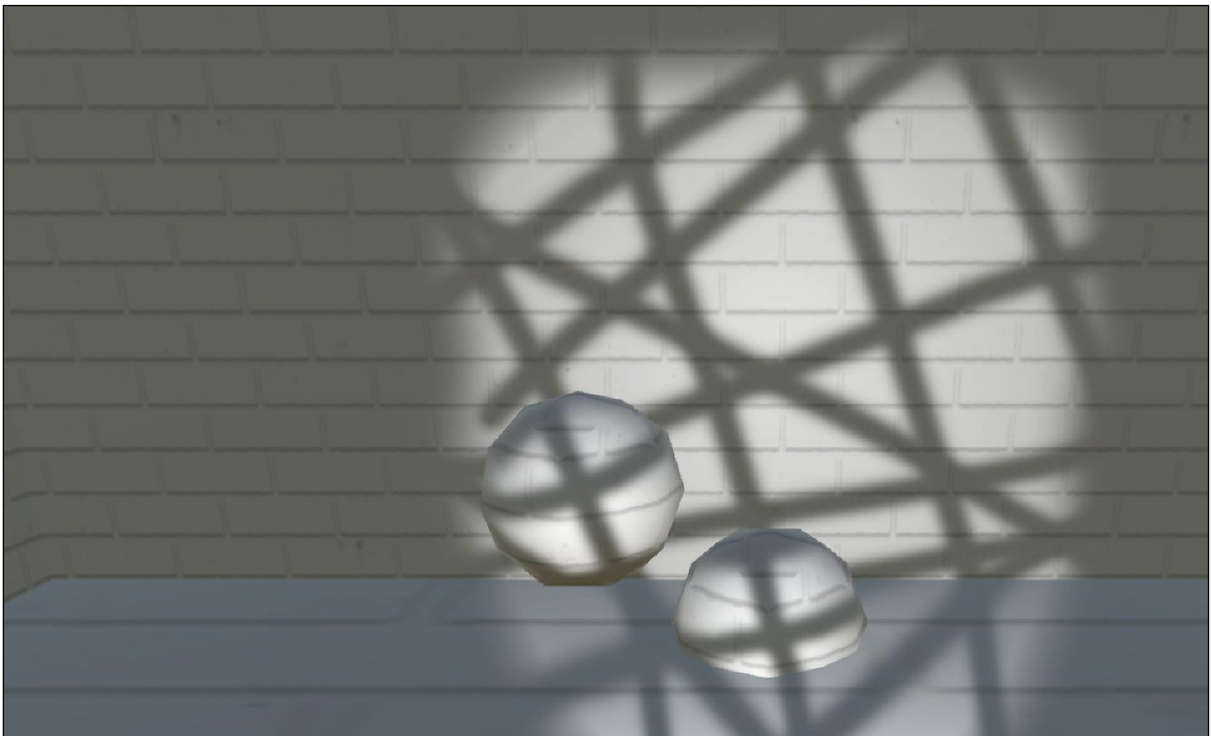
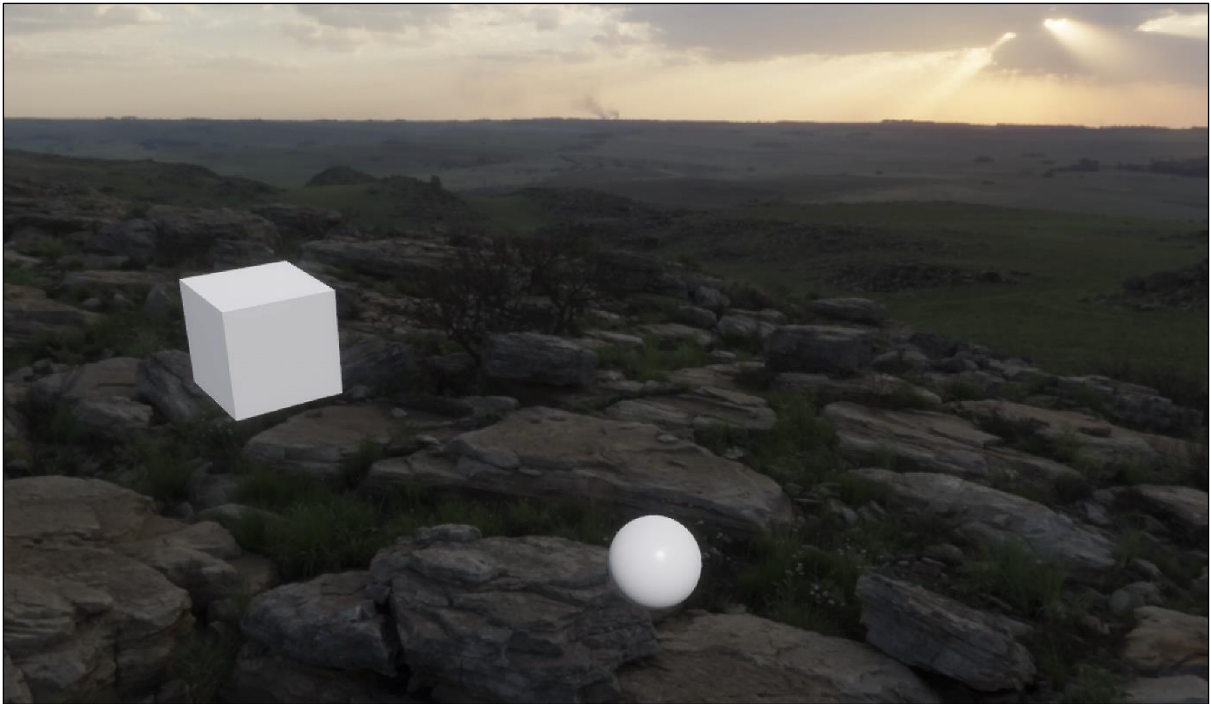


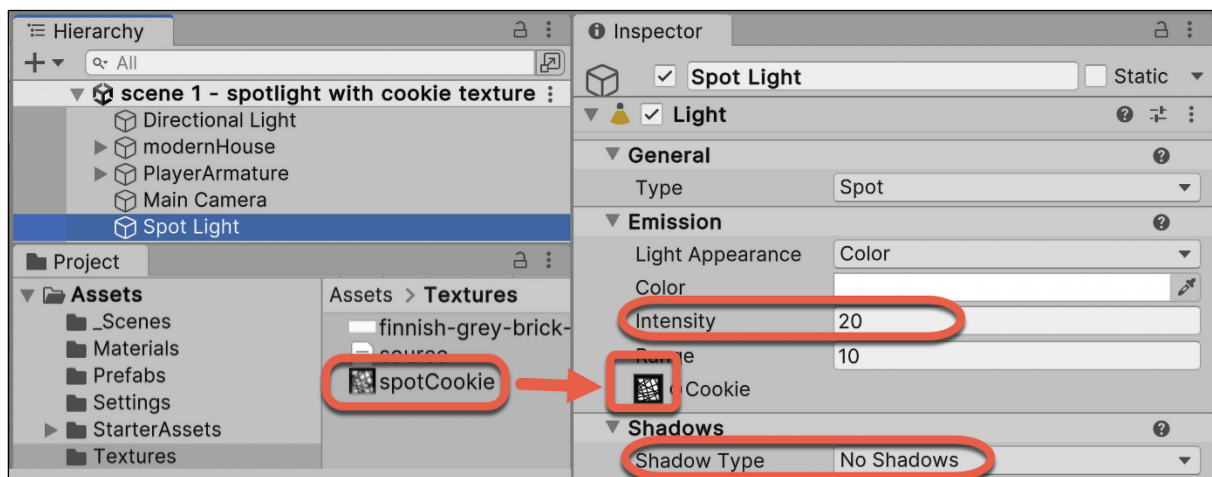
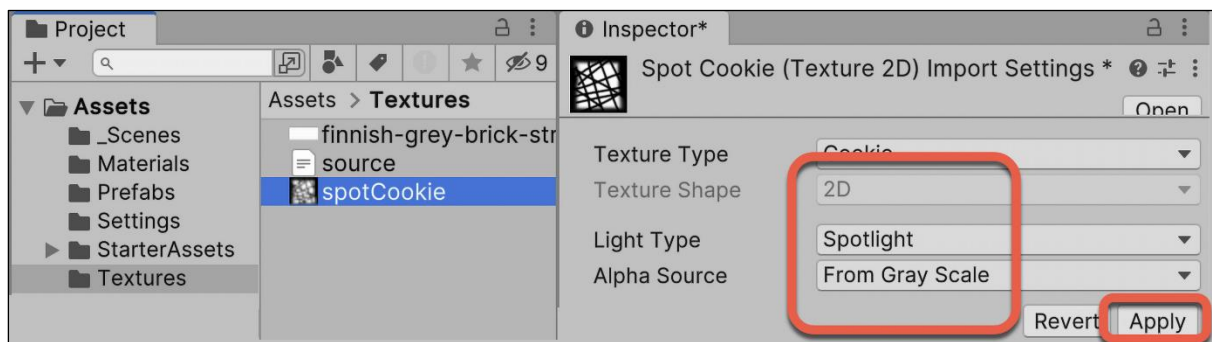
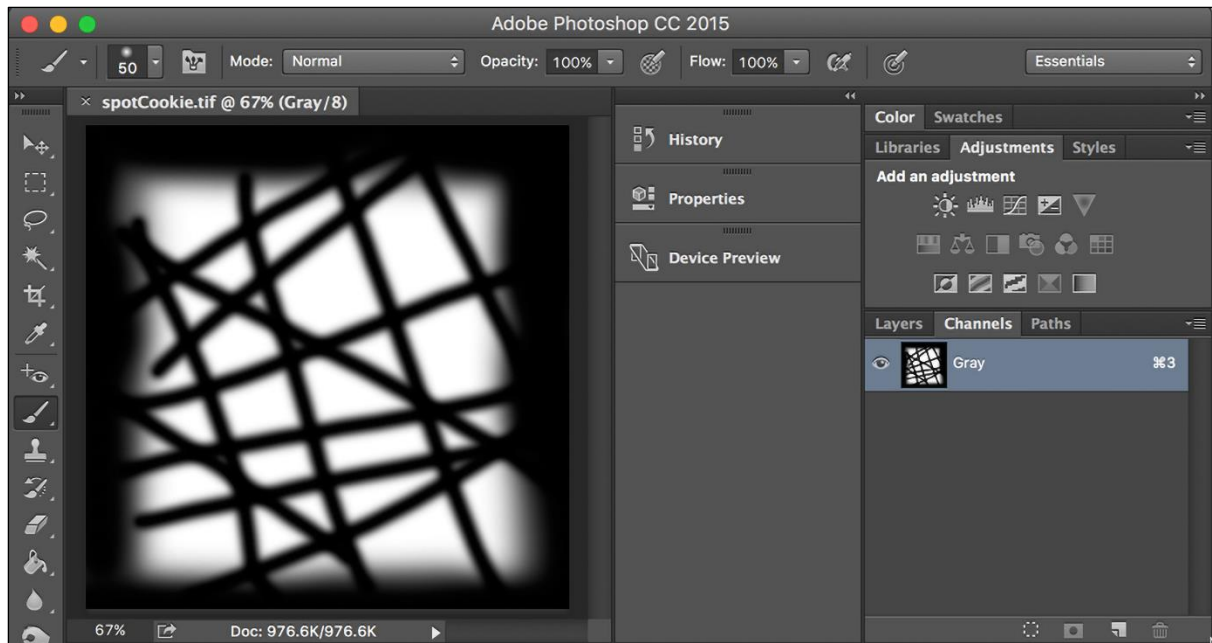


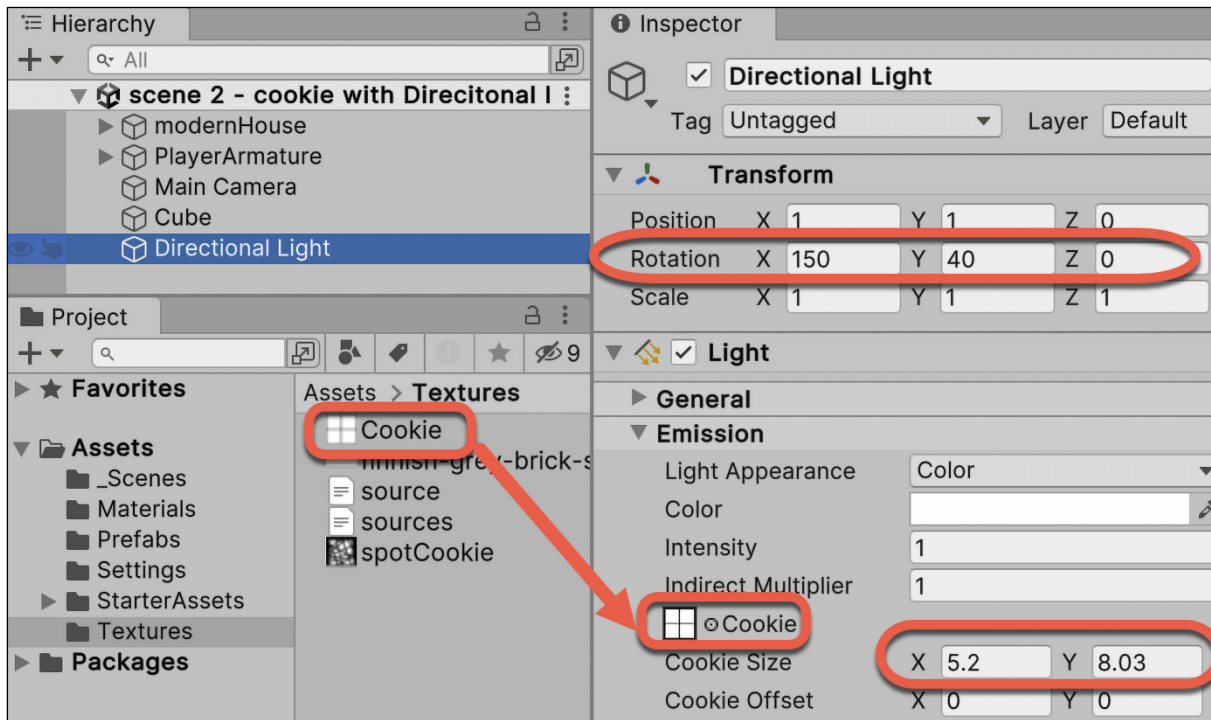
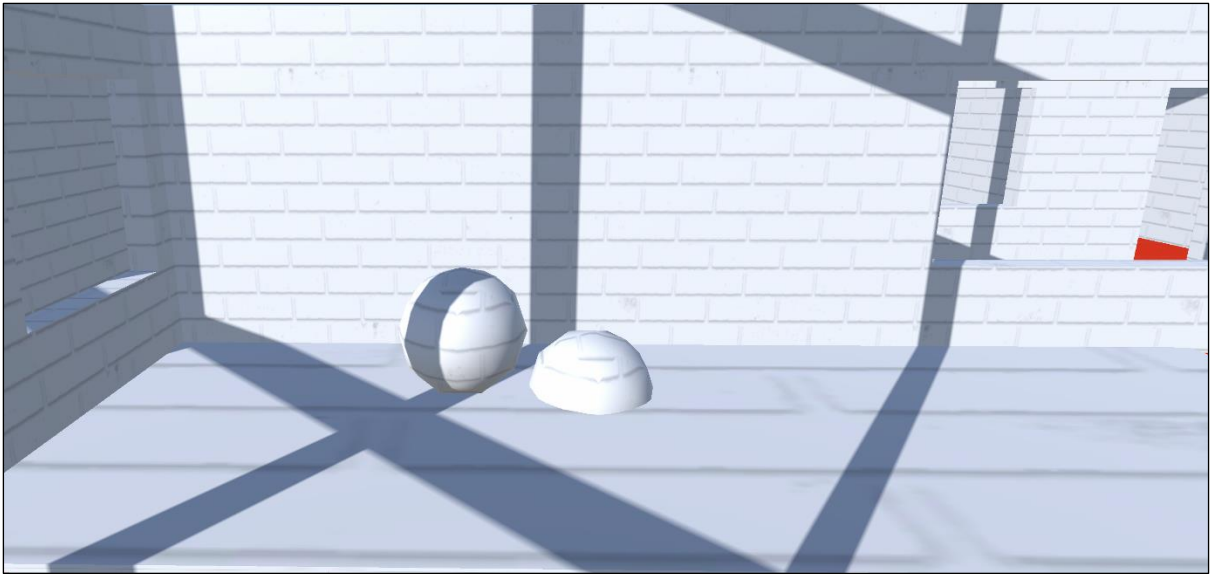


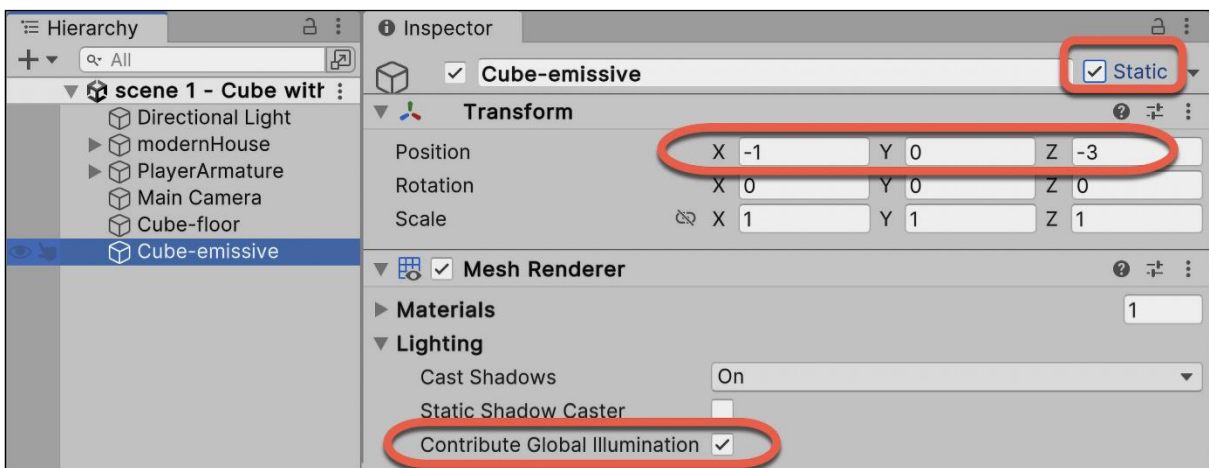
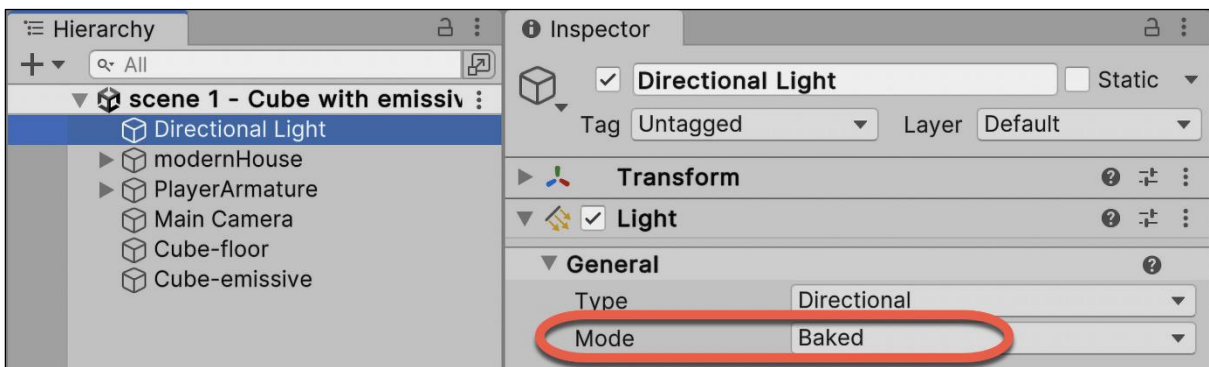
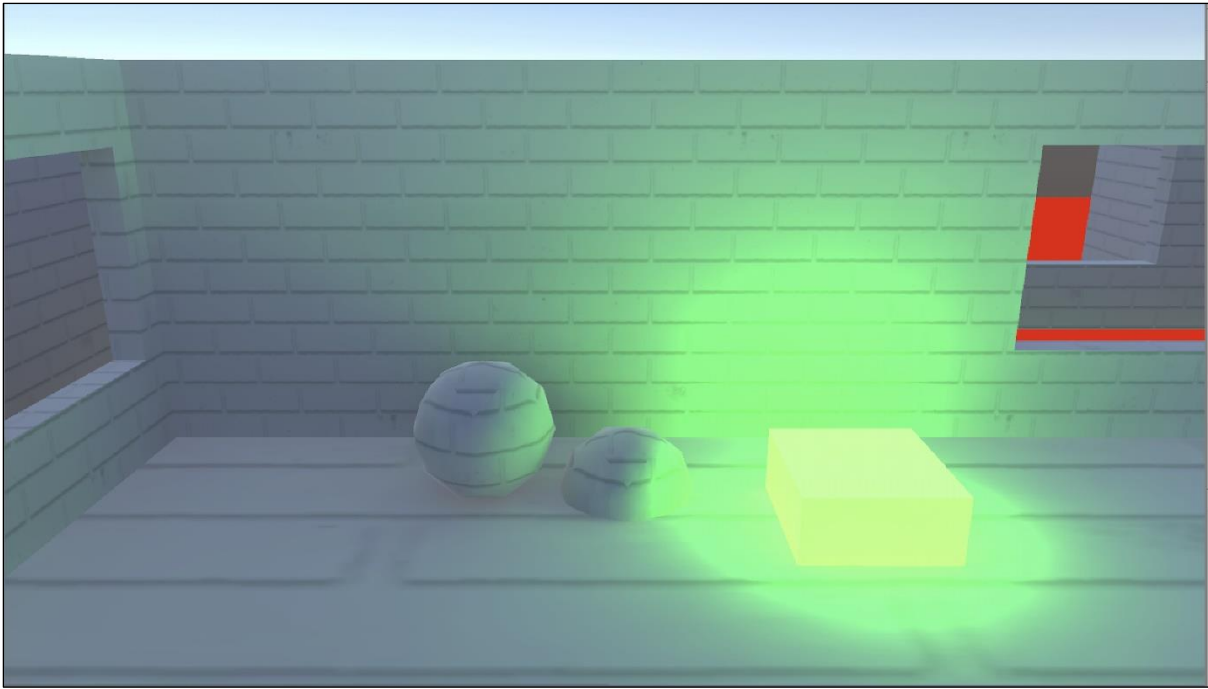


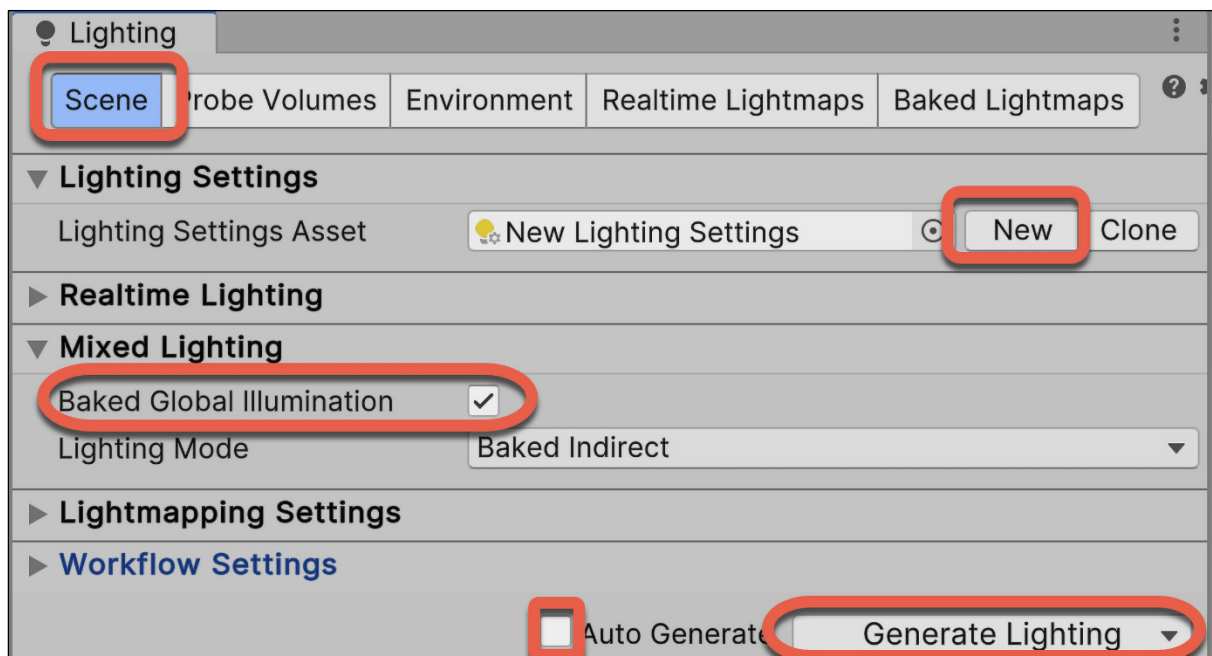
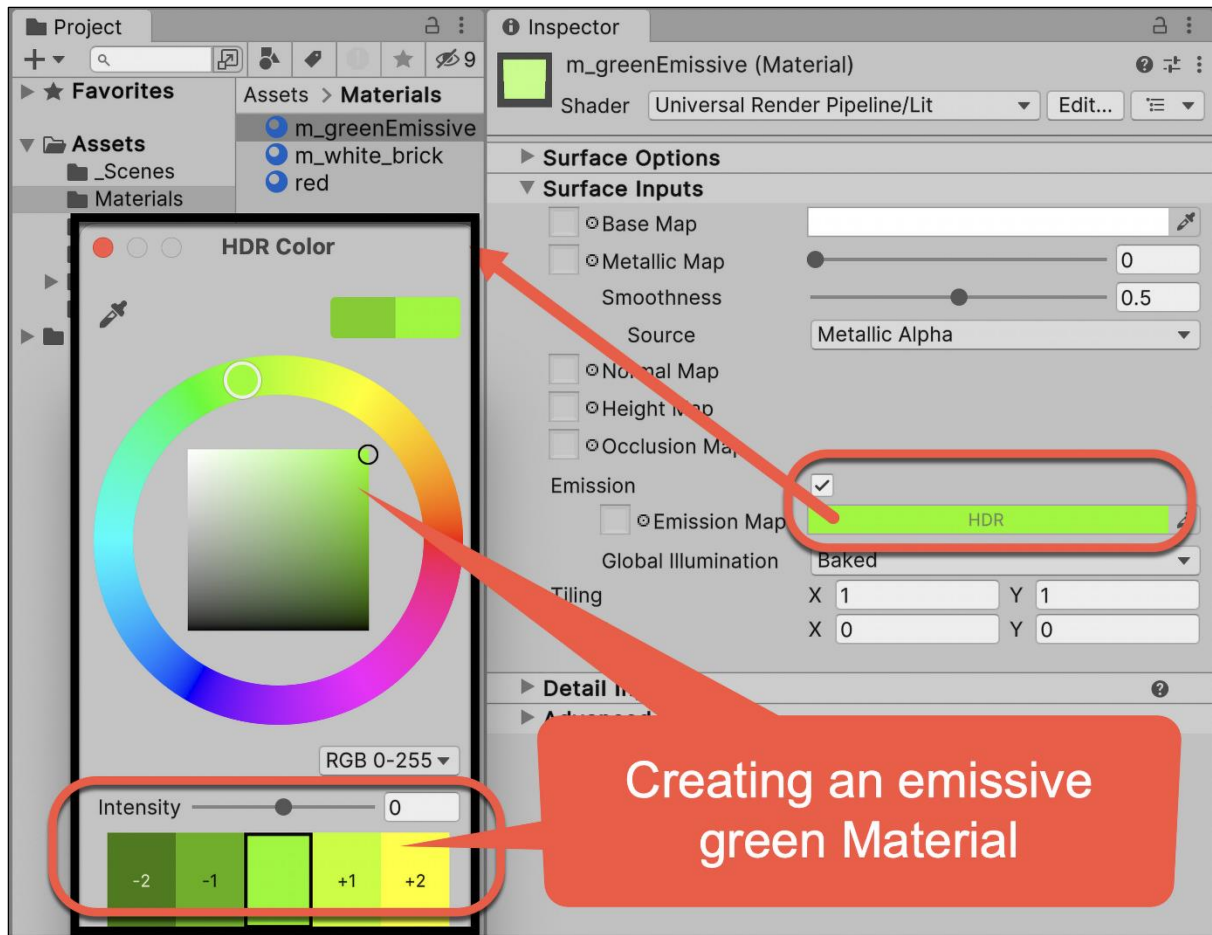








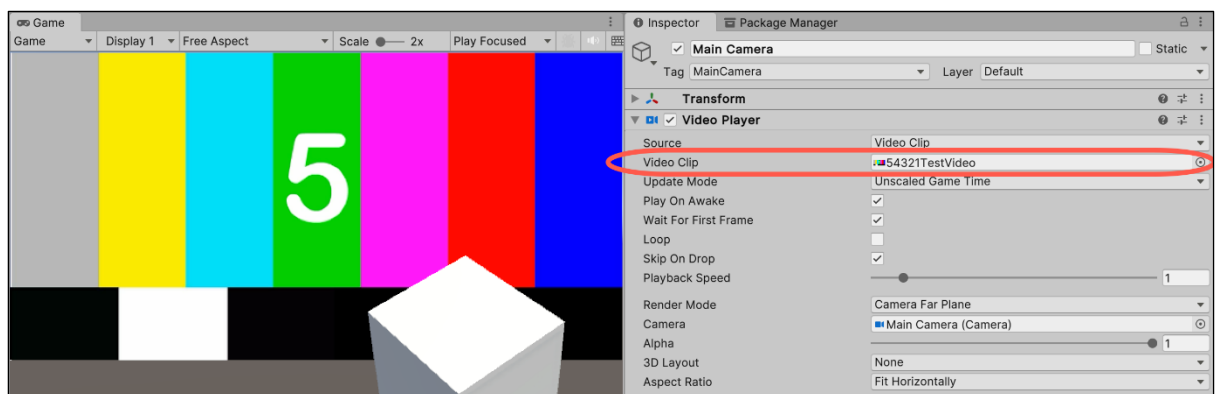
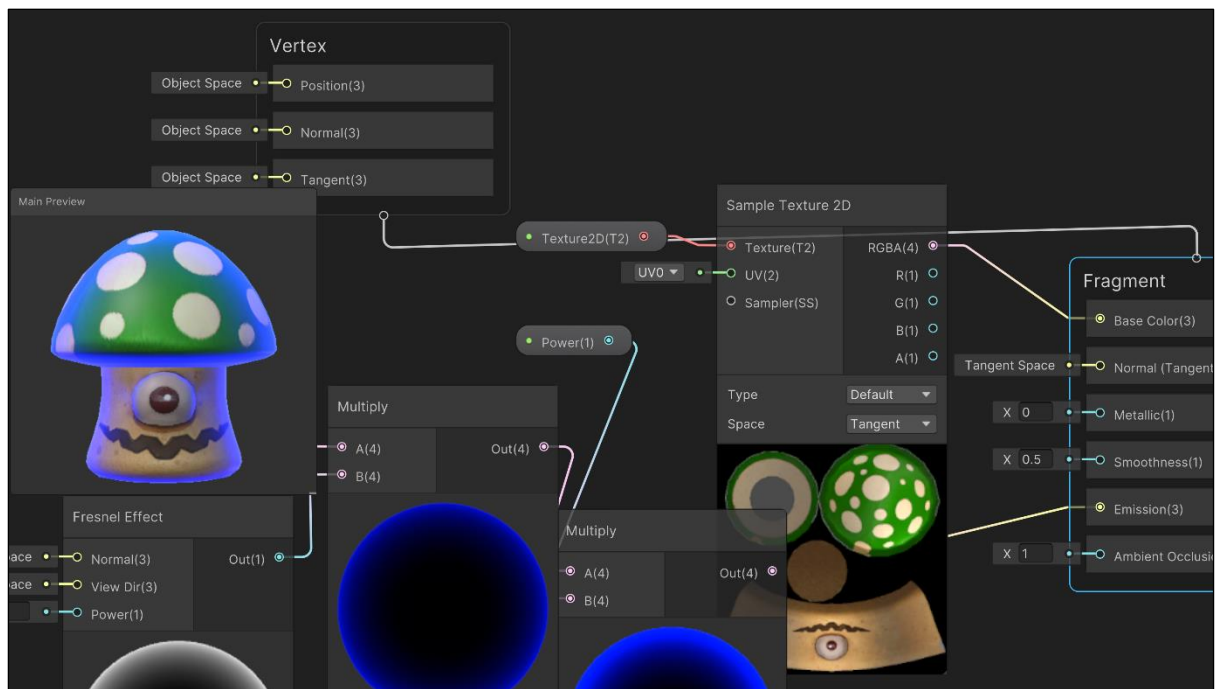


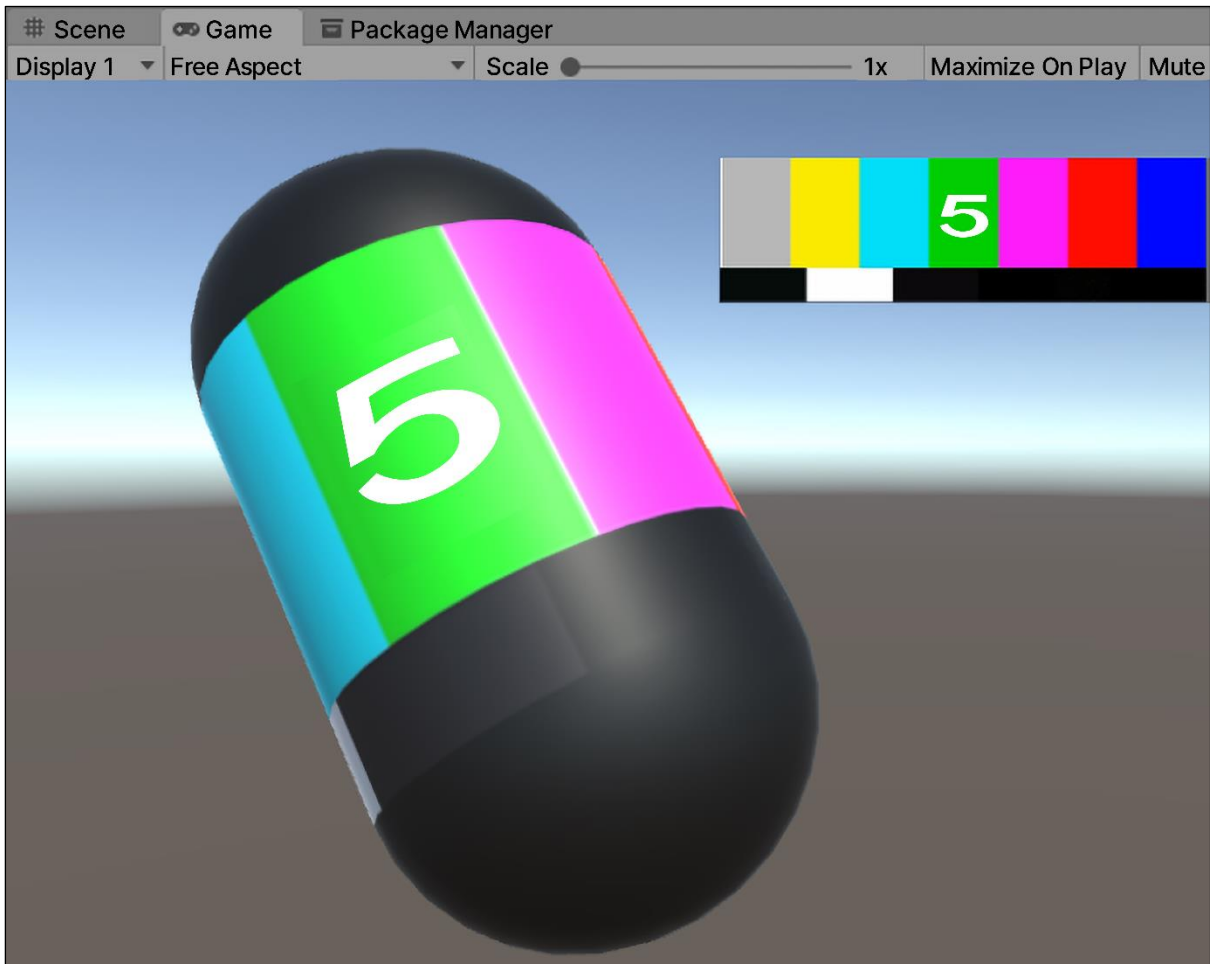
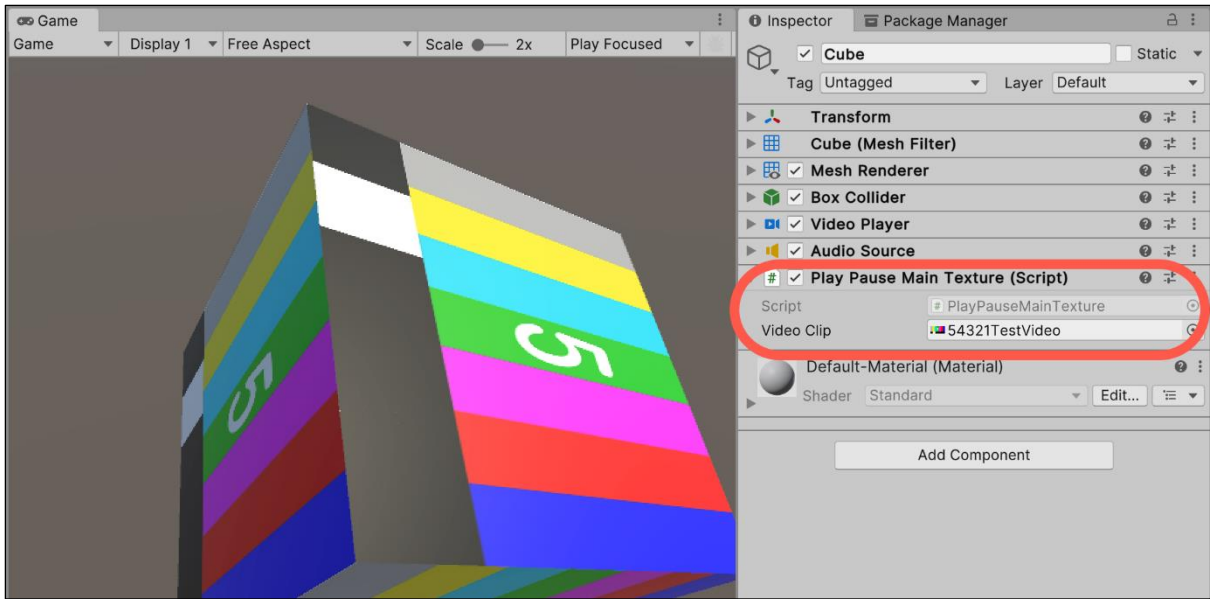


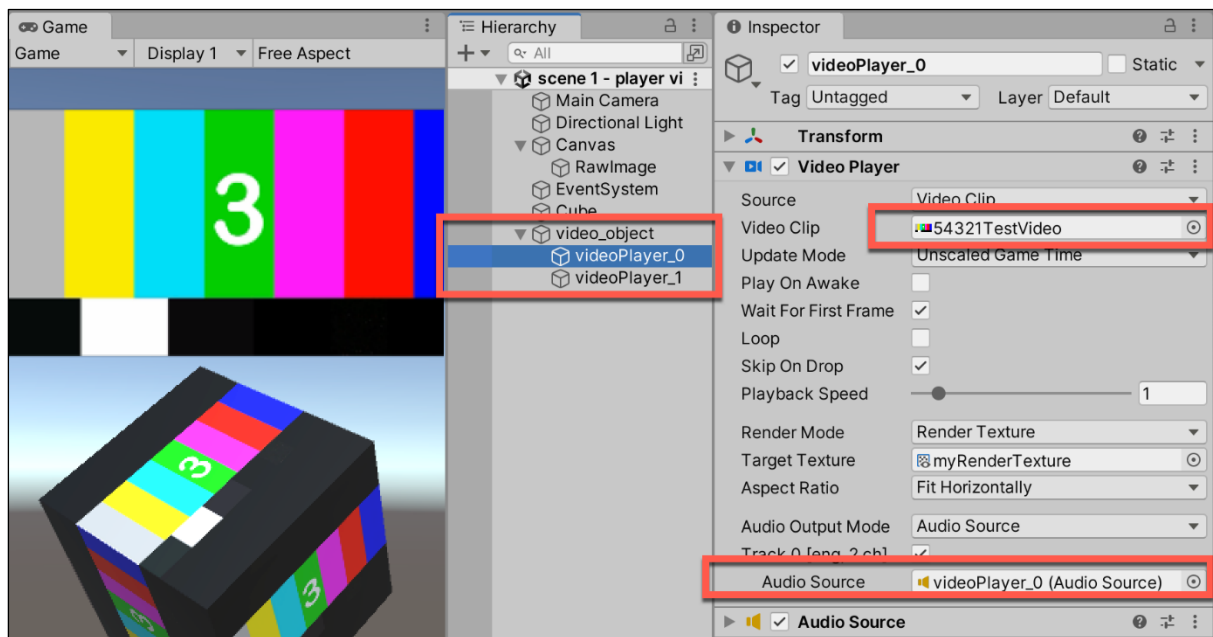
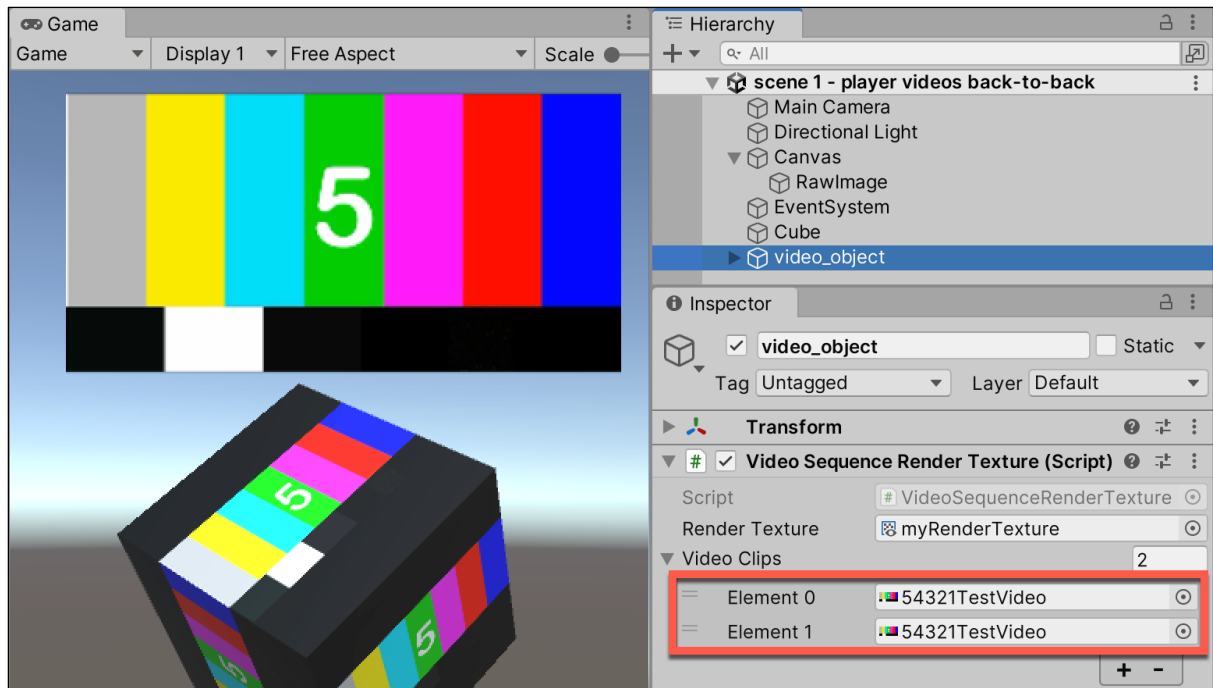
Global Illumination [0:00:07]

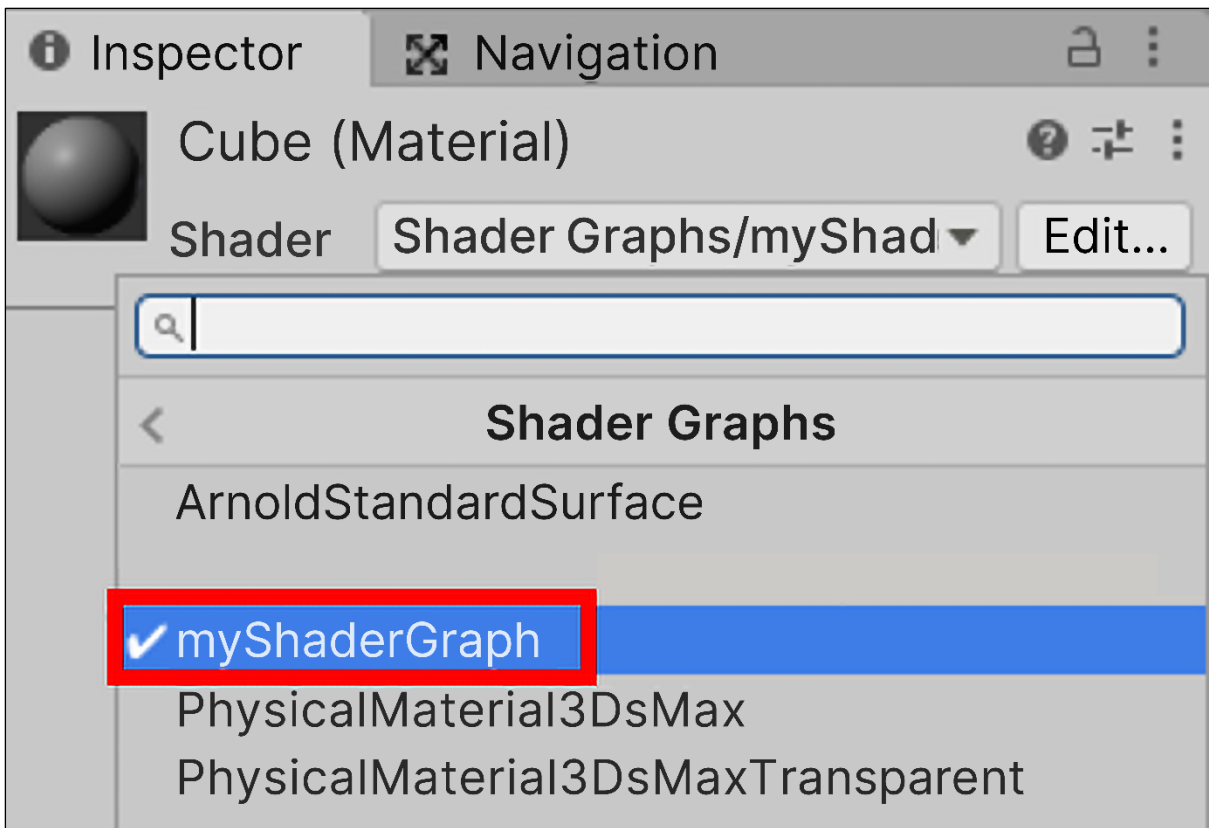
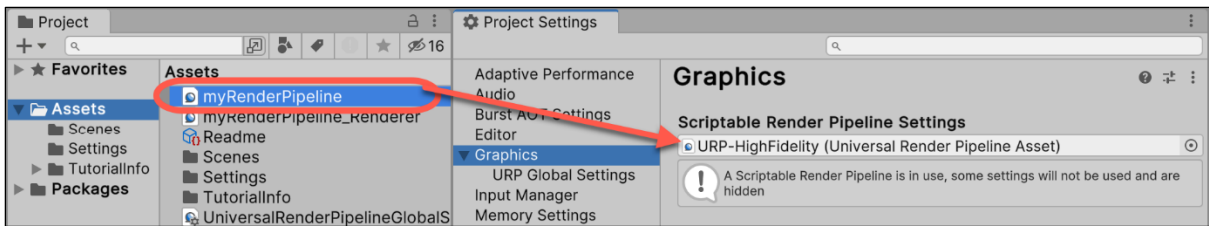
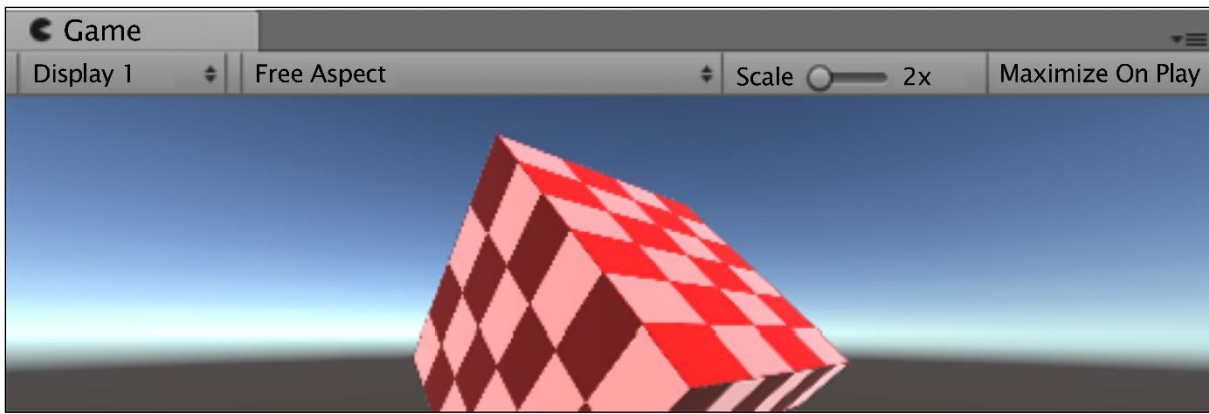


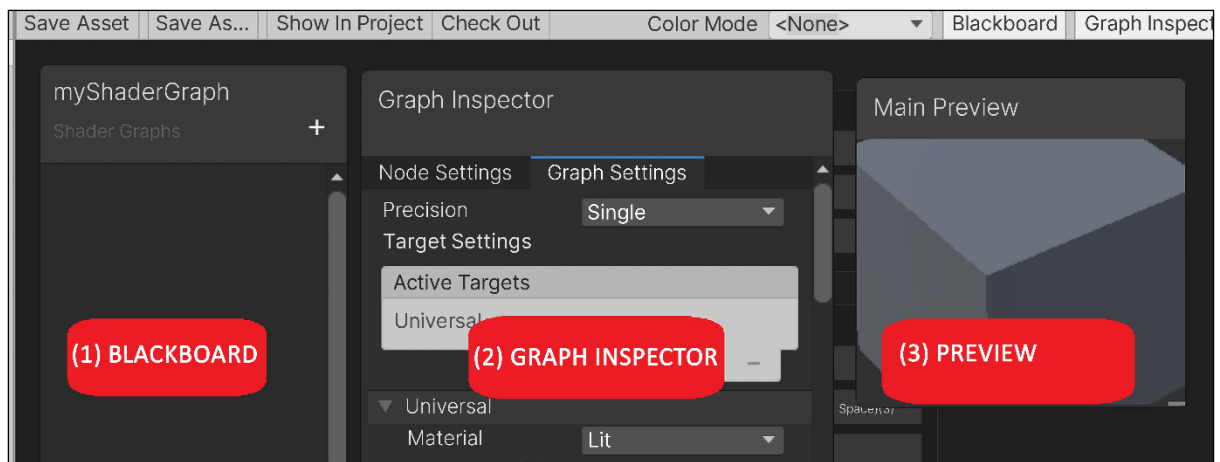
Chapter 14: Shader Graphs and Video Players











Main Preview

Sphere

Capsule

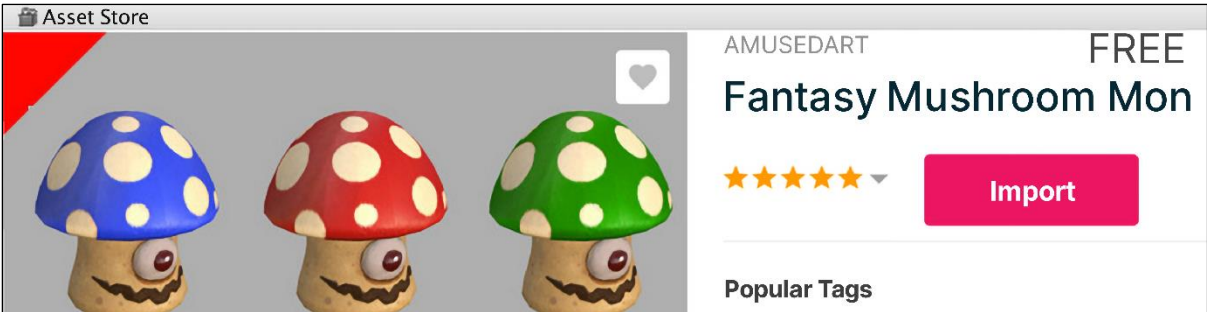
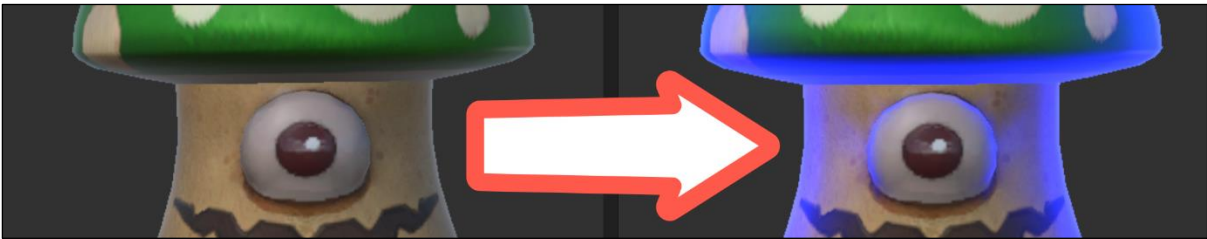
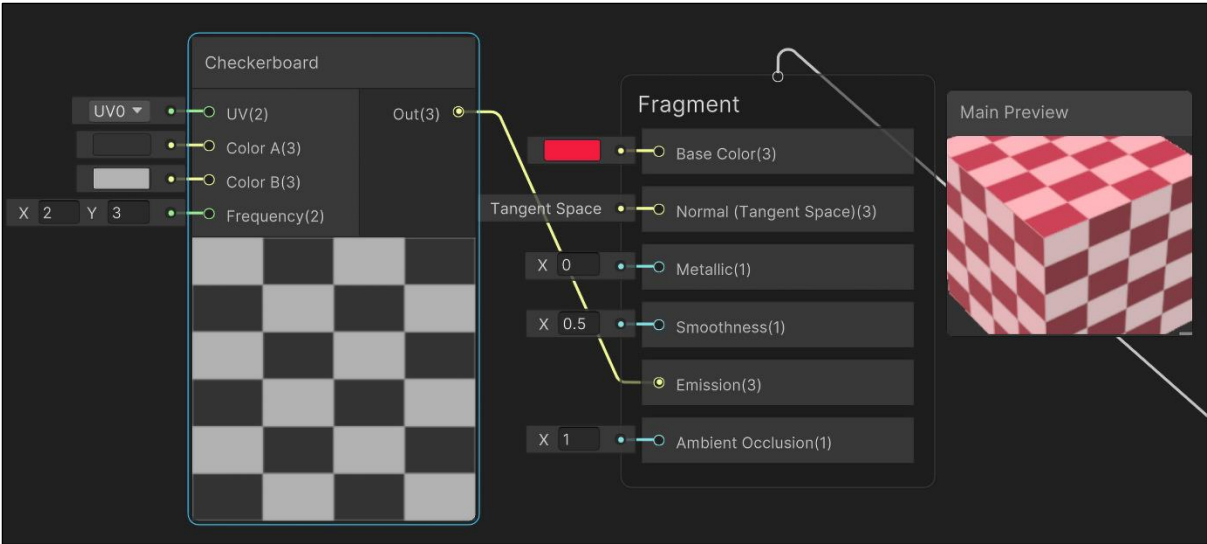
Cylinder

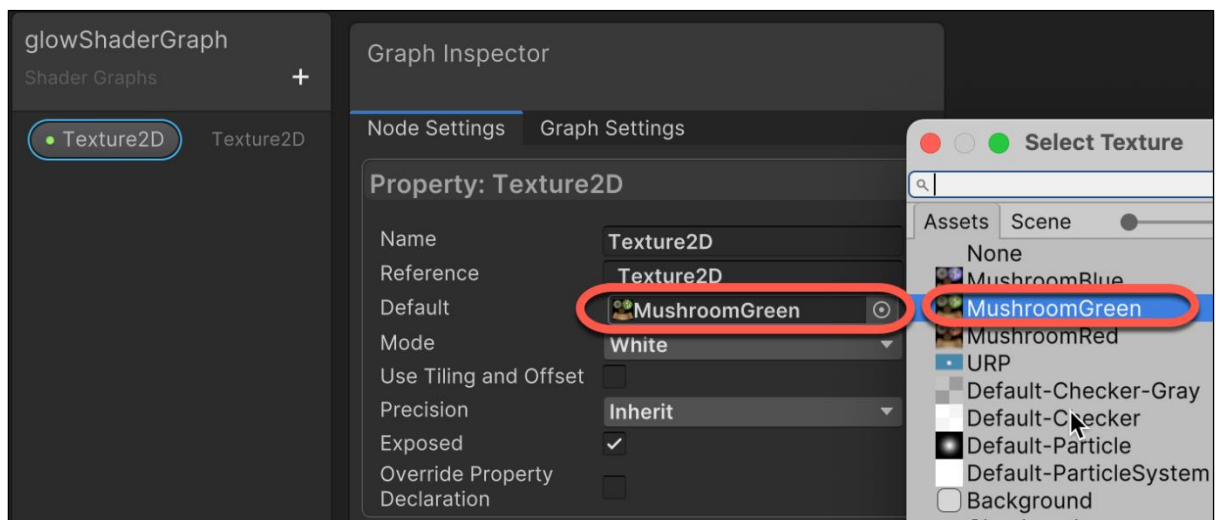
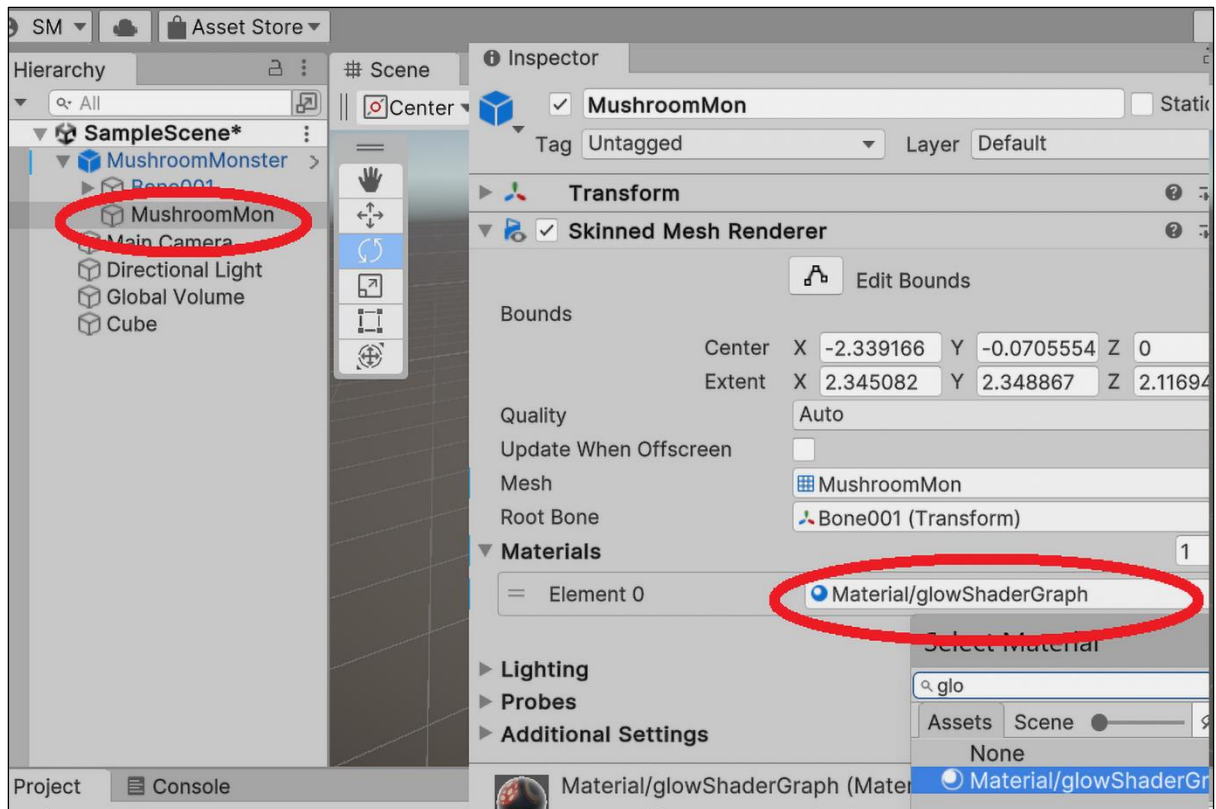
Cube

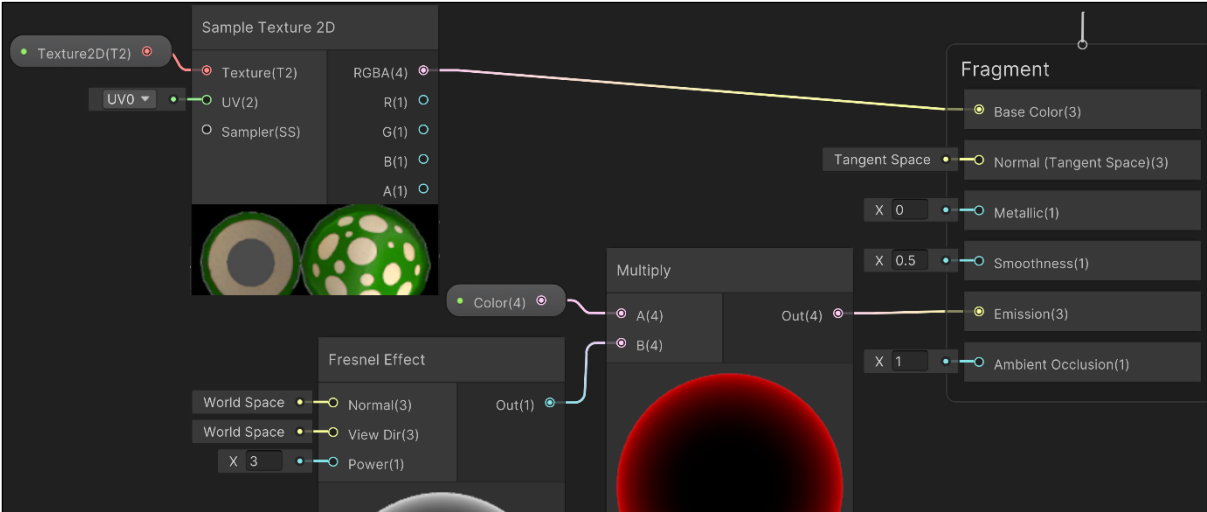
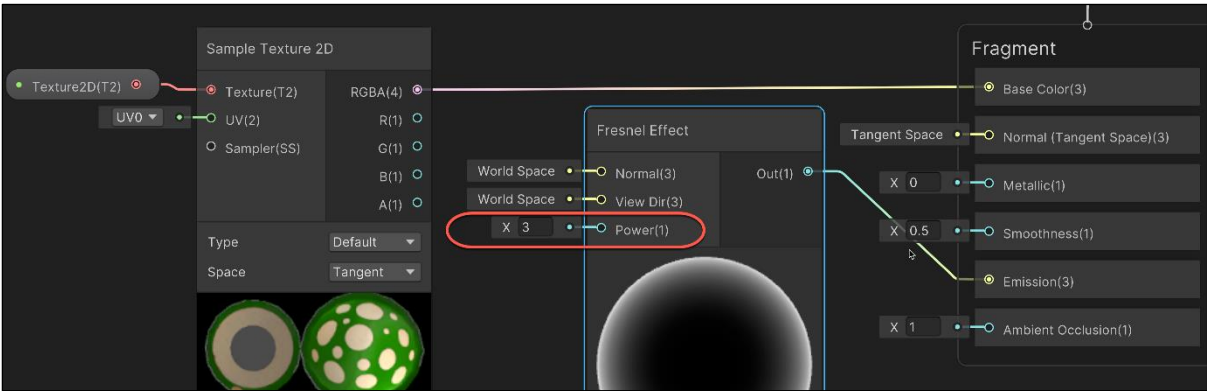
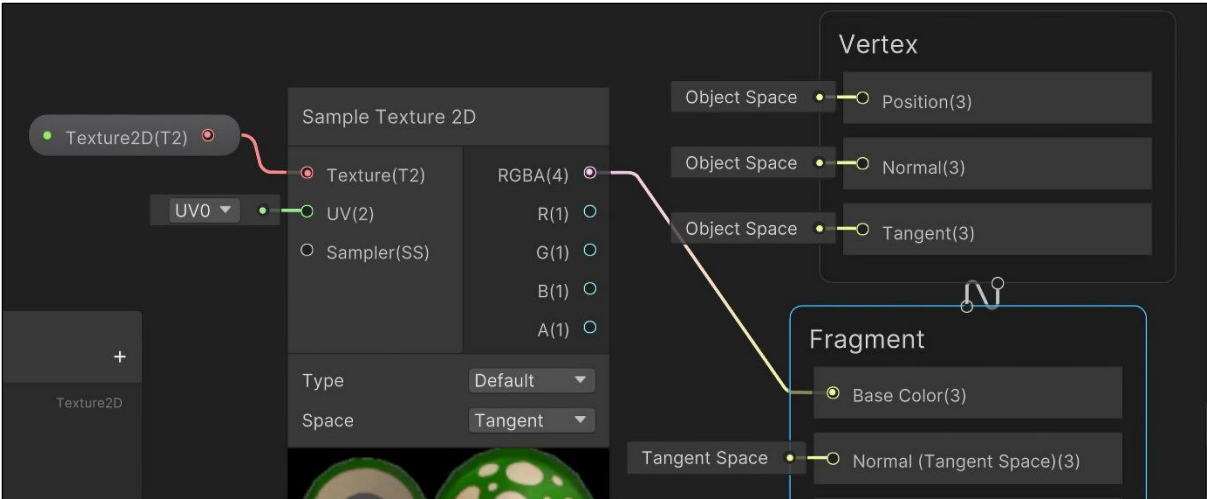
Quad

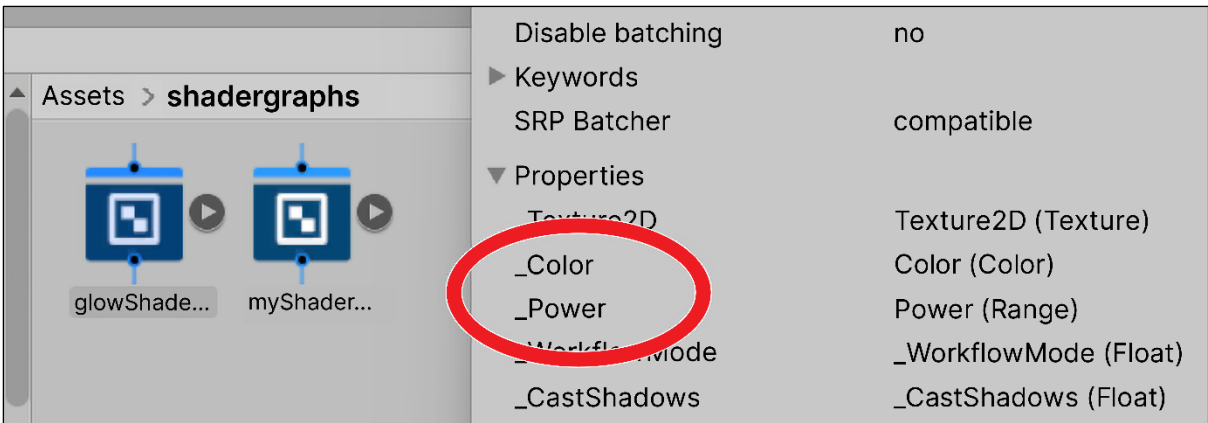
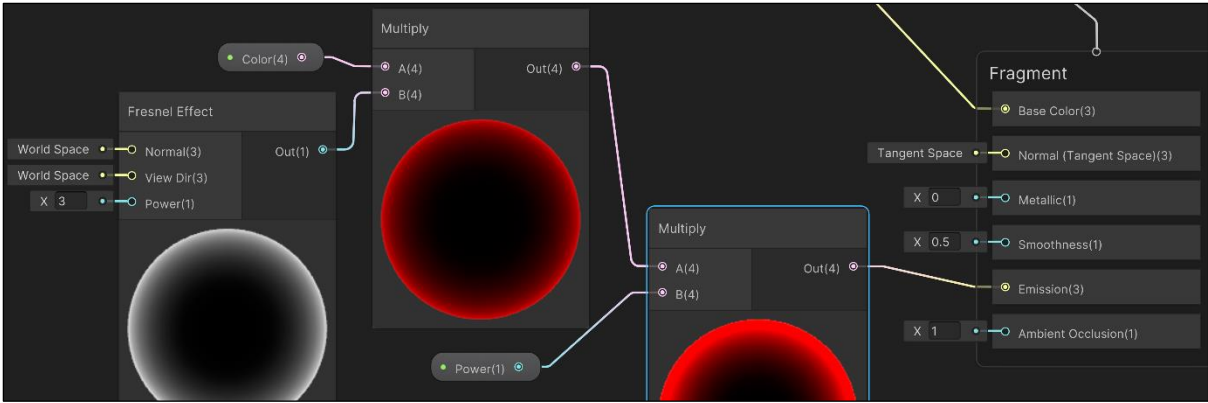
Sprite

Custom Mesh








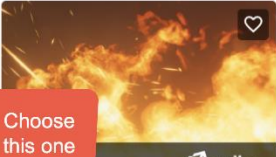


Chapter 15: Particle Systems and Other Visual Effects




 **Unity Asset Store**

All categories ▾ **unity particle pack**




Choose this one

UNITY TECHNOLOGIES
Particle Pack
★★★★☆ (356) | ♥ (14763)



UNITY TECHNOLOGIES
Legacy Particle Pack
★★★★☆ (697) | ♥ (19051)

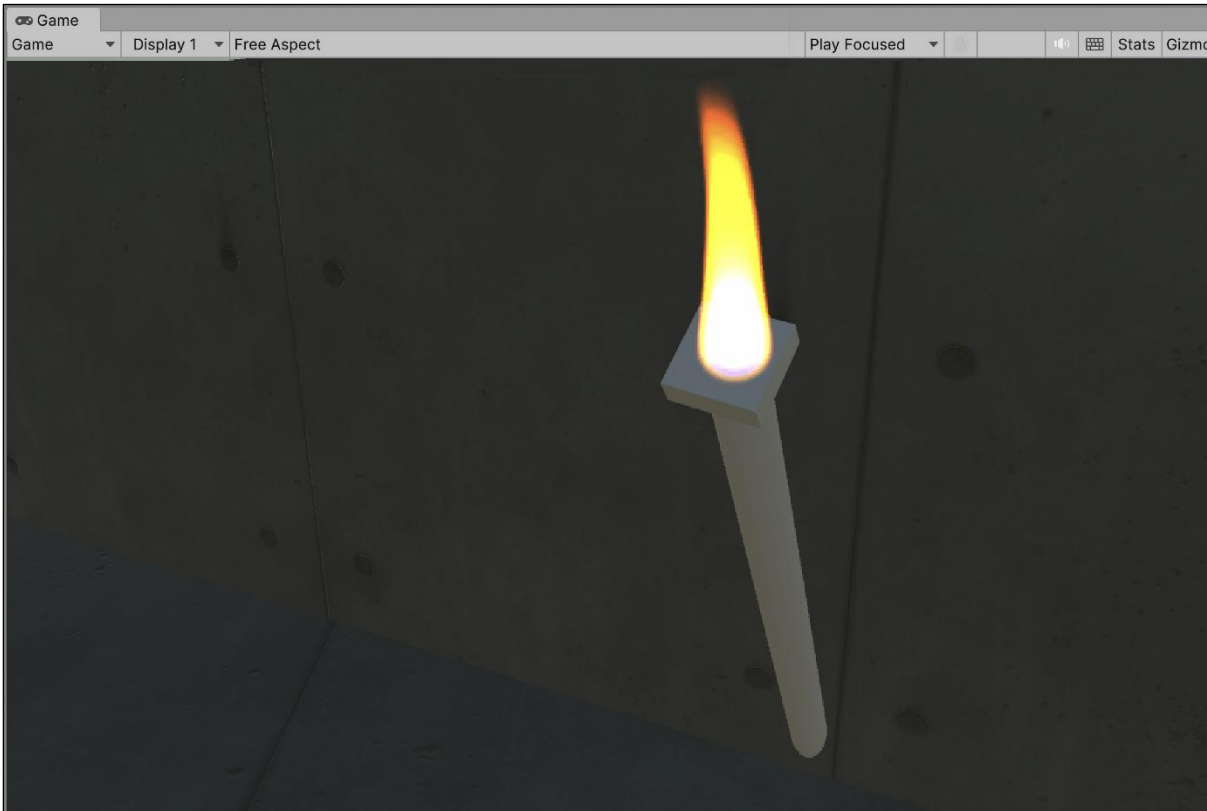
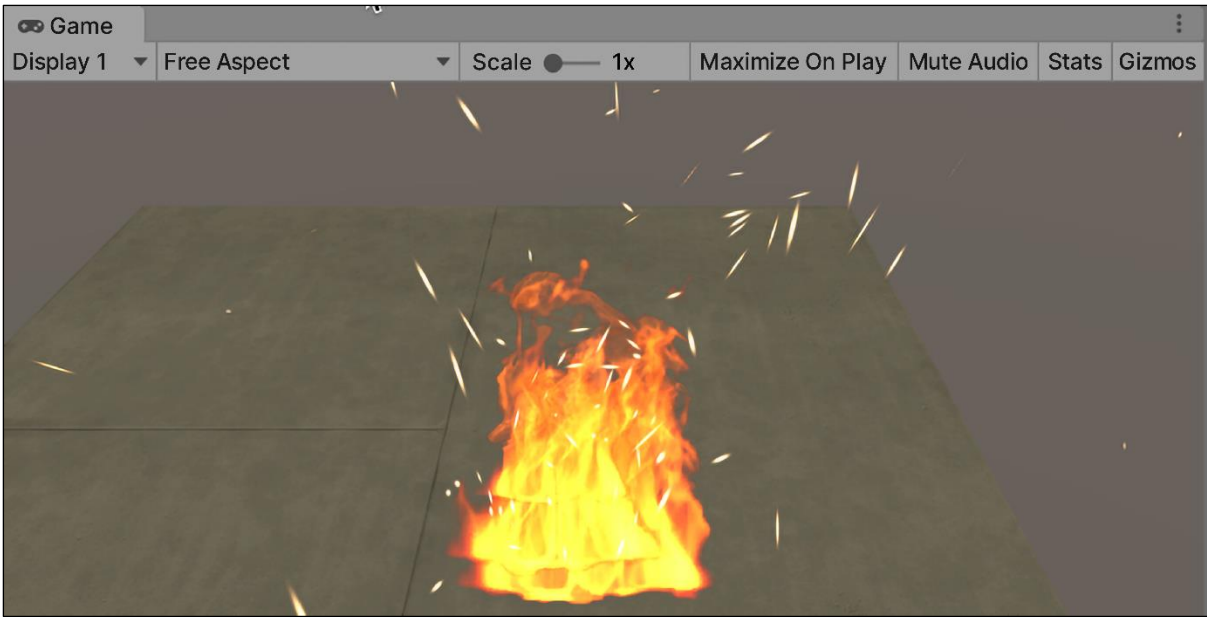


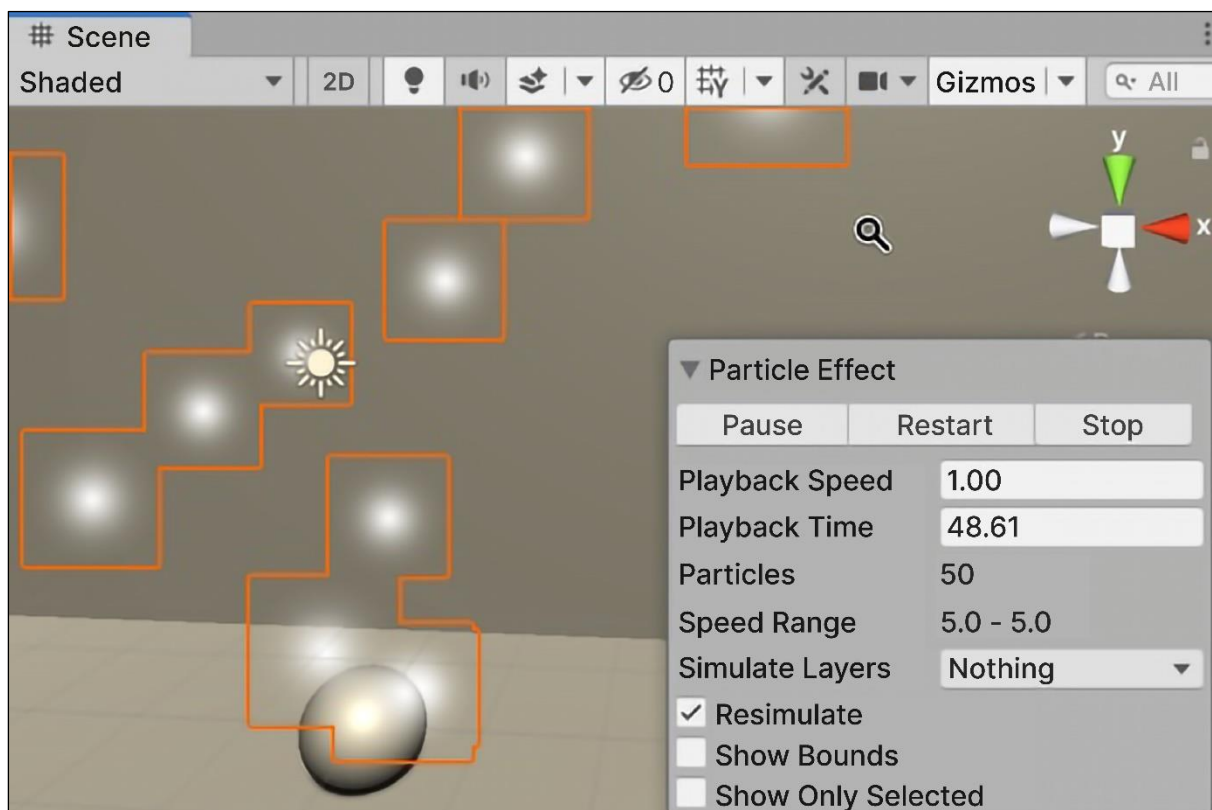
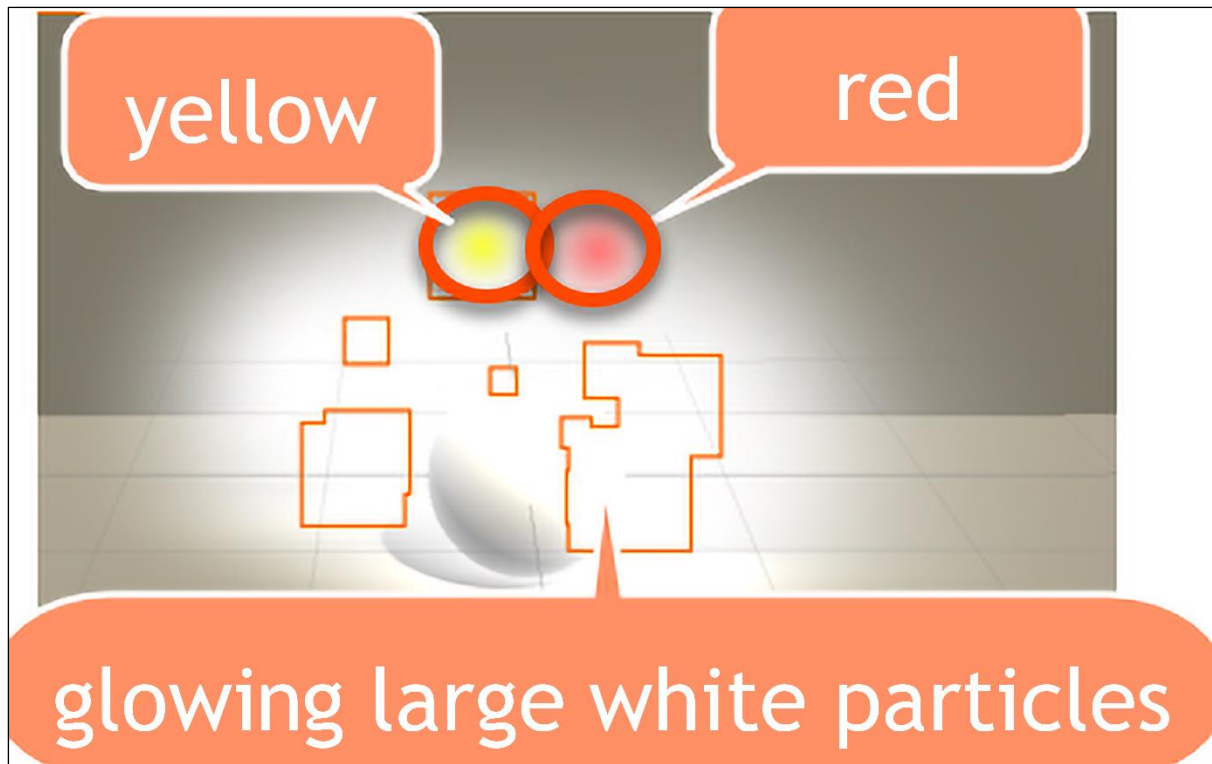
FIREWORKS
OCCASOFTWARE
os. Fireworks | Realistic 3...
(not enough ratings) | ♥ (126)

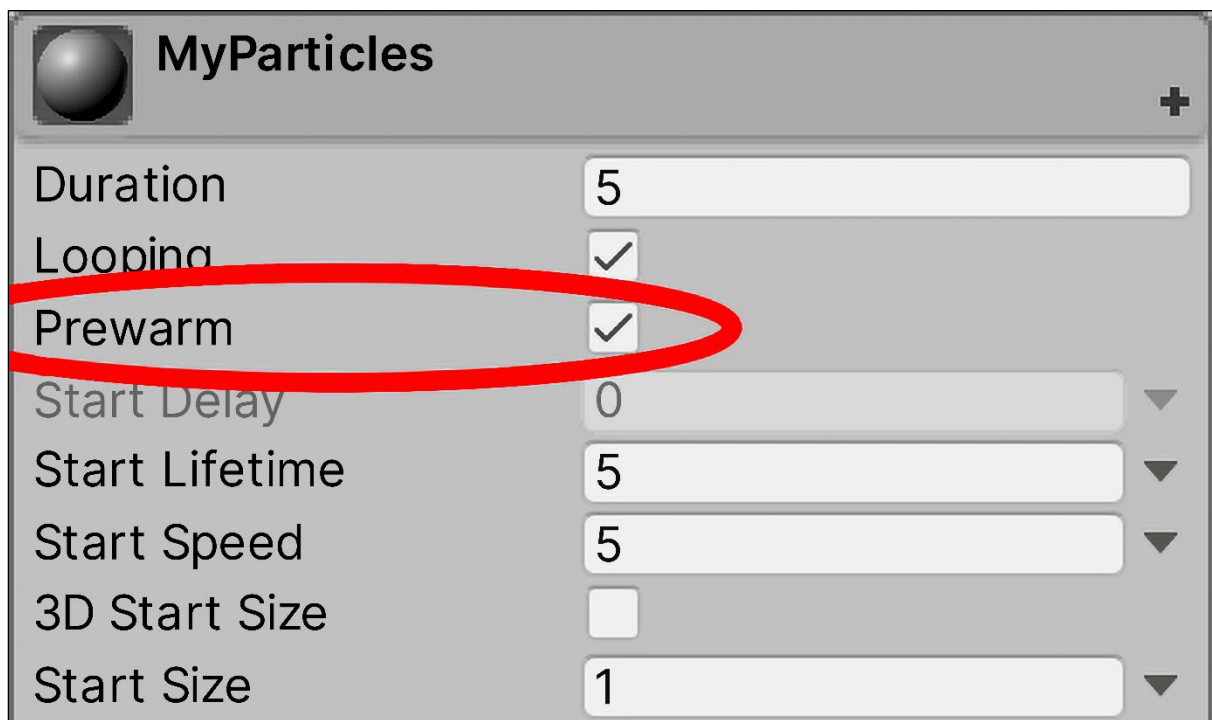
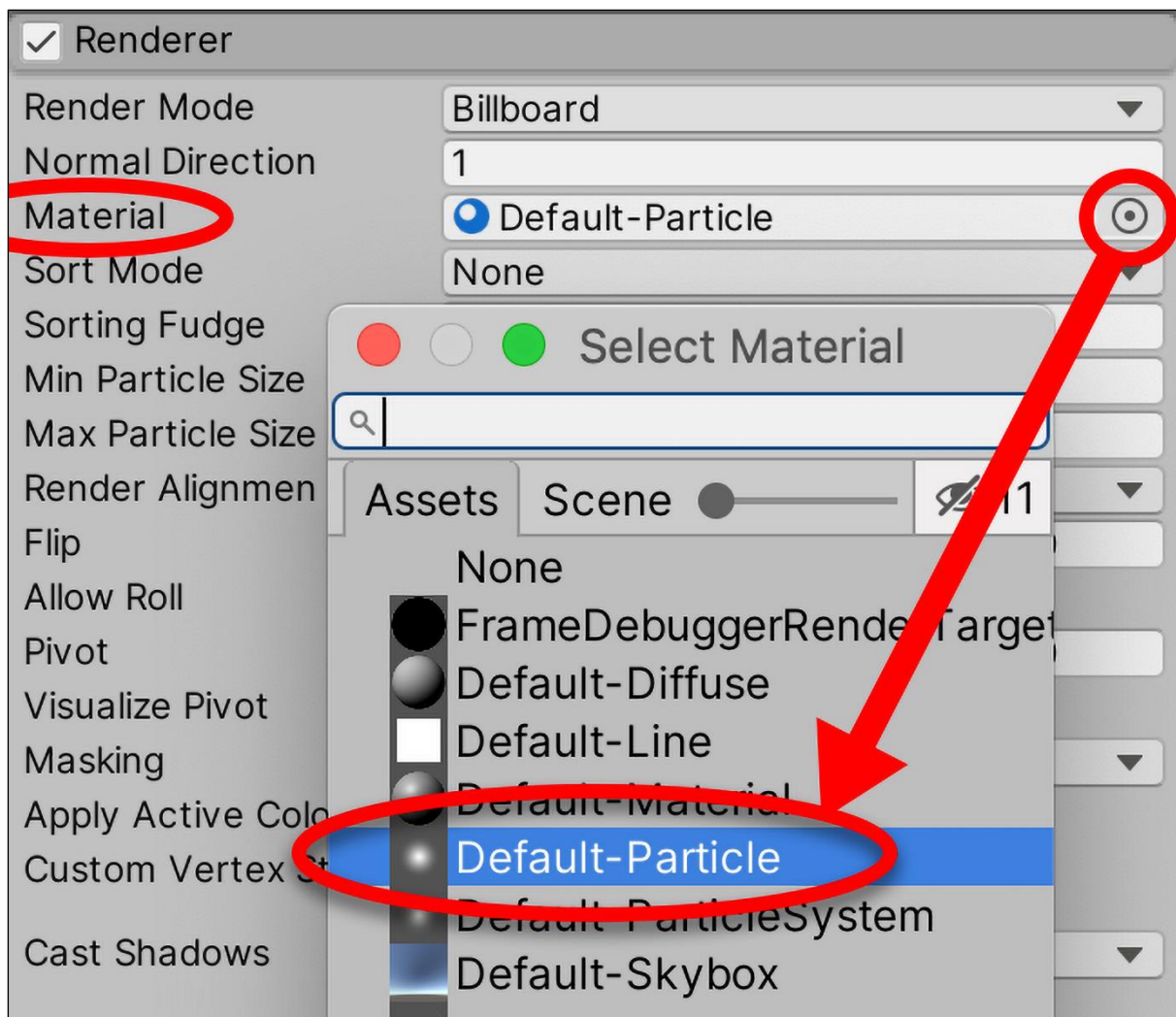
All Categories
☐ VFX (3)

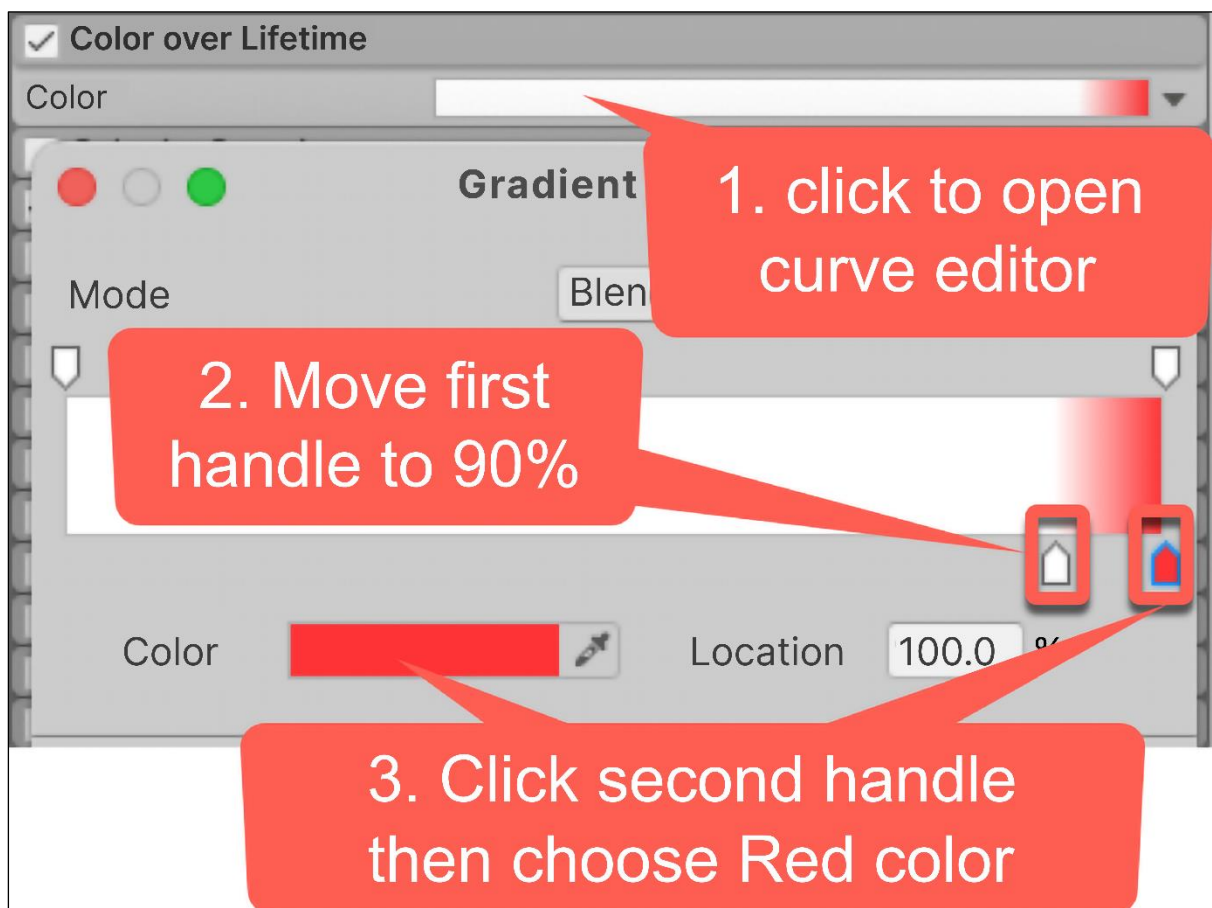
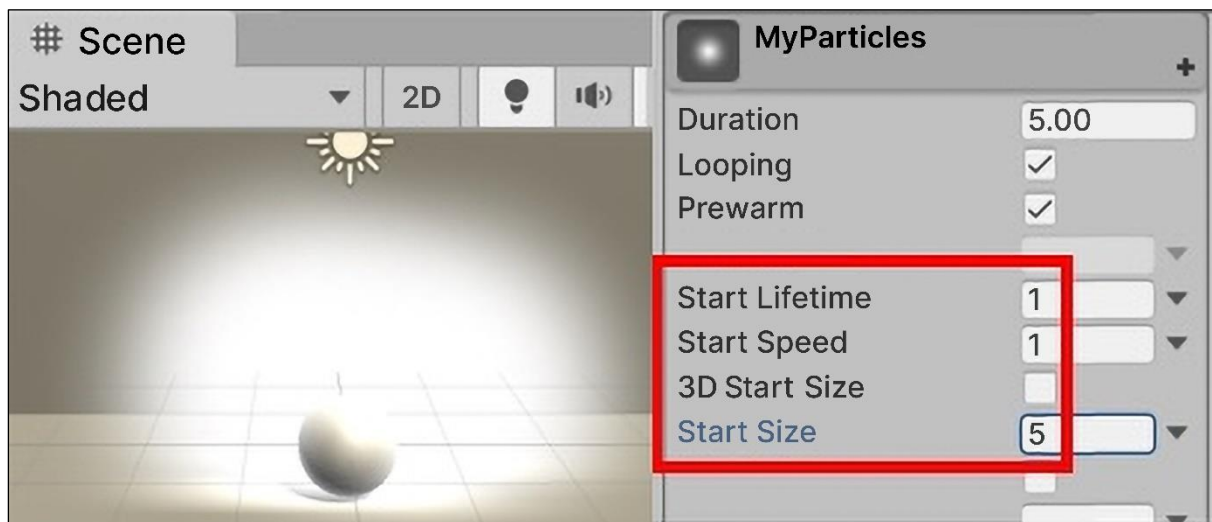
Pricing
☒ Free Assets (3)

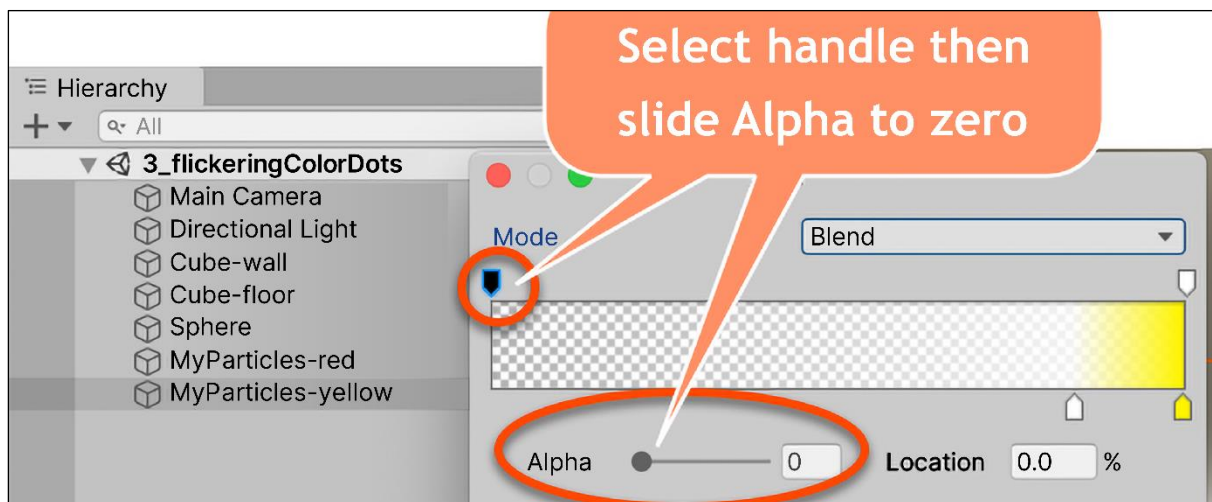
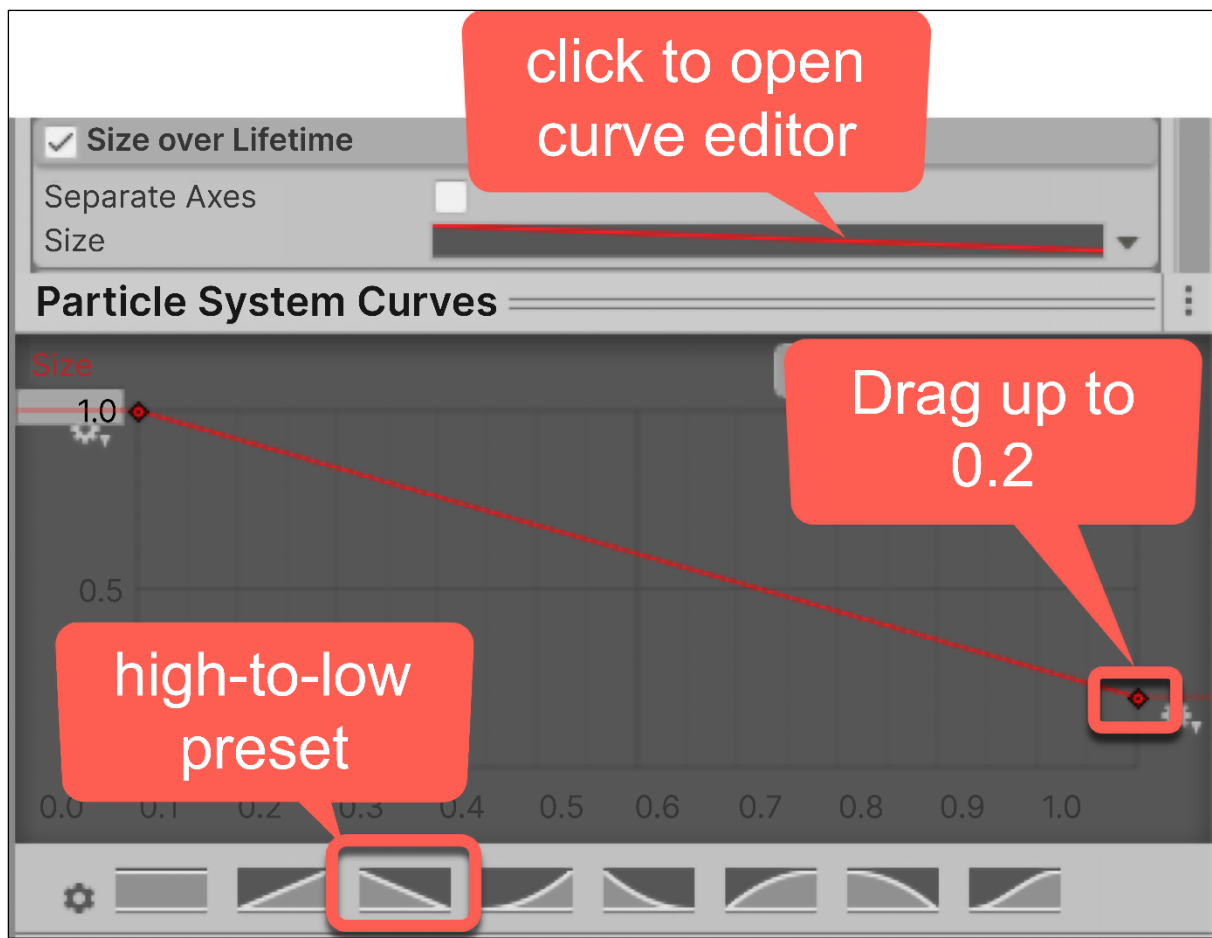
Unity Versions






















**OPENGAMEART.ORG**

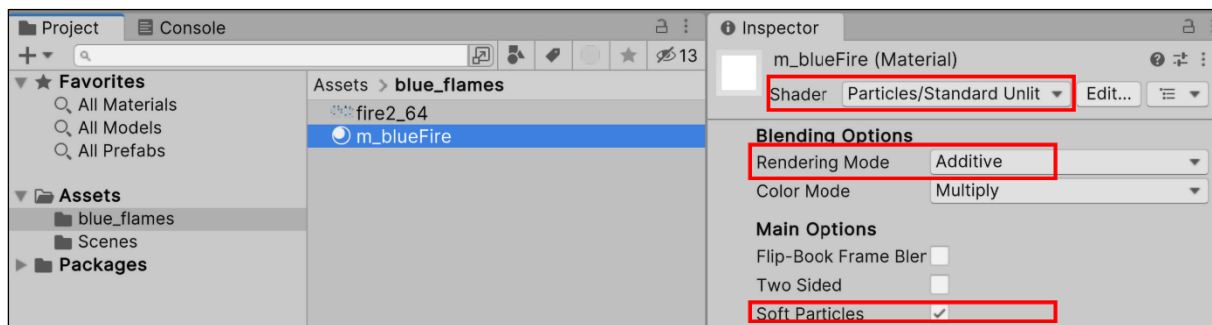
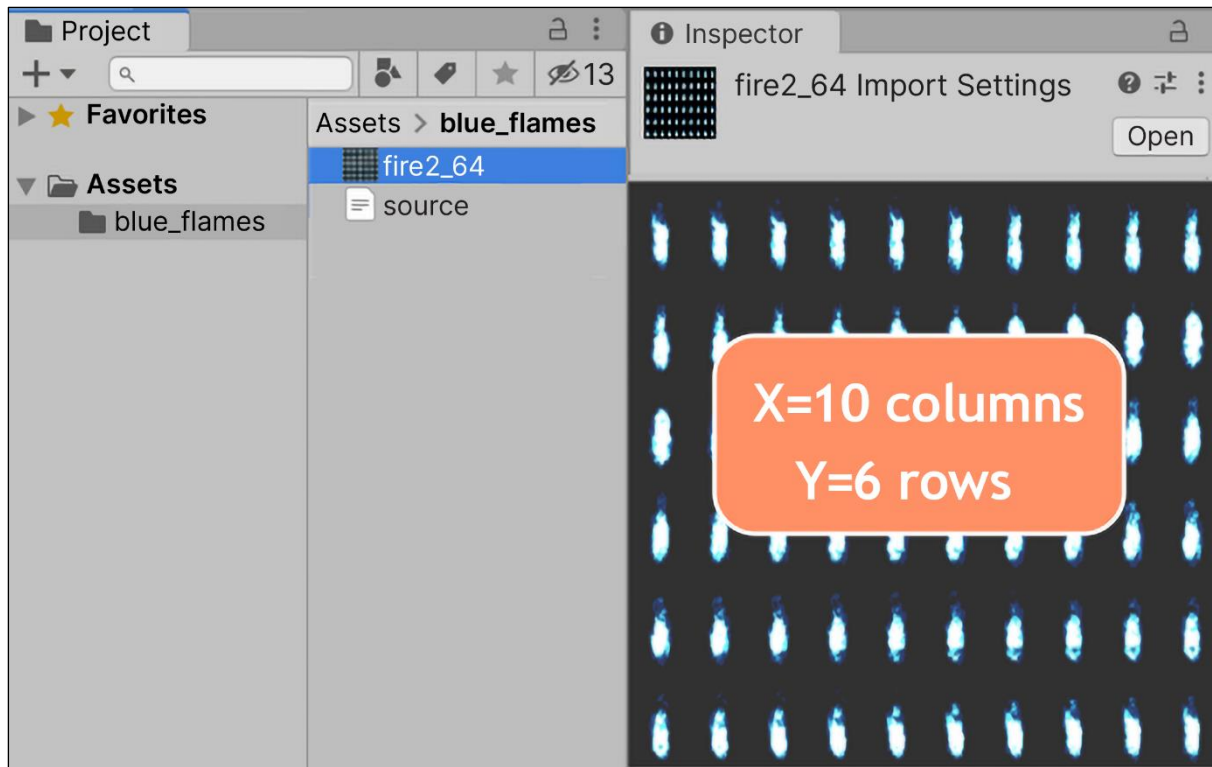
HomeBrowseSubmit ArtCollectForumsFAQLeaderboards♥ Donate

ANIMATED FIRE

AUTHOR:
BenHickling
Tuesday, October 2, 2018 - 14:32
ART TYPE:
2D Art
LICENSE(s):
 PUBLIC DOMAIN
CC0

PREVIEW:

Transparent PNG sprite sheet - 64 x 64 - 60
FILE(s):
 fire1_64.png 37.8 Kb [4117 download(s)]
 **fire2_64.png 26 Kb [1:06 download(s)]**
 fire3_64.png 29.5 Kb [1183 download(s)]

Download the blue fire sprite sheet:
fire2_64.png



☒ Texture Sheet Animation

Mode Grid

Tiles X 10 Y 6

Animation Whole Sheet

Time Mode Lifetime

Frame over Time

Start Frame 0

Cycles 1

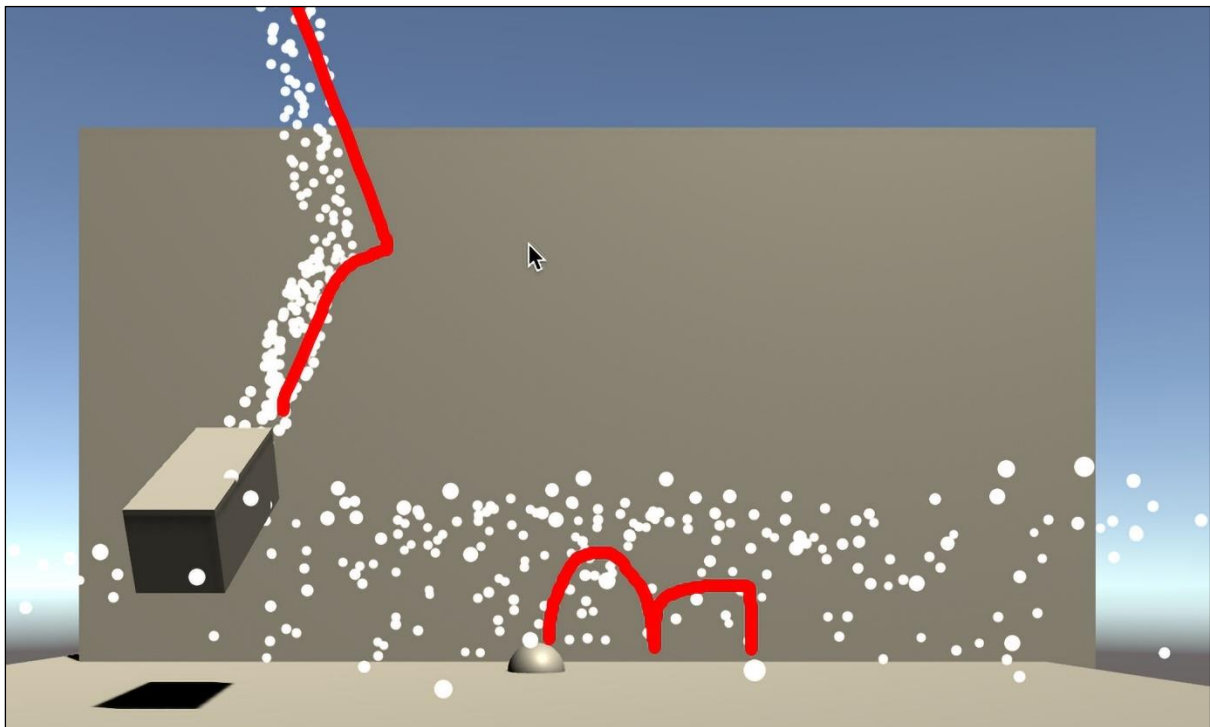
Affected UV Channels Mixed...

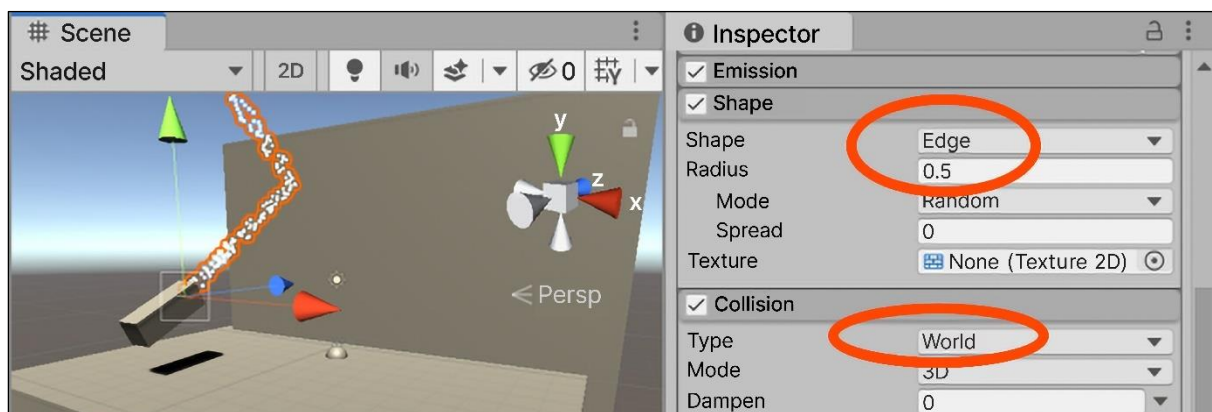
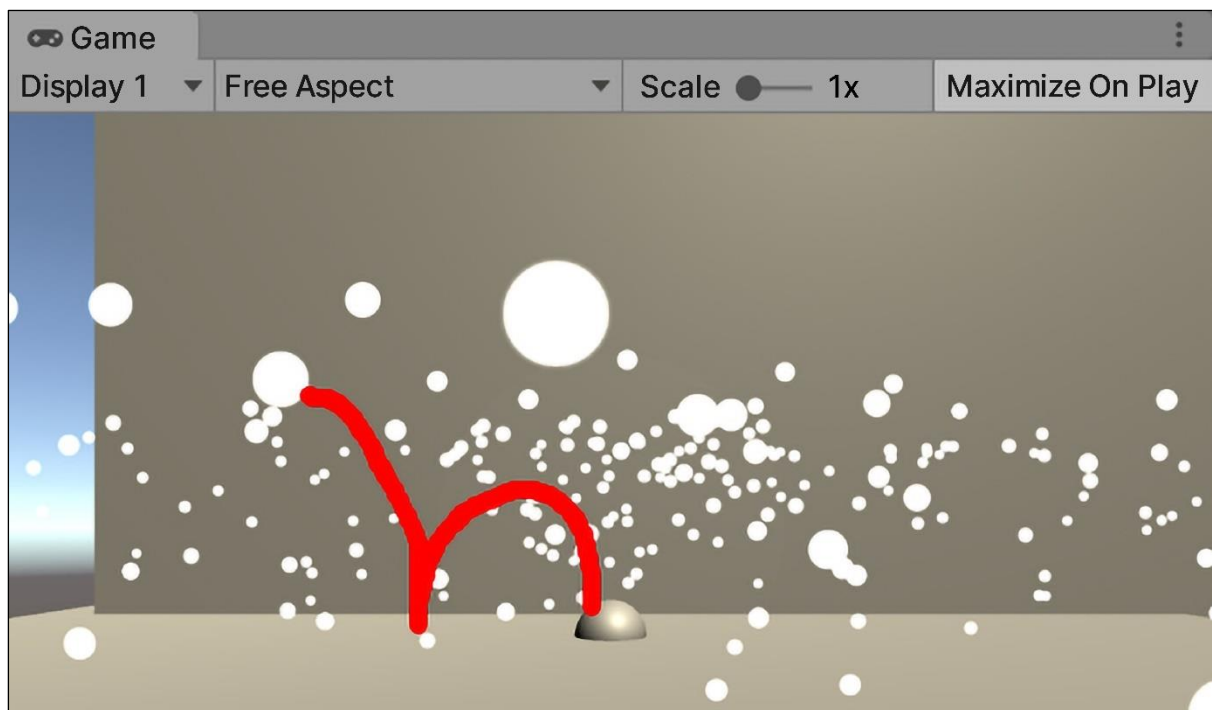
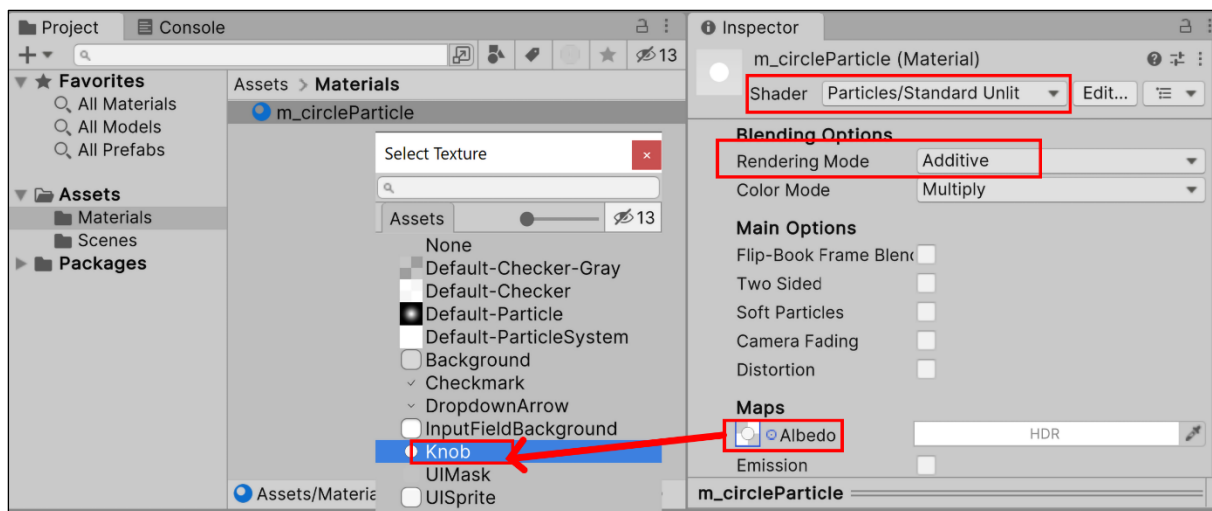
☒ Renderer

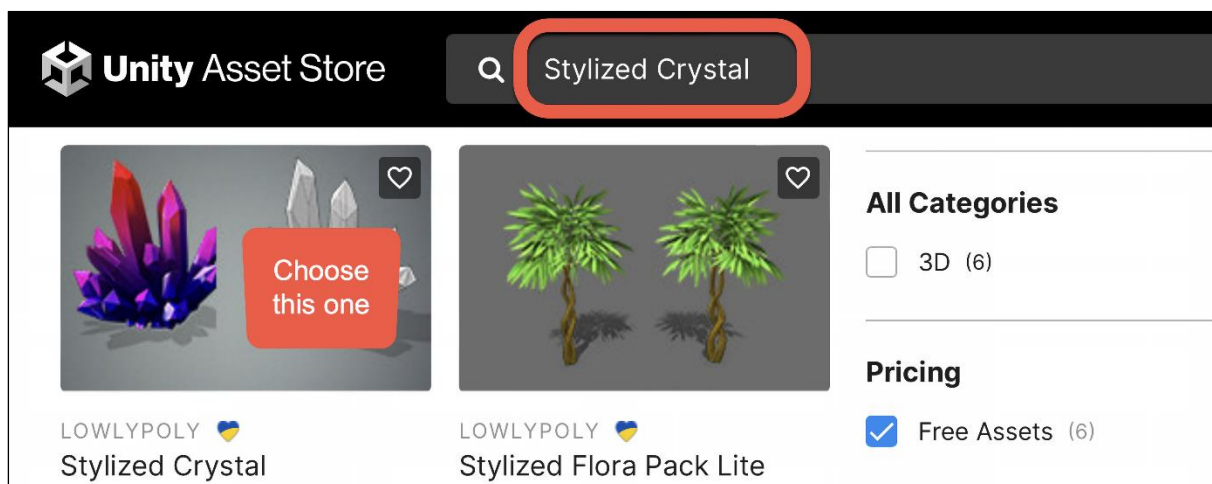
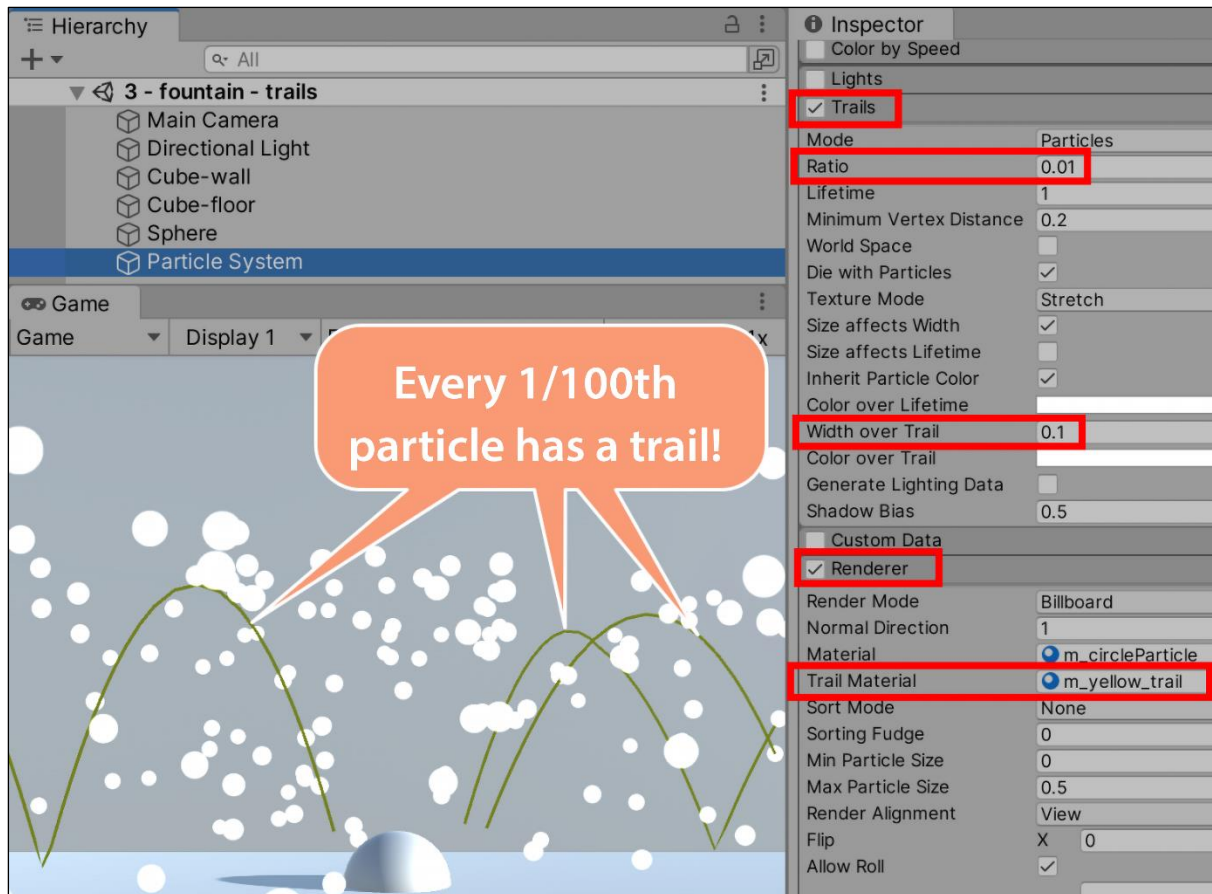
Render Mode Billboard

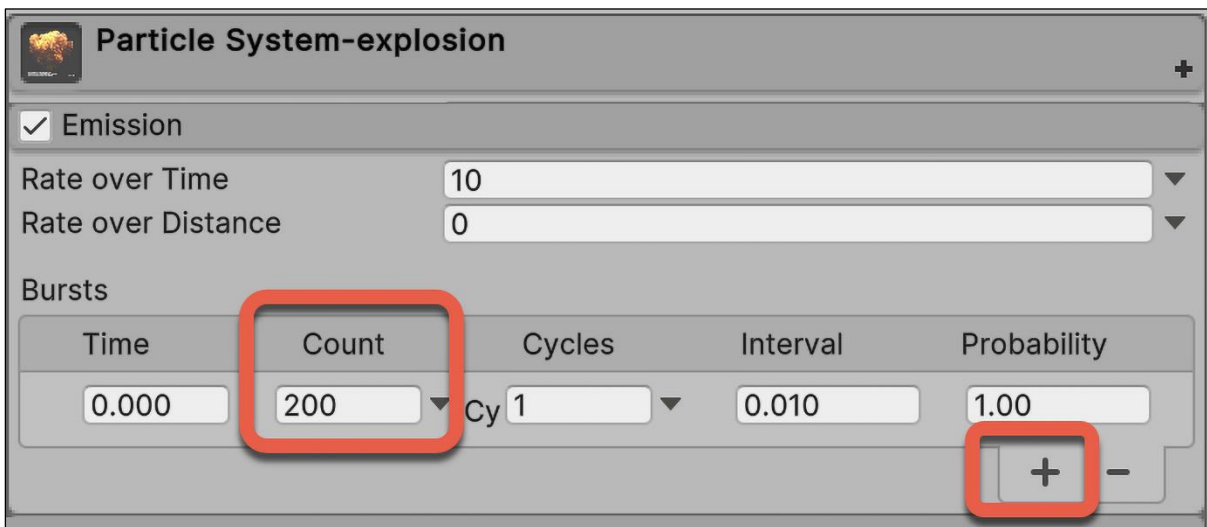
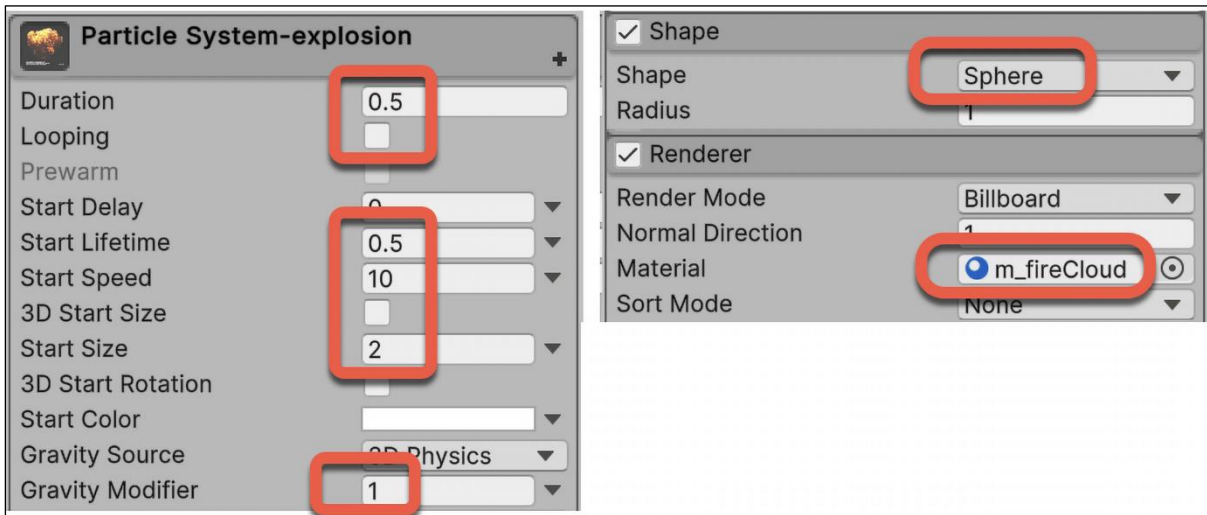
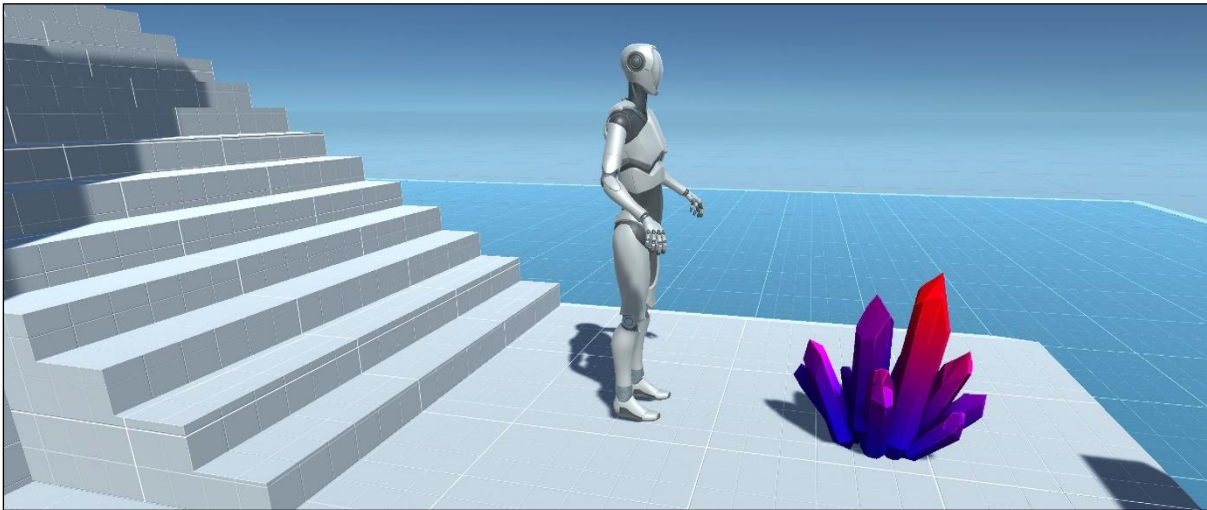
Normal Direction 1

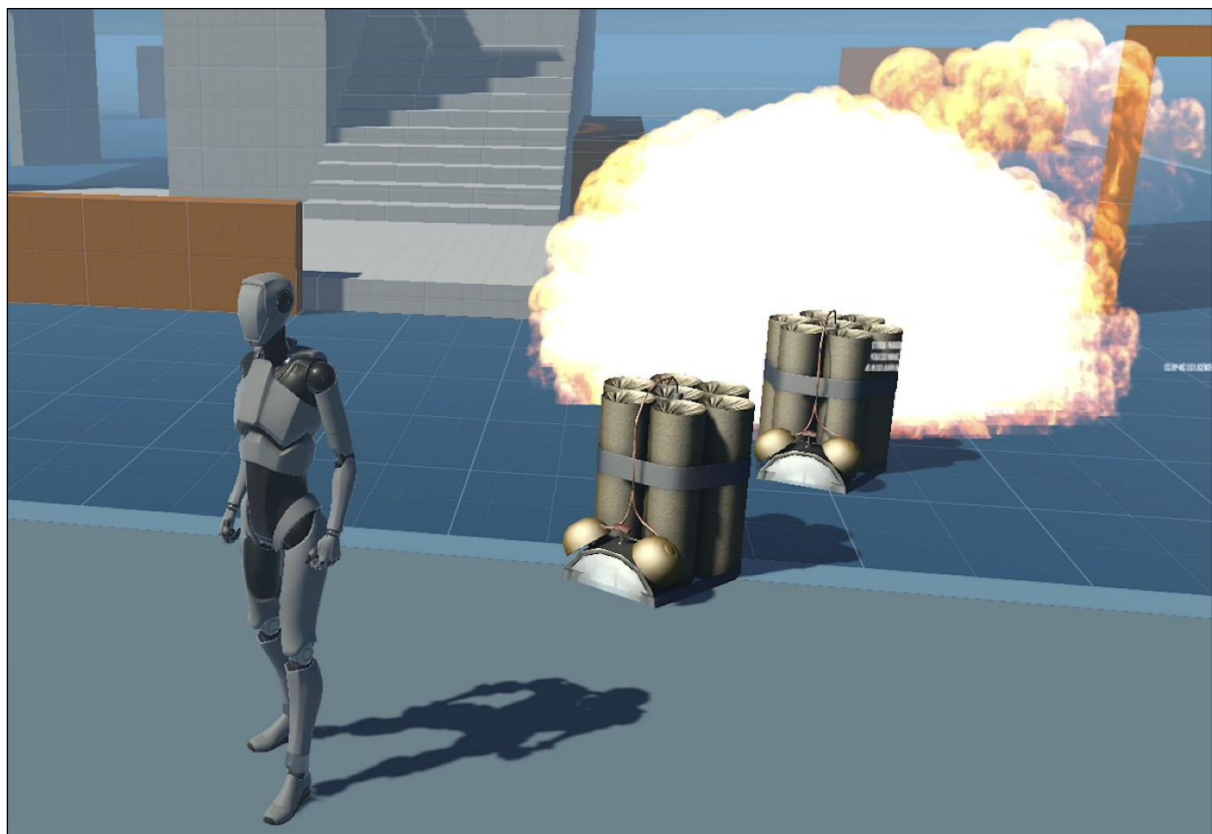
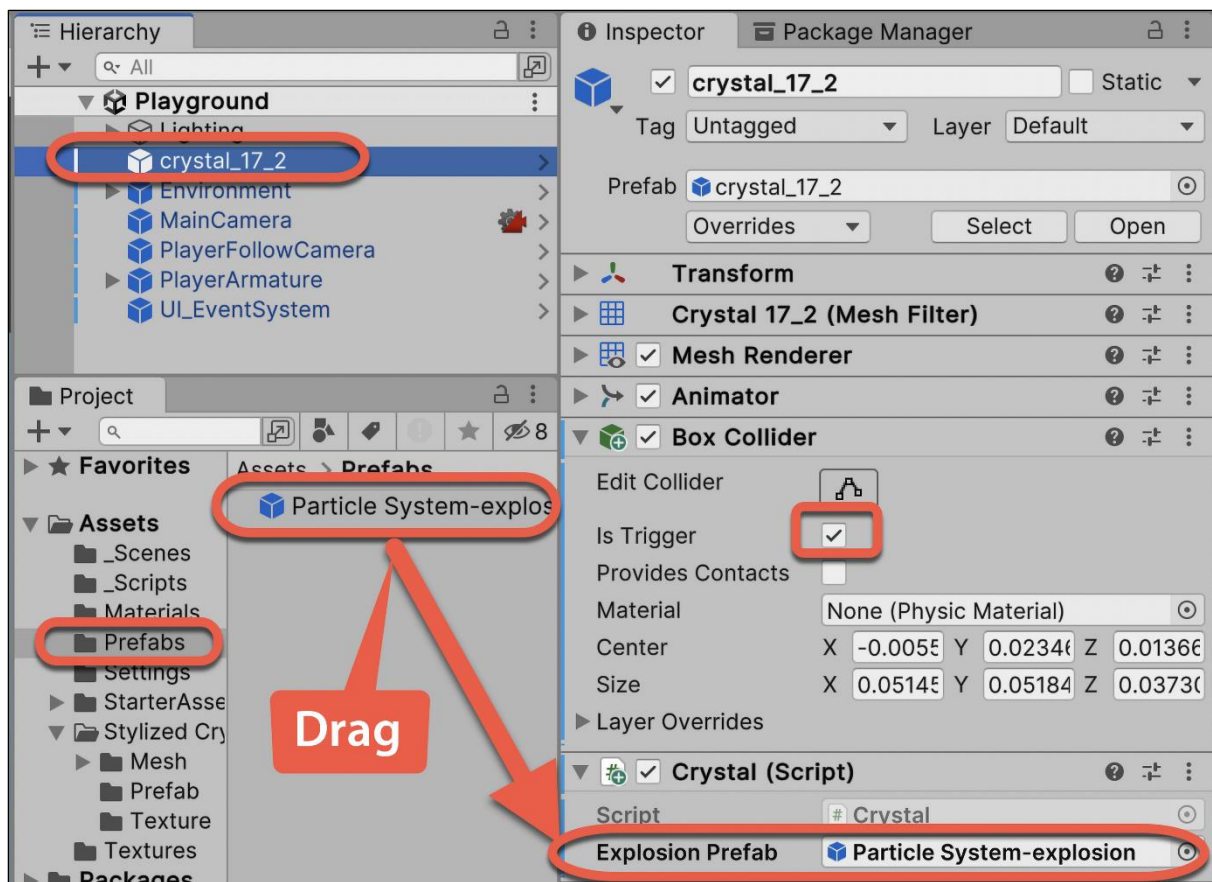
Material m_blueFire





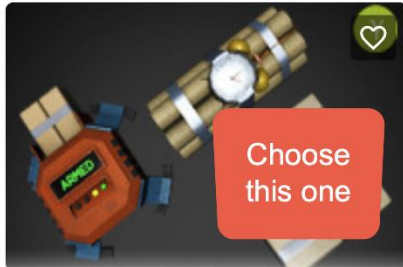




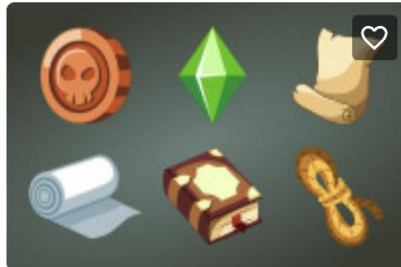


Free Bombs ×

Free Assets ×



NOBIAX / YUGHUES
Yughues Free Bombs



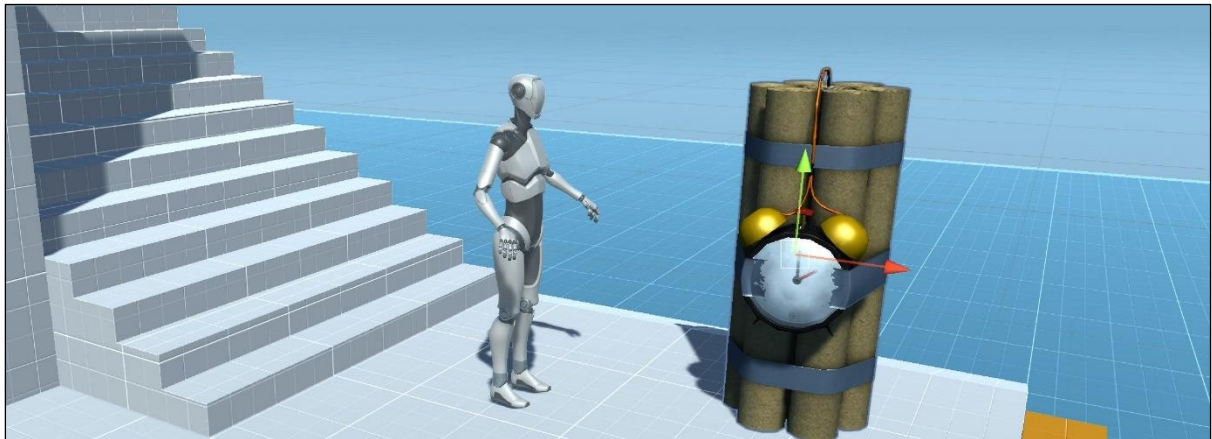
AHNINNIAH
Free Game Items

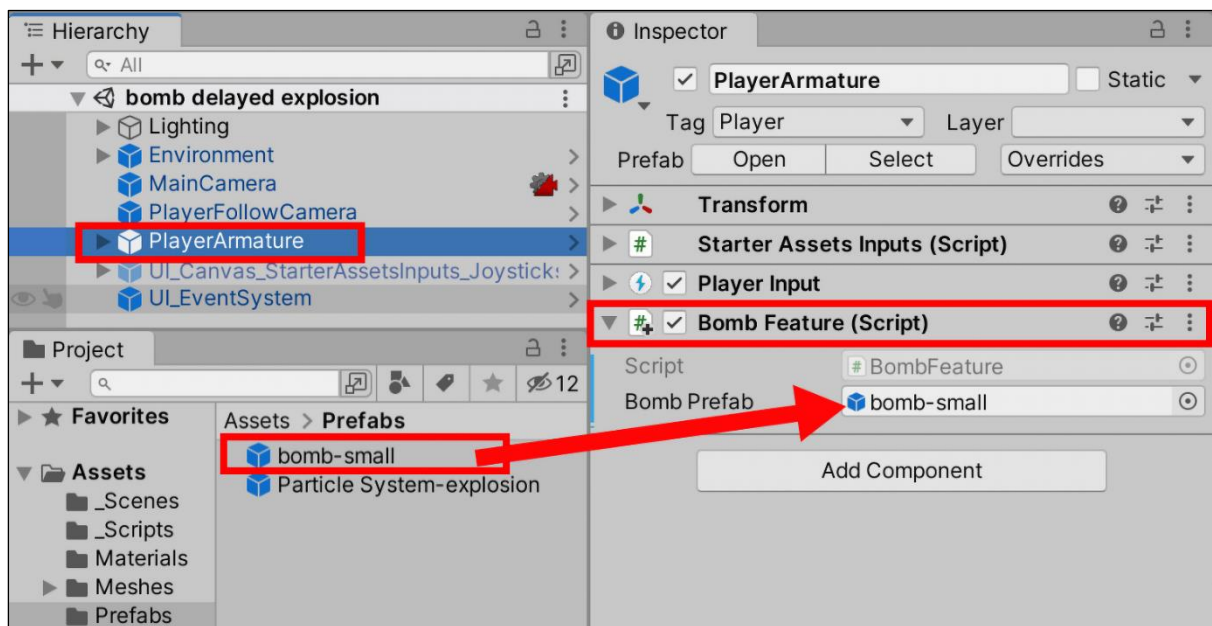
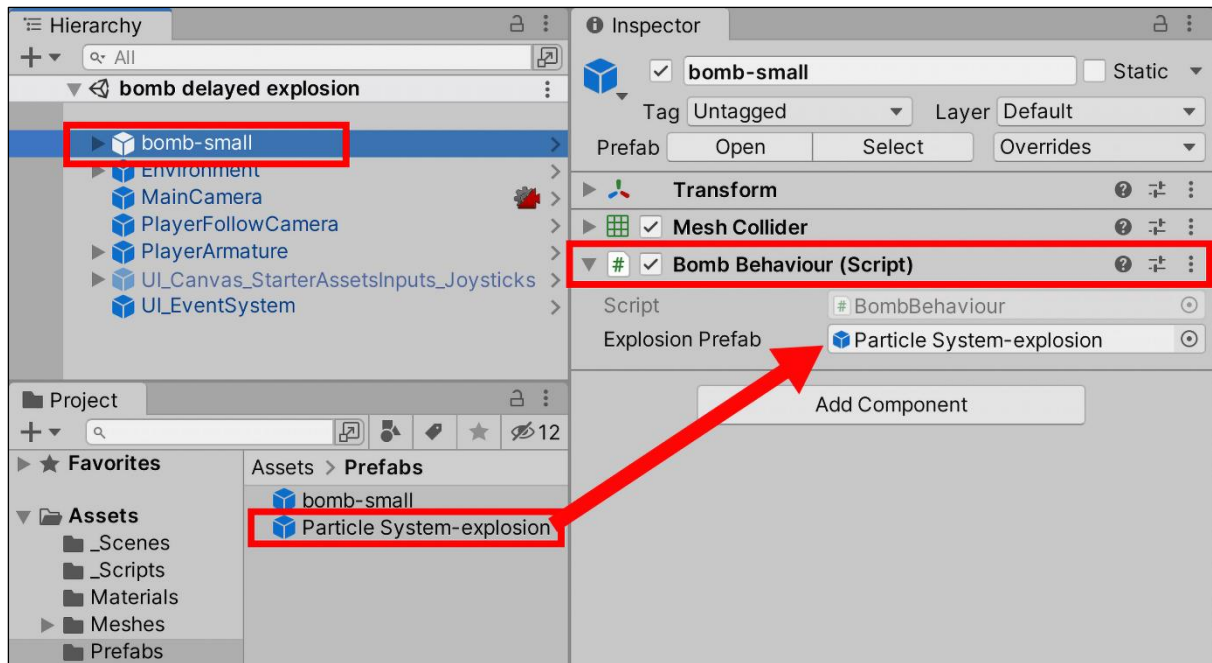
All Categories

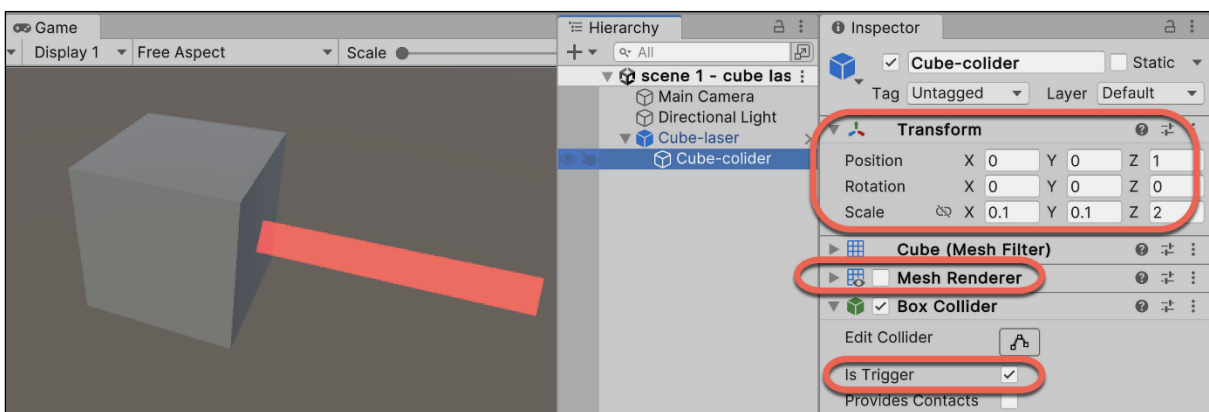
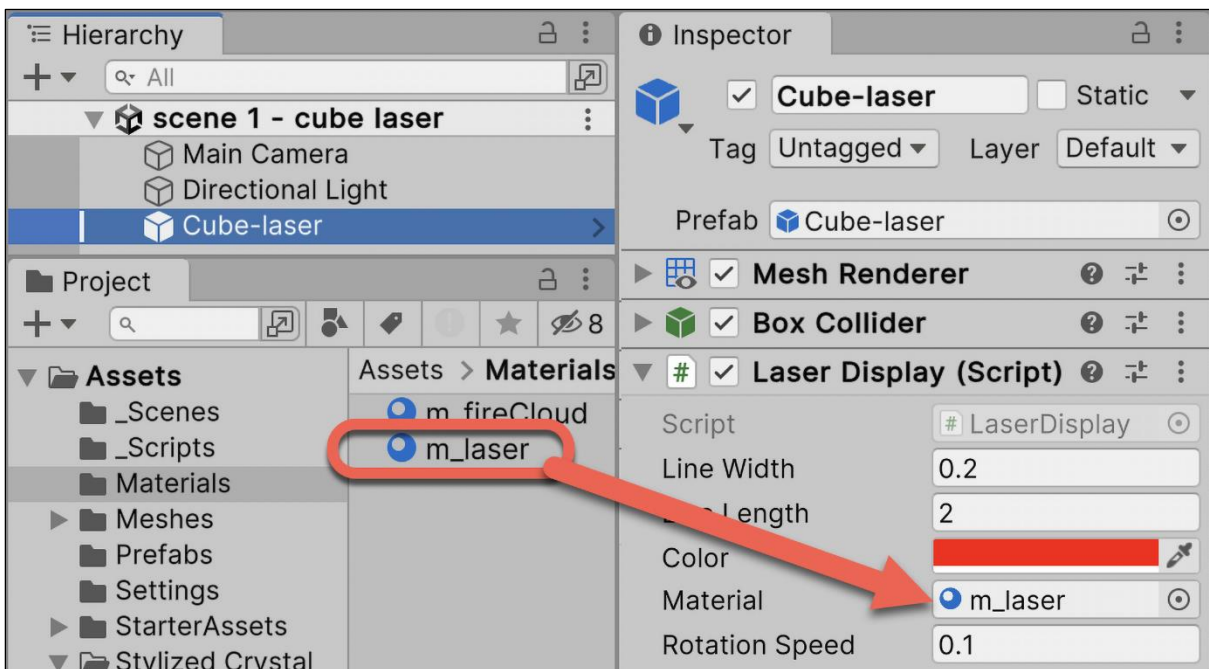
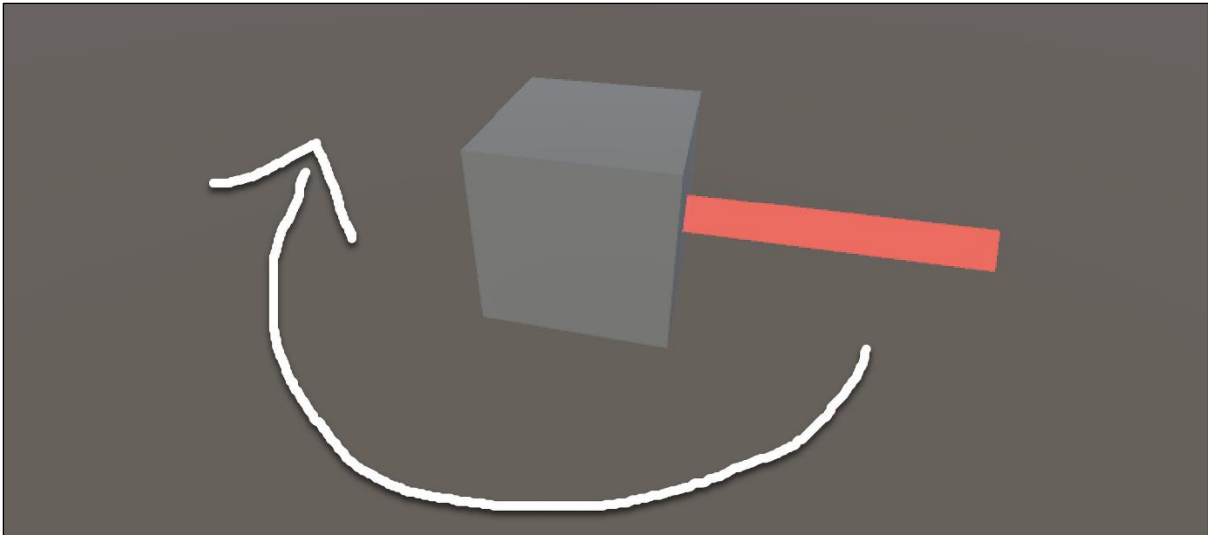
- ☐ 3D (4)
- ☐ 2D (2)
- ☐ Essentials (1)

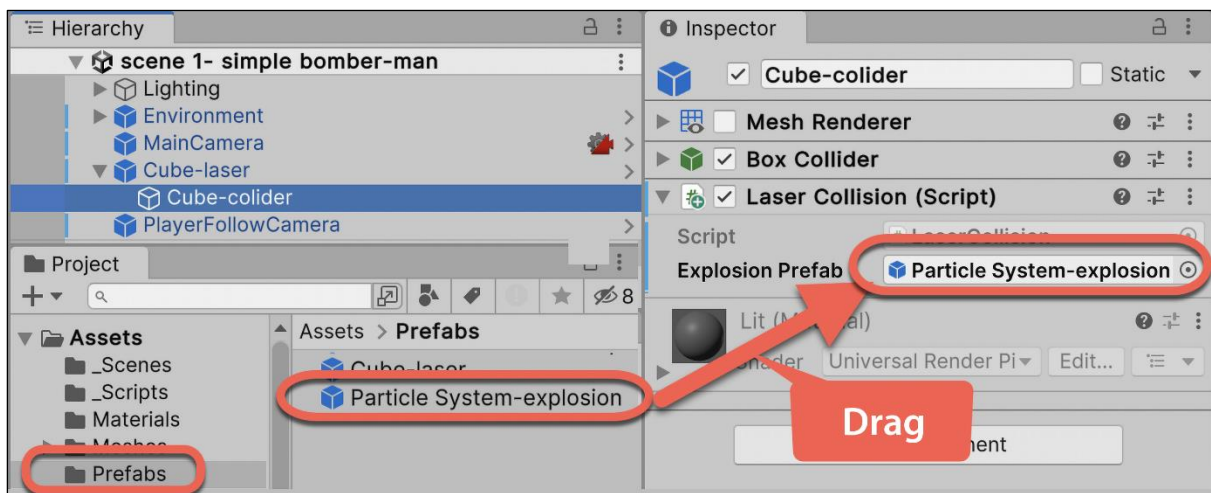
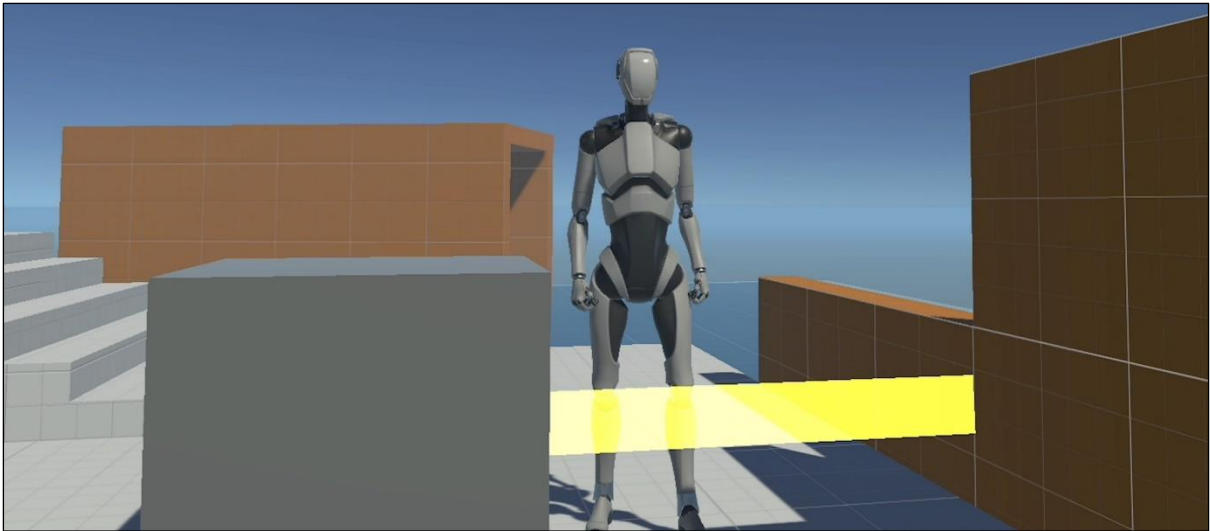
Pricing

- ☒ Free Assets (7)

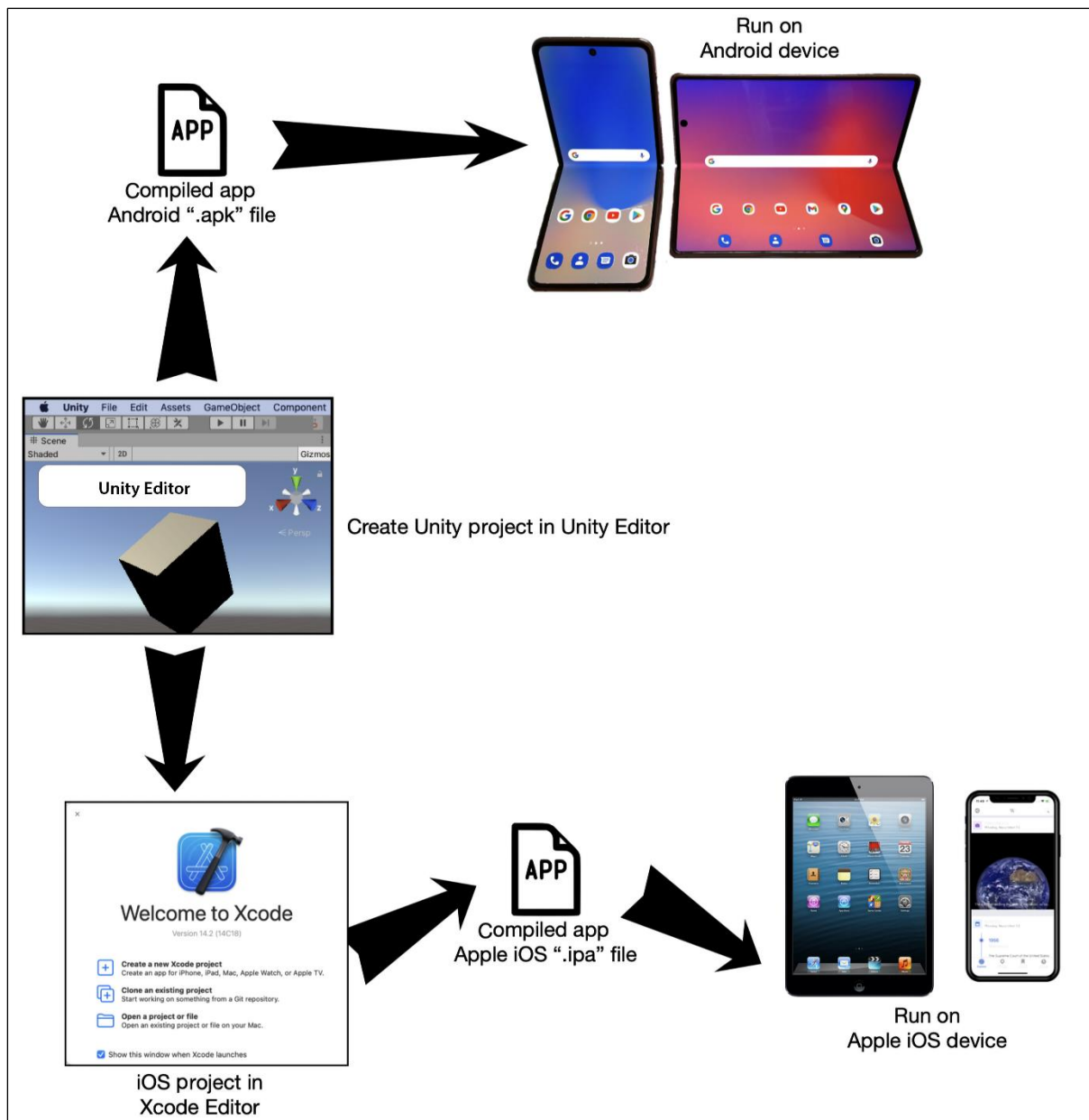


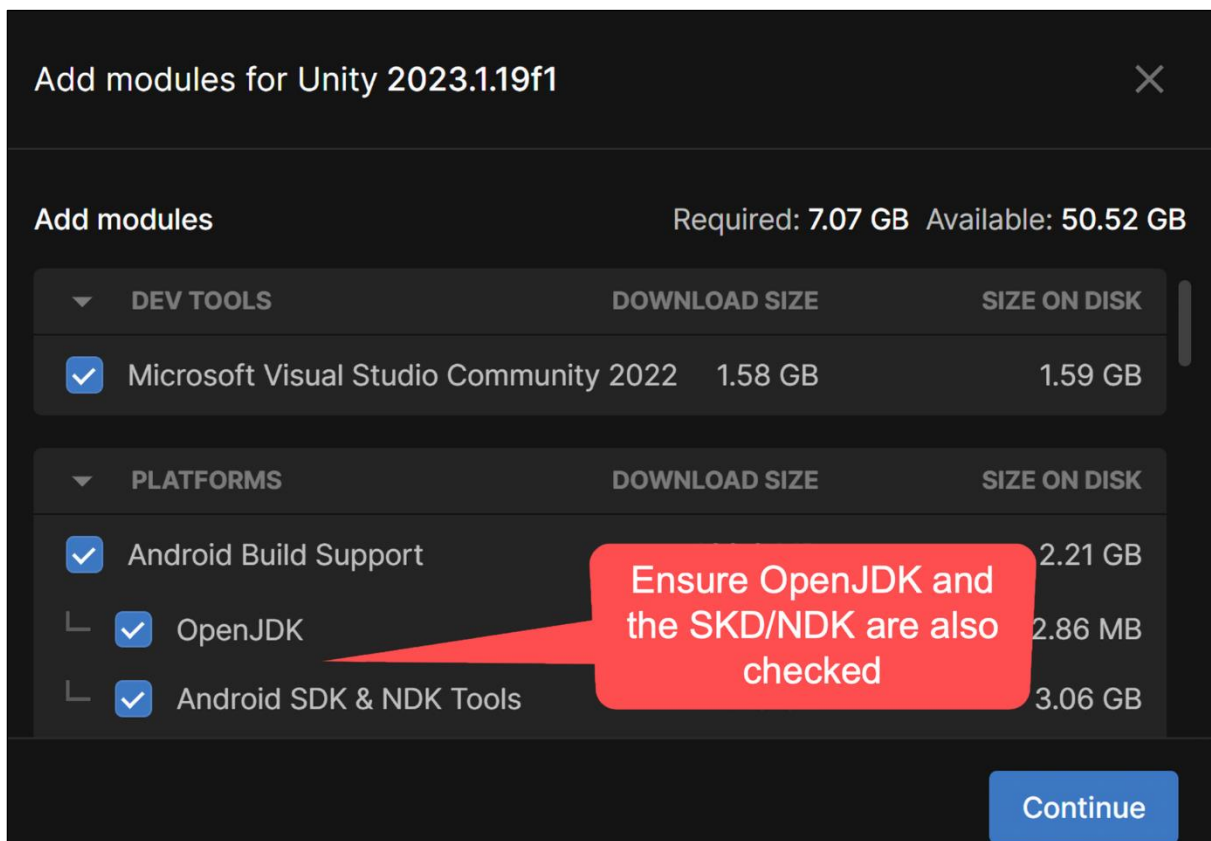
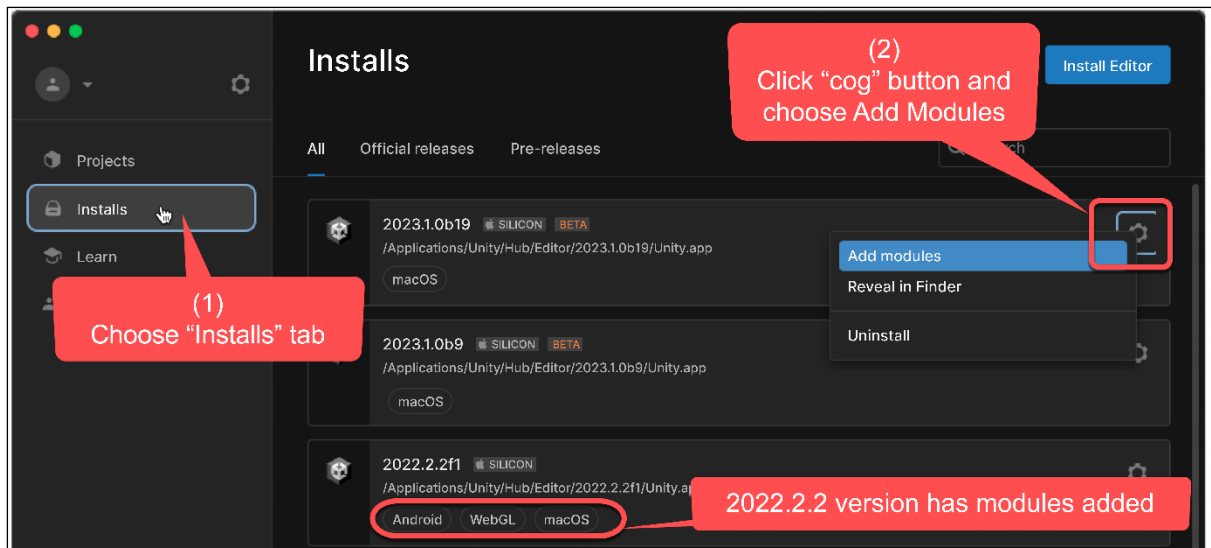


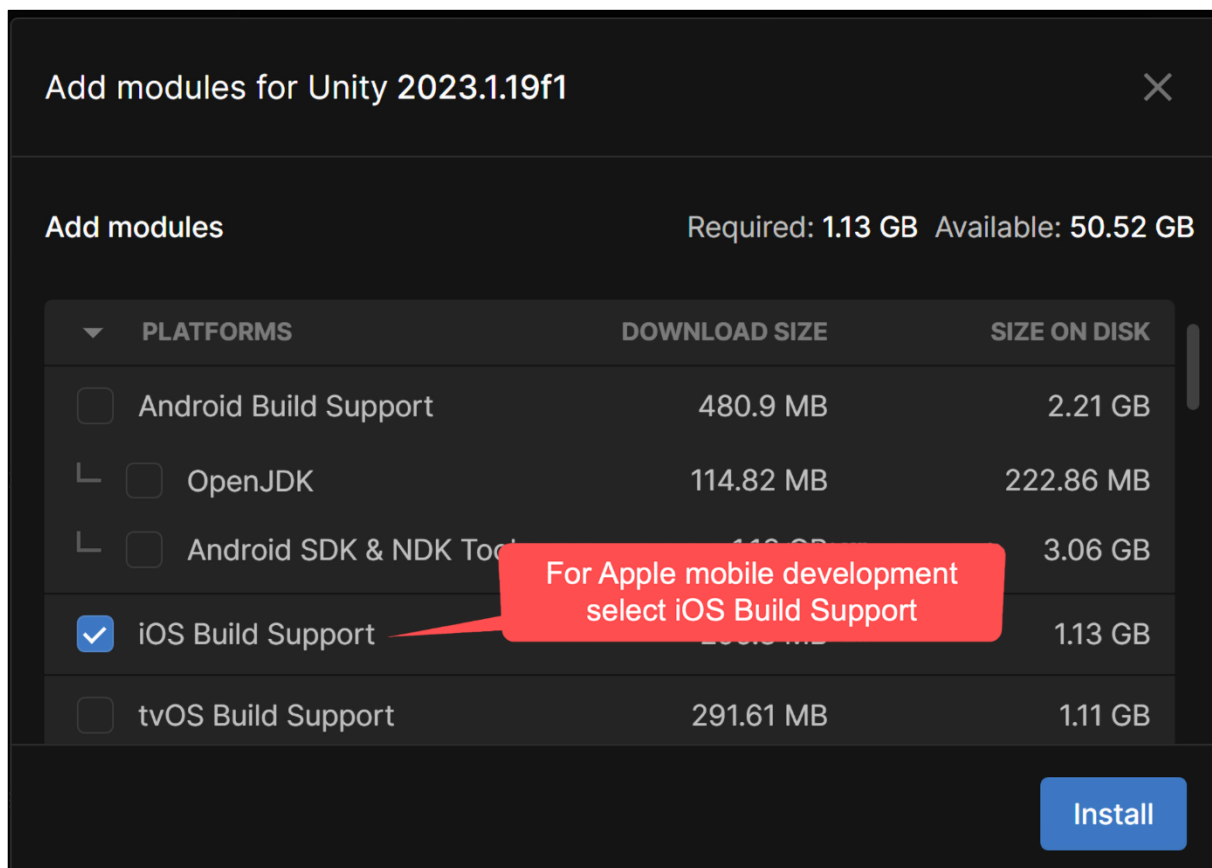
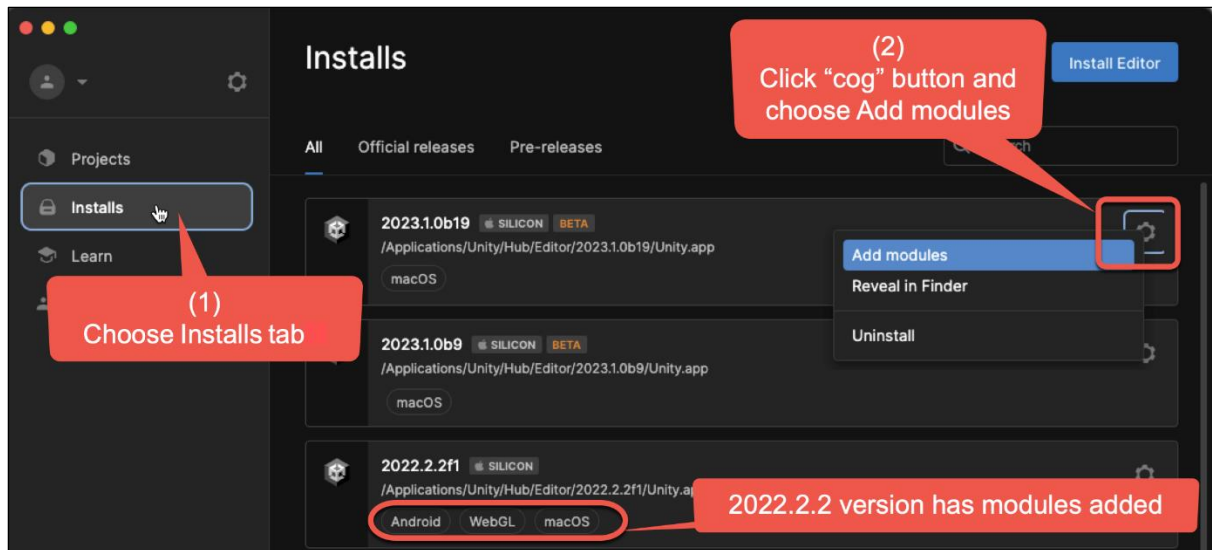


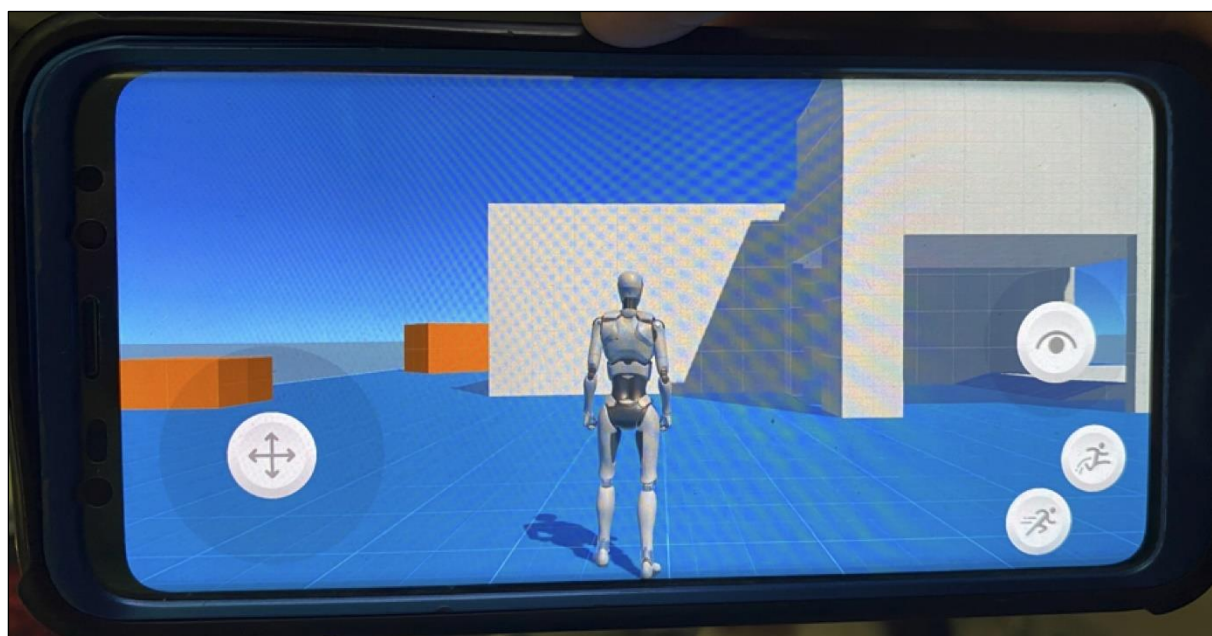
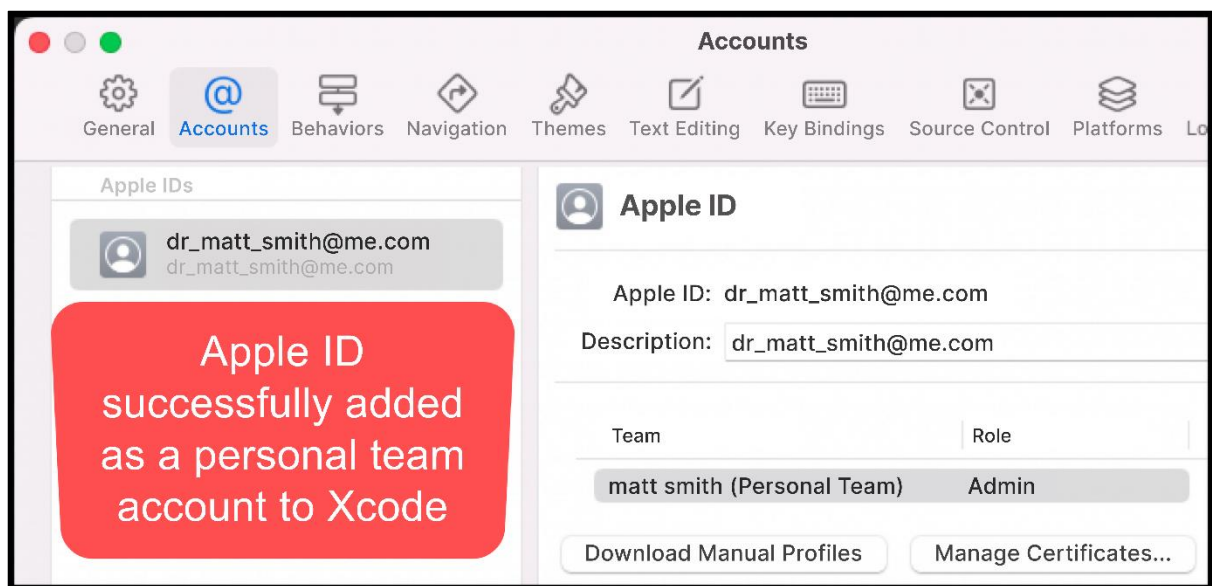
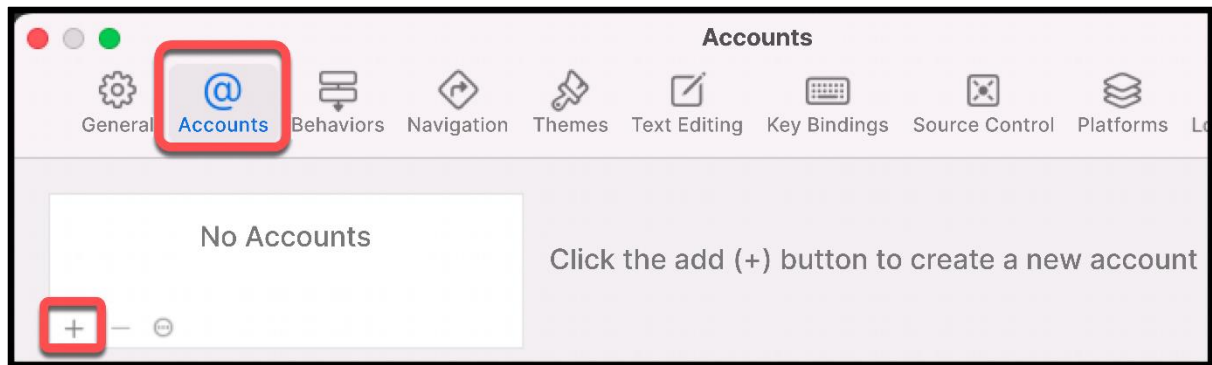


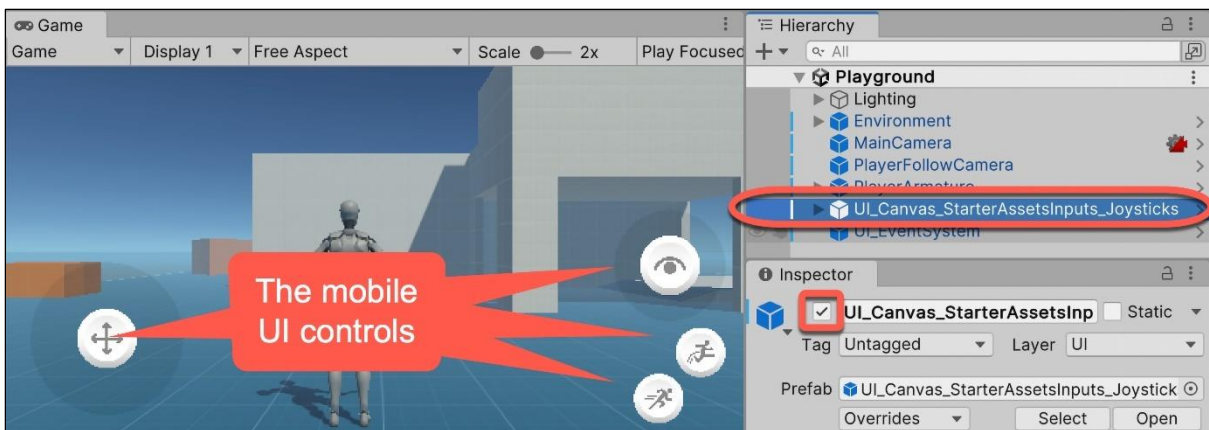
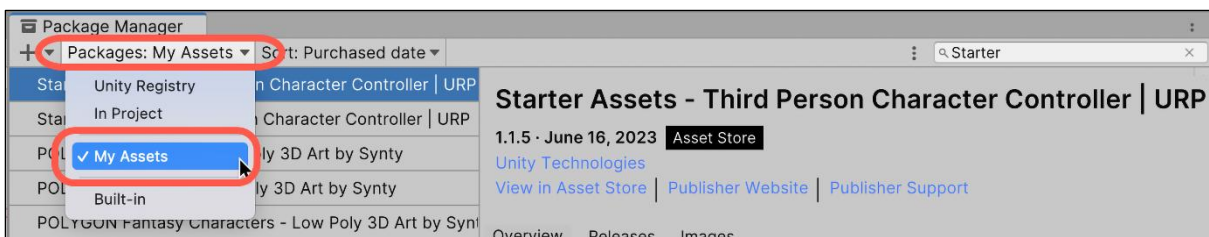
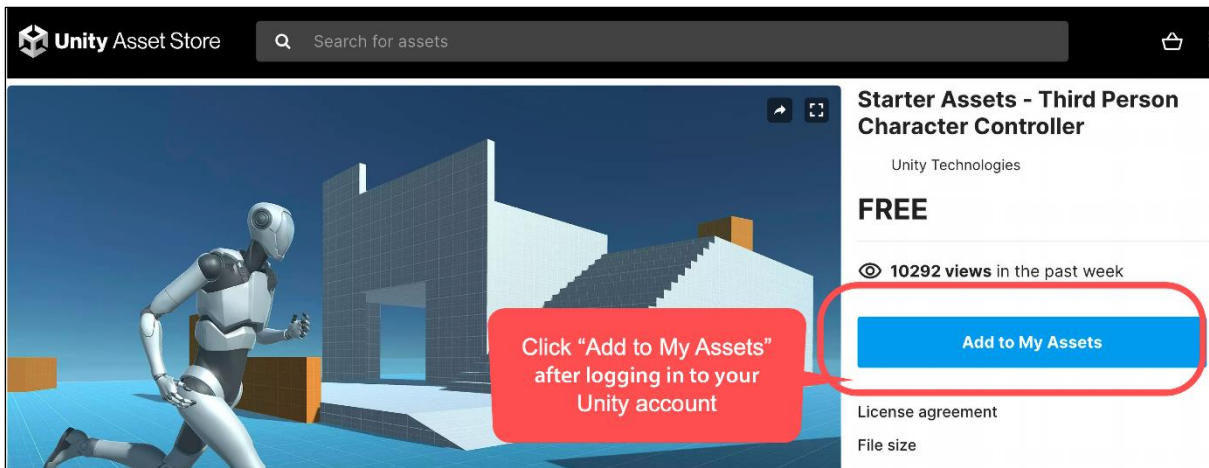
Chapter 16: Mobile Games and Apps

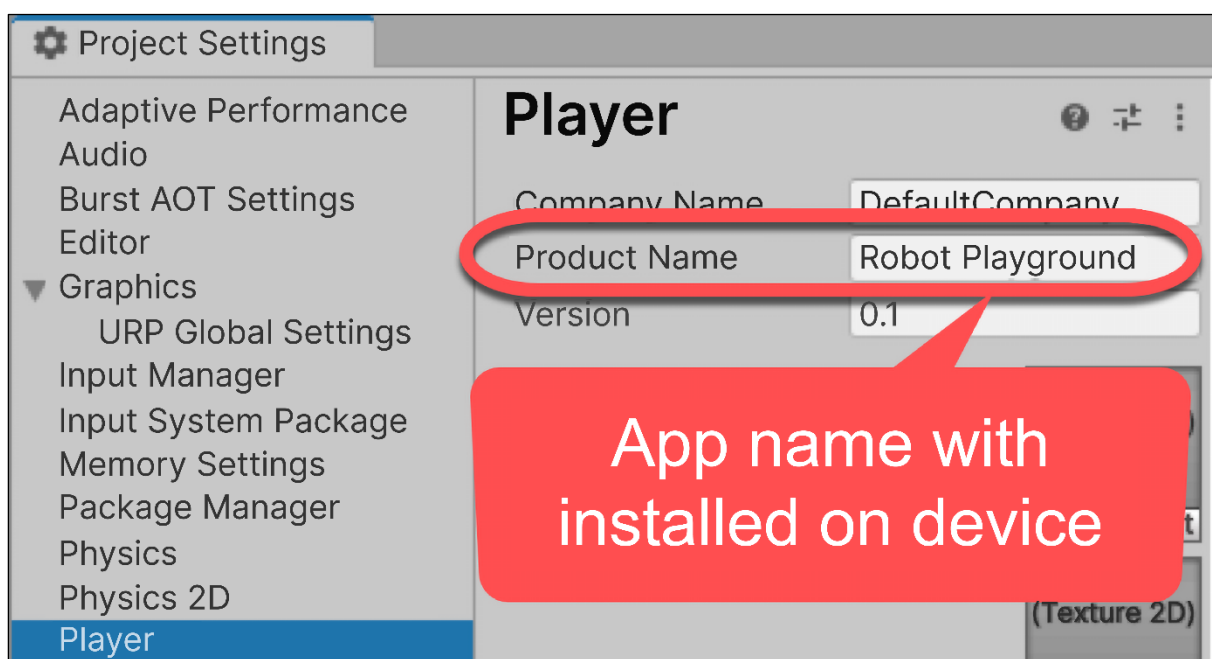
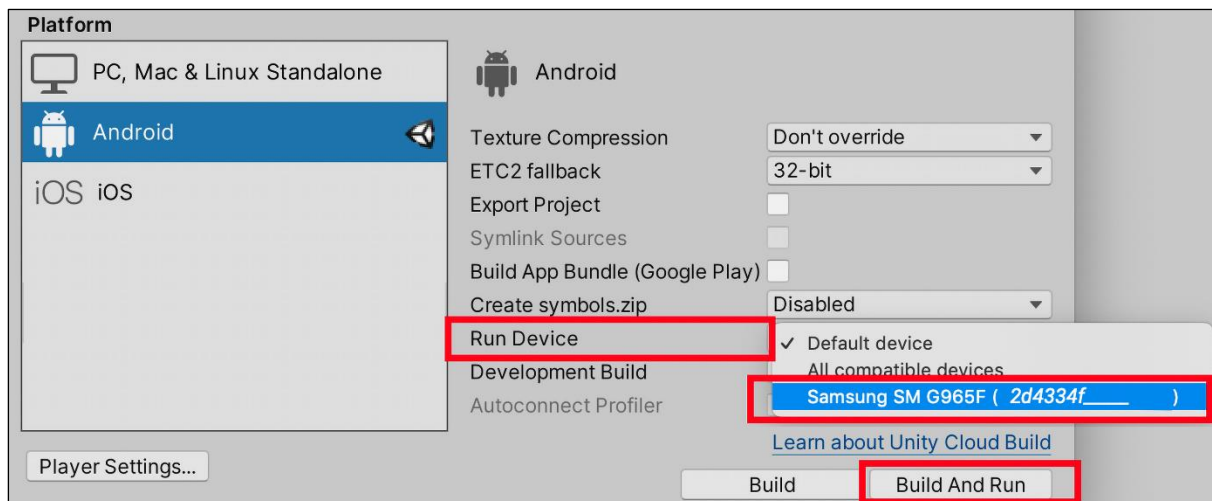
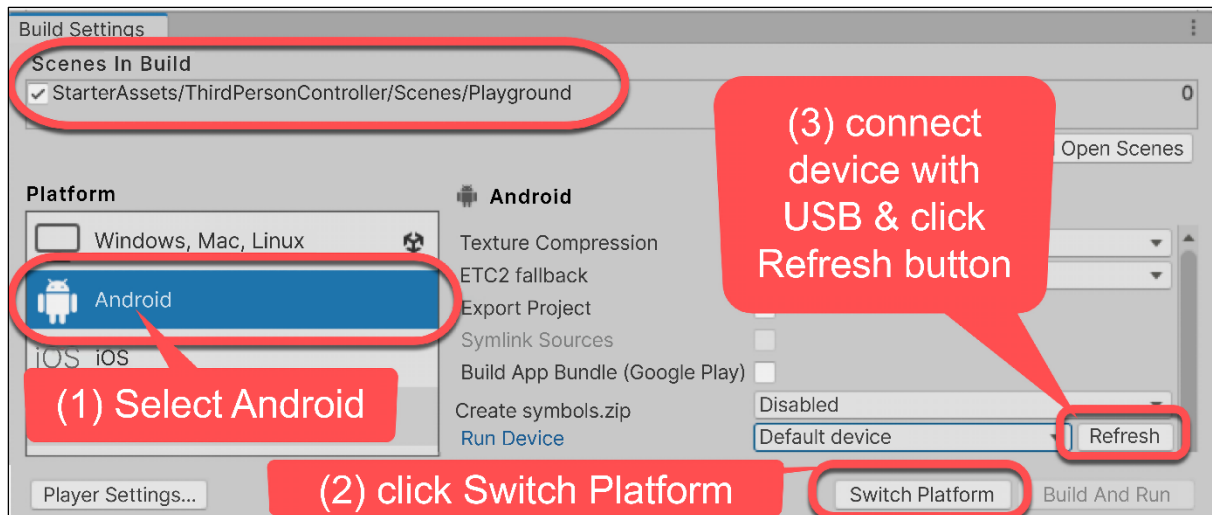


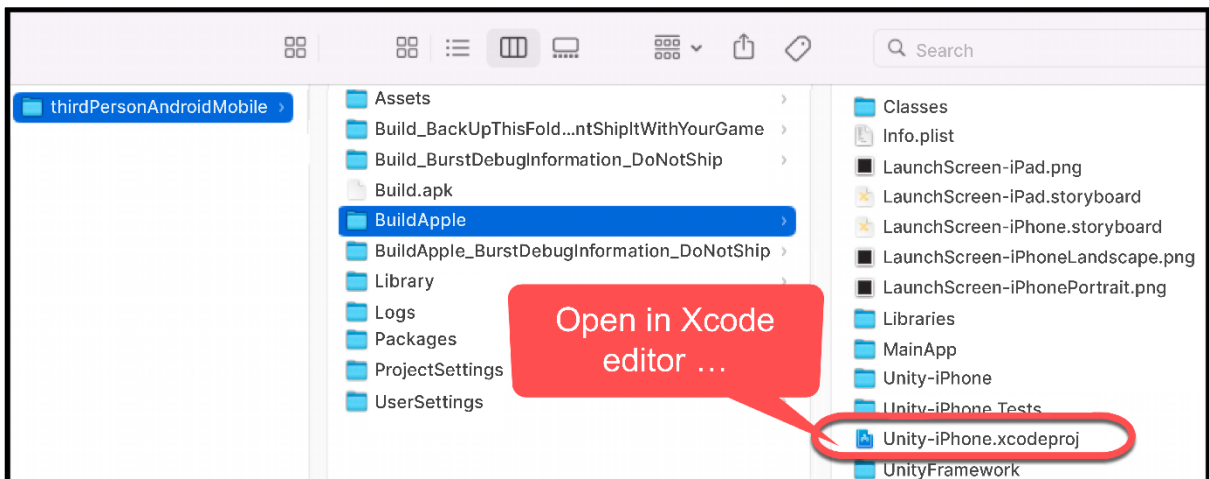
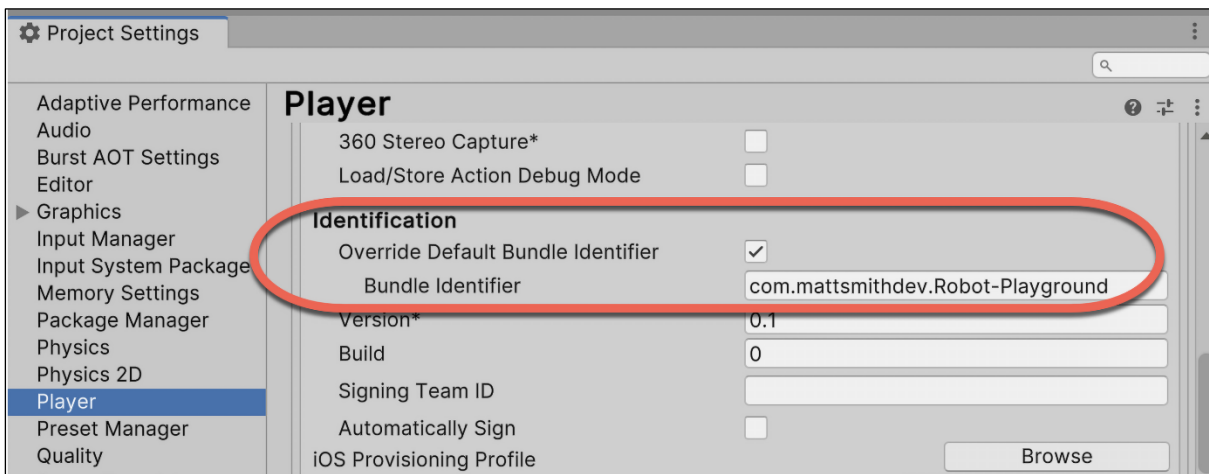
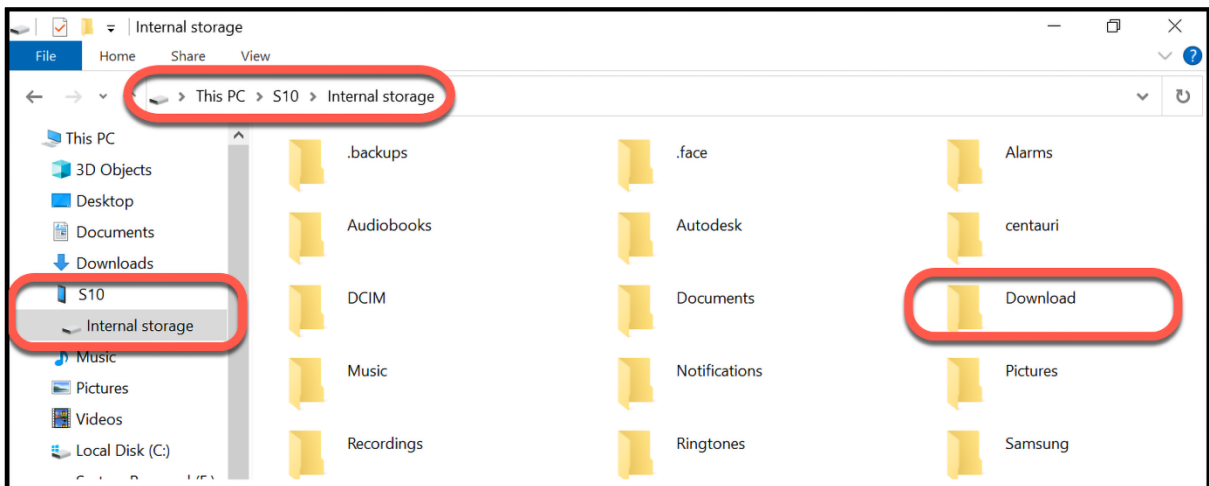


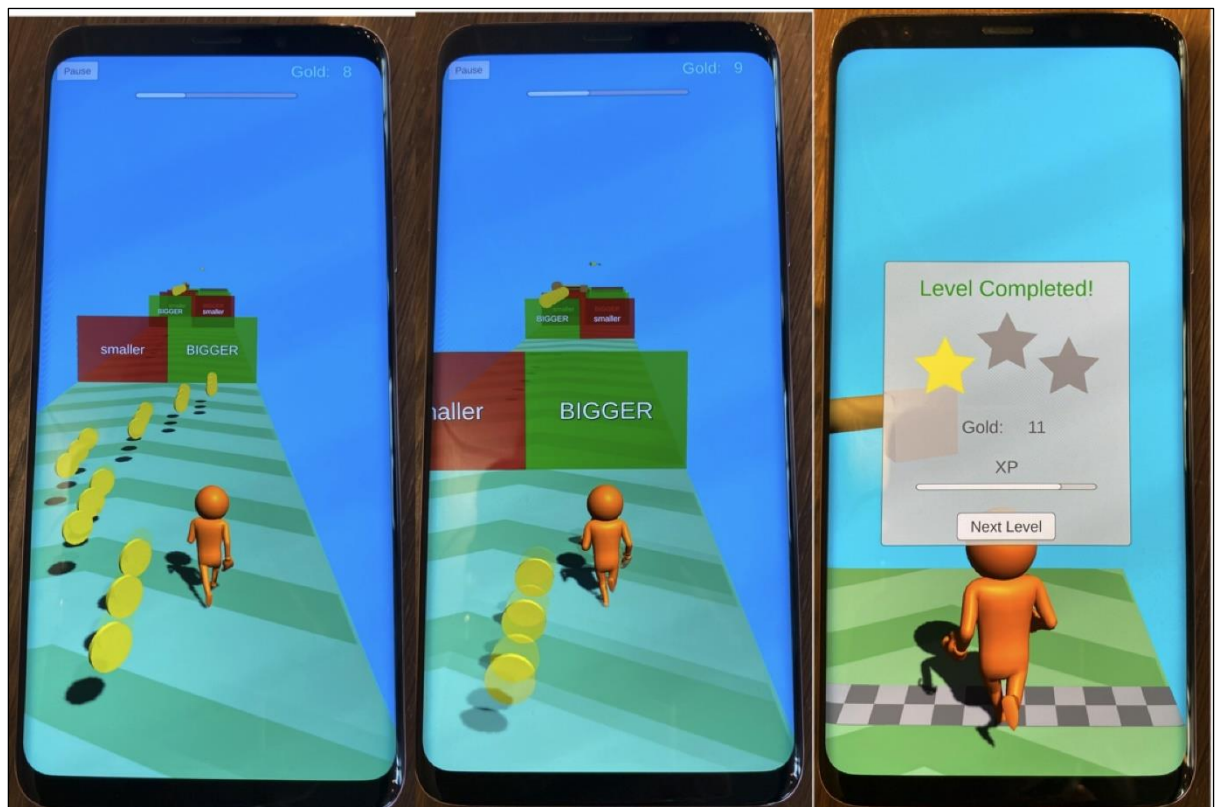
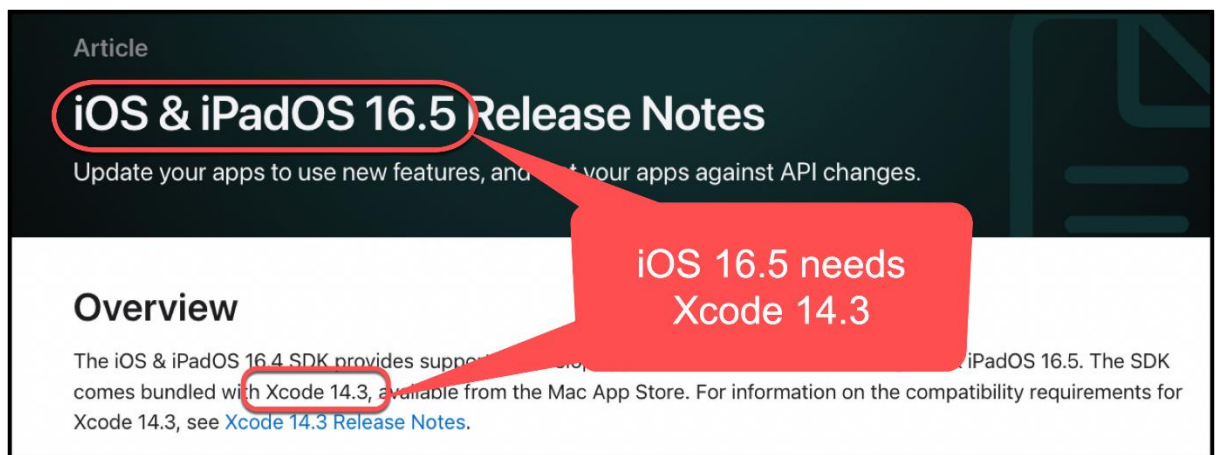
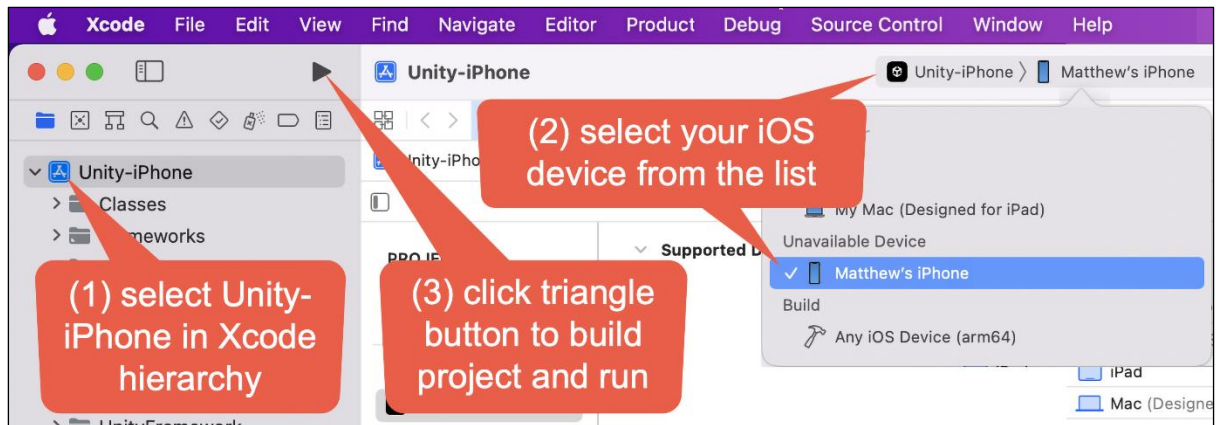


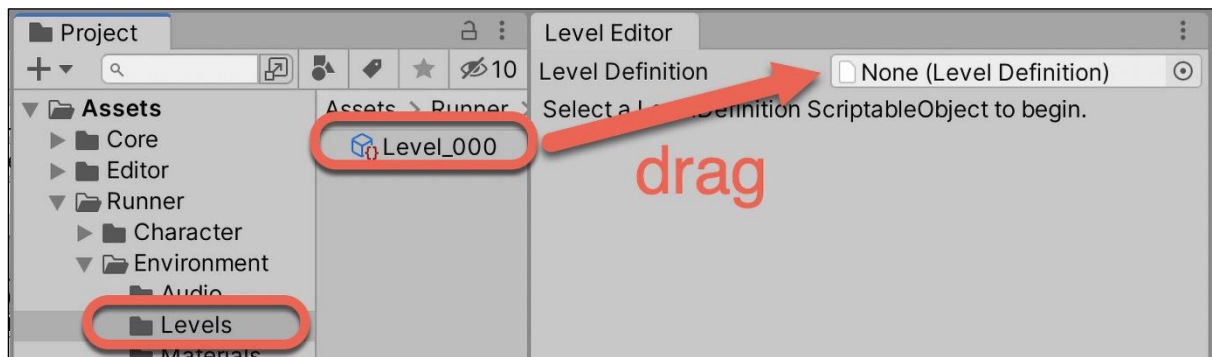
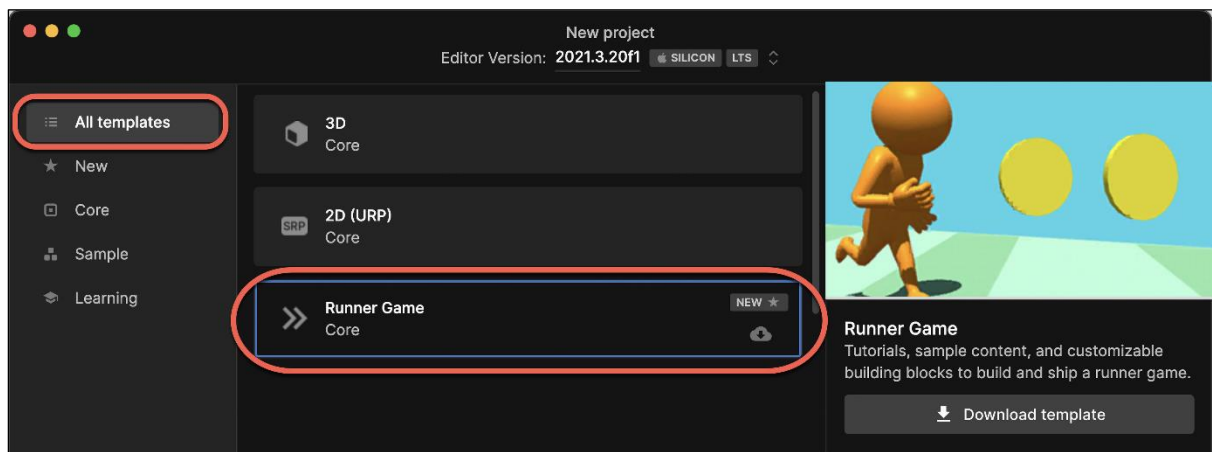




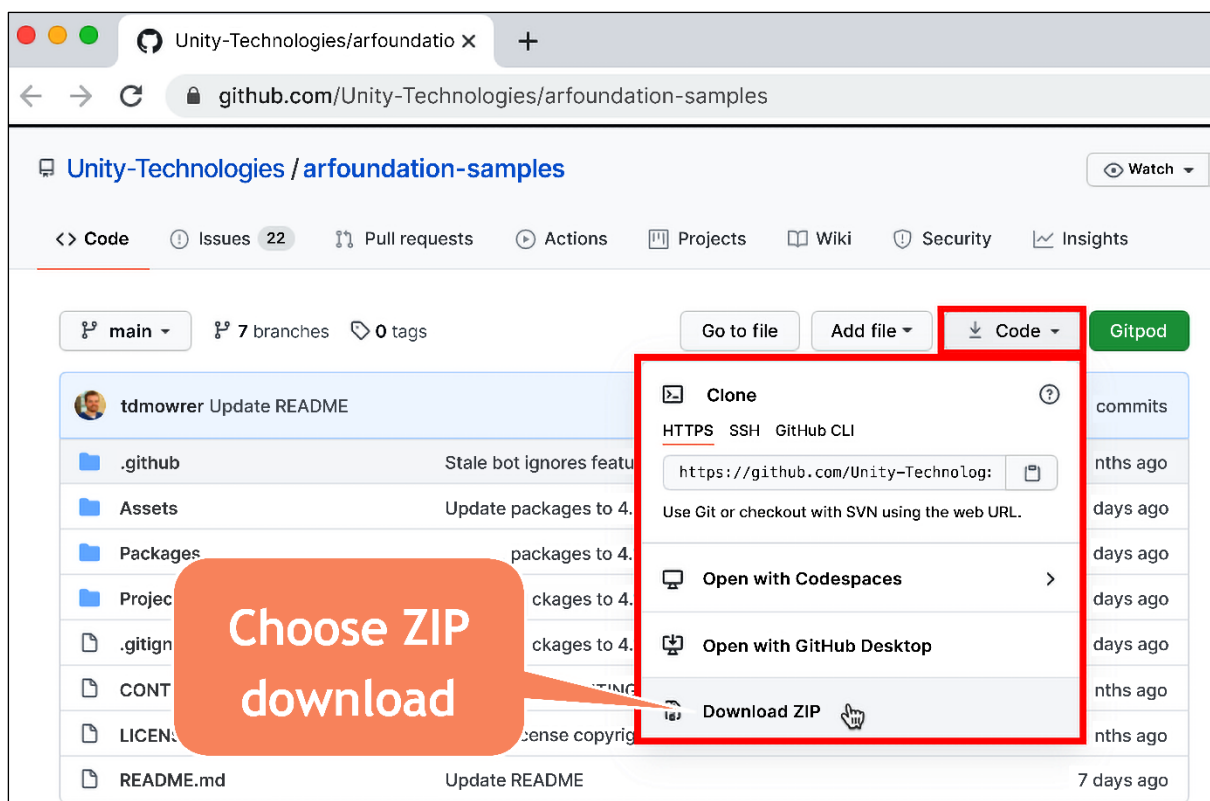
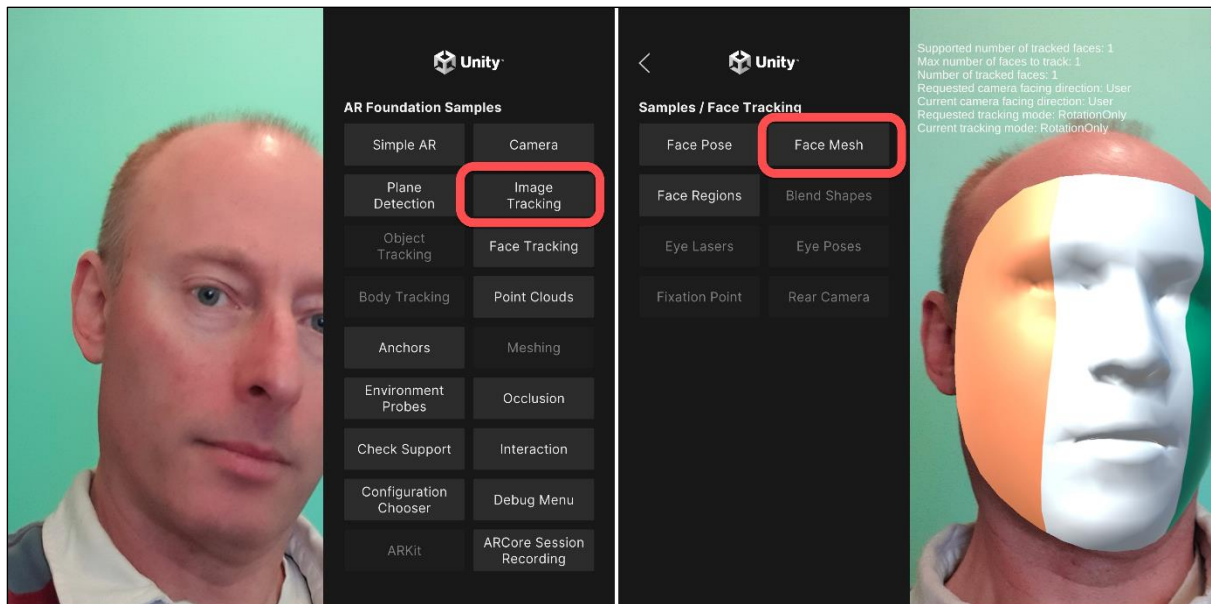


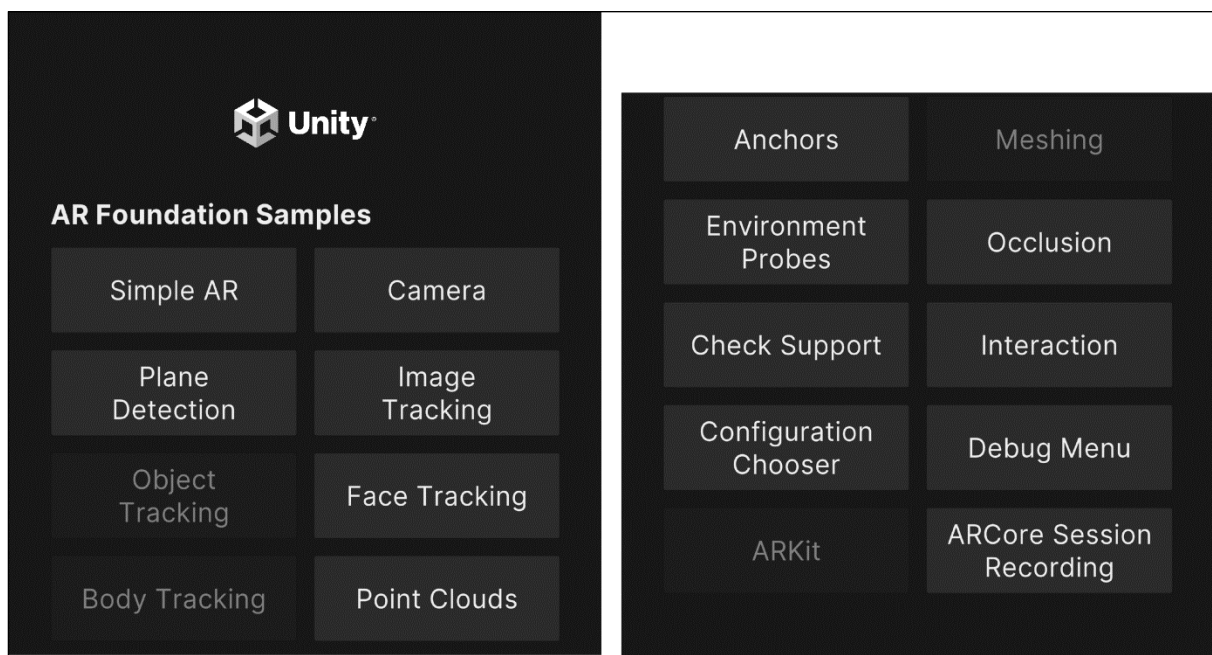
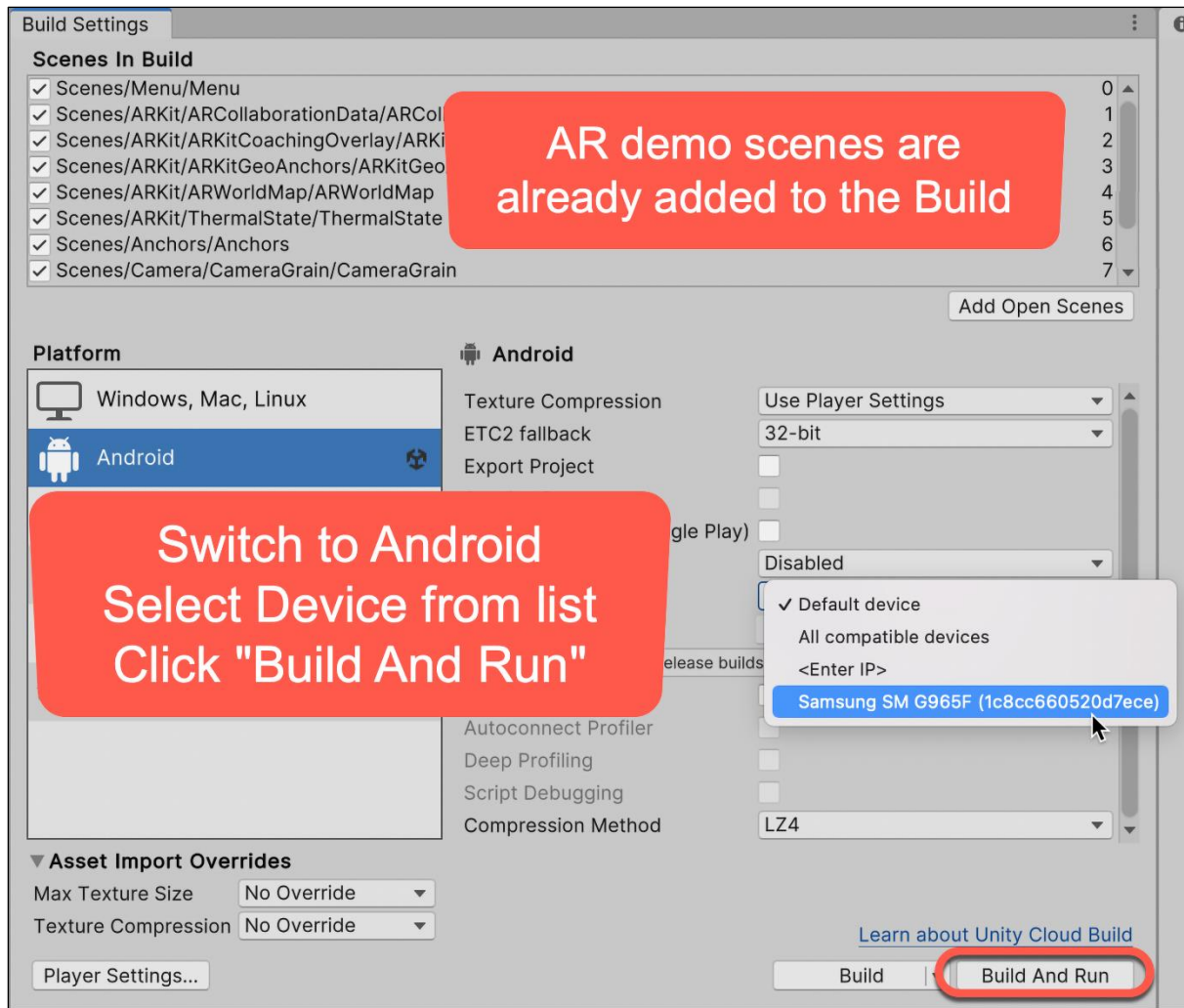


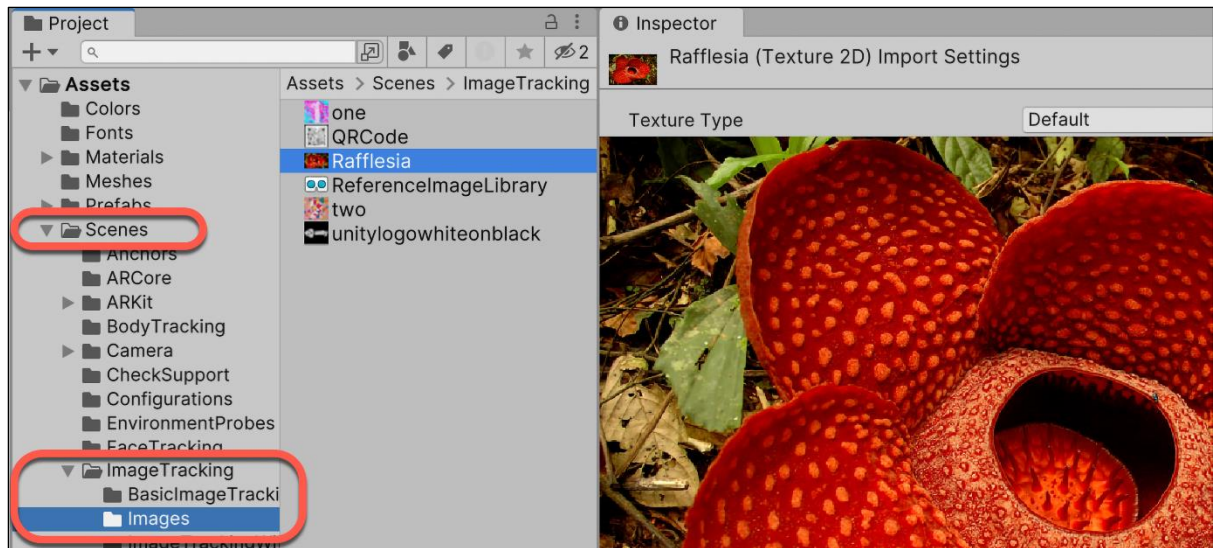




Chapter 17: Augmented Reality (AR)









Add images

Rafflesia

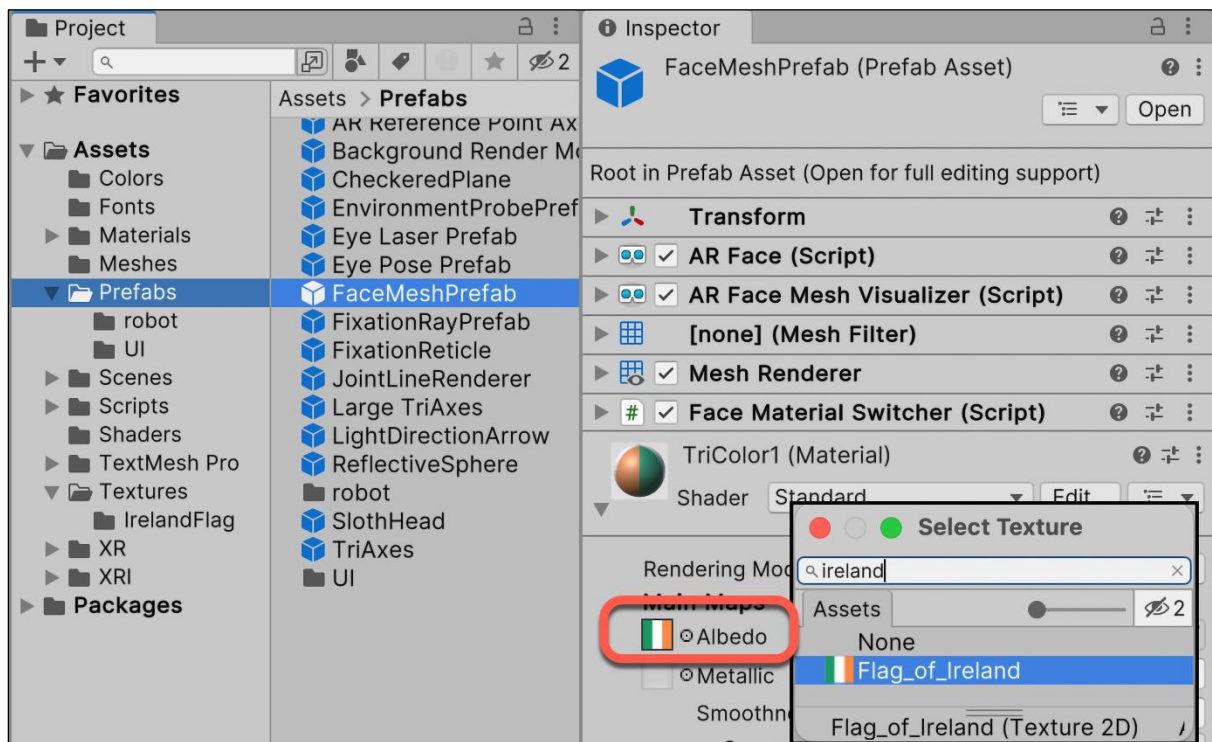
Tracking State: Limited

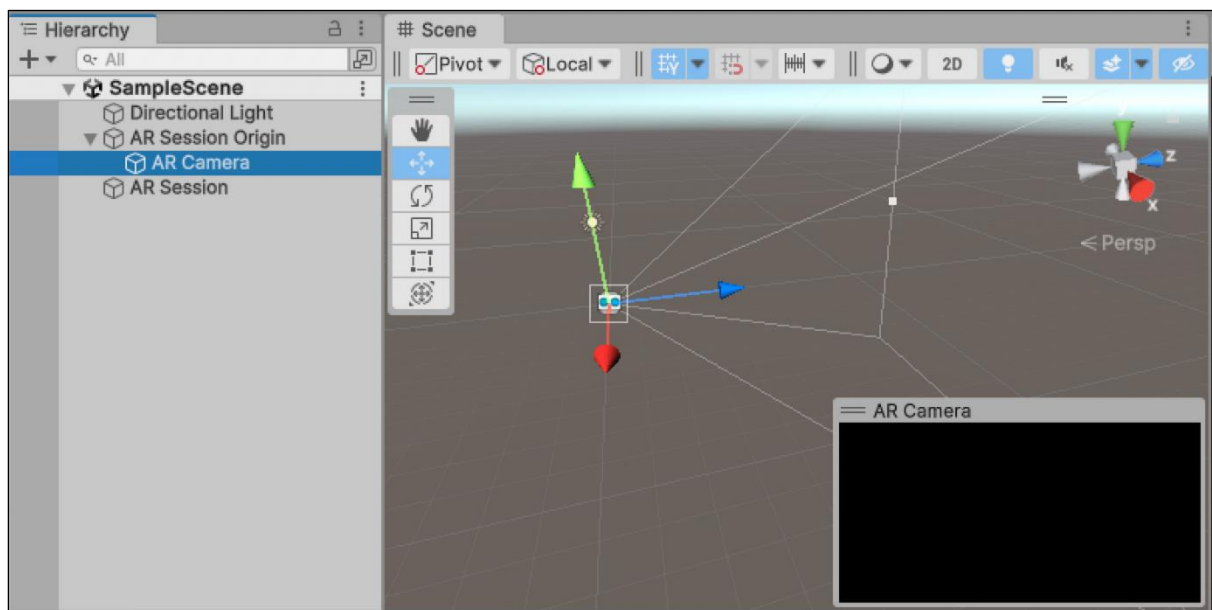
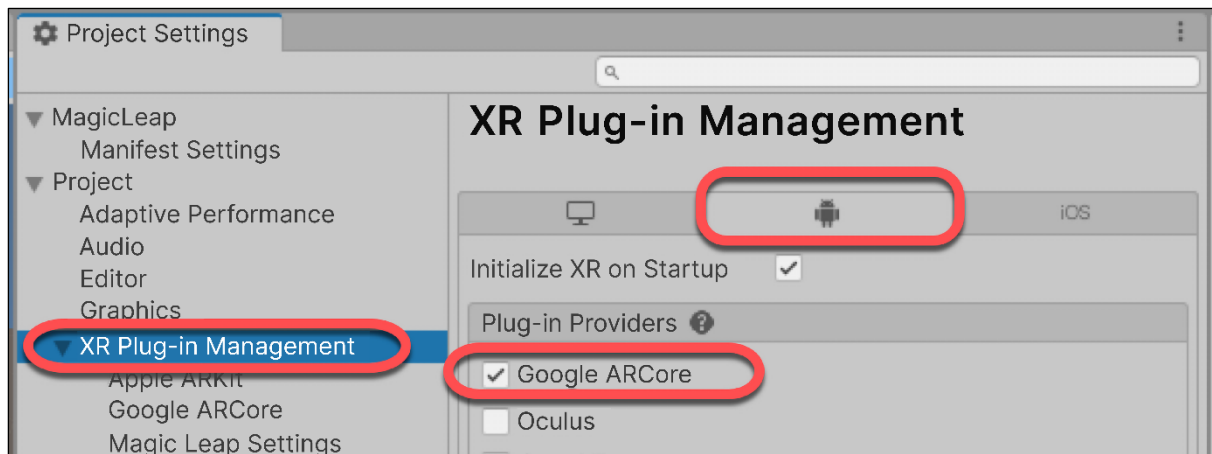
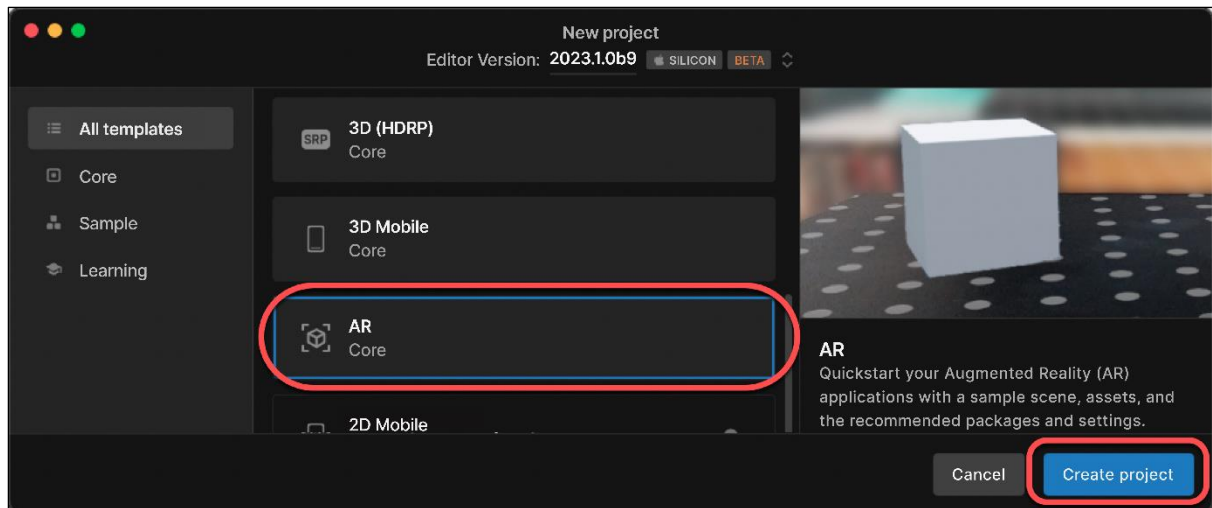
GUID: f0340be5-710e-49ff-bc7

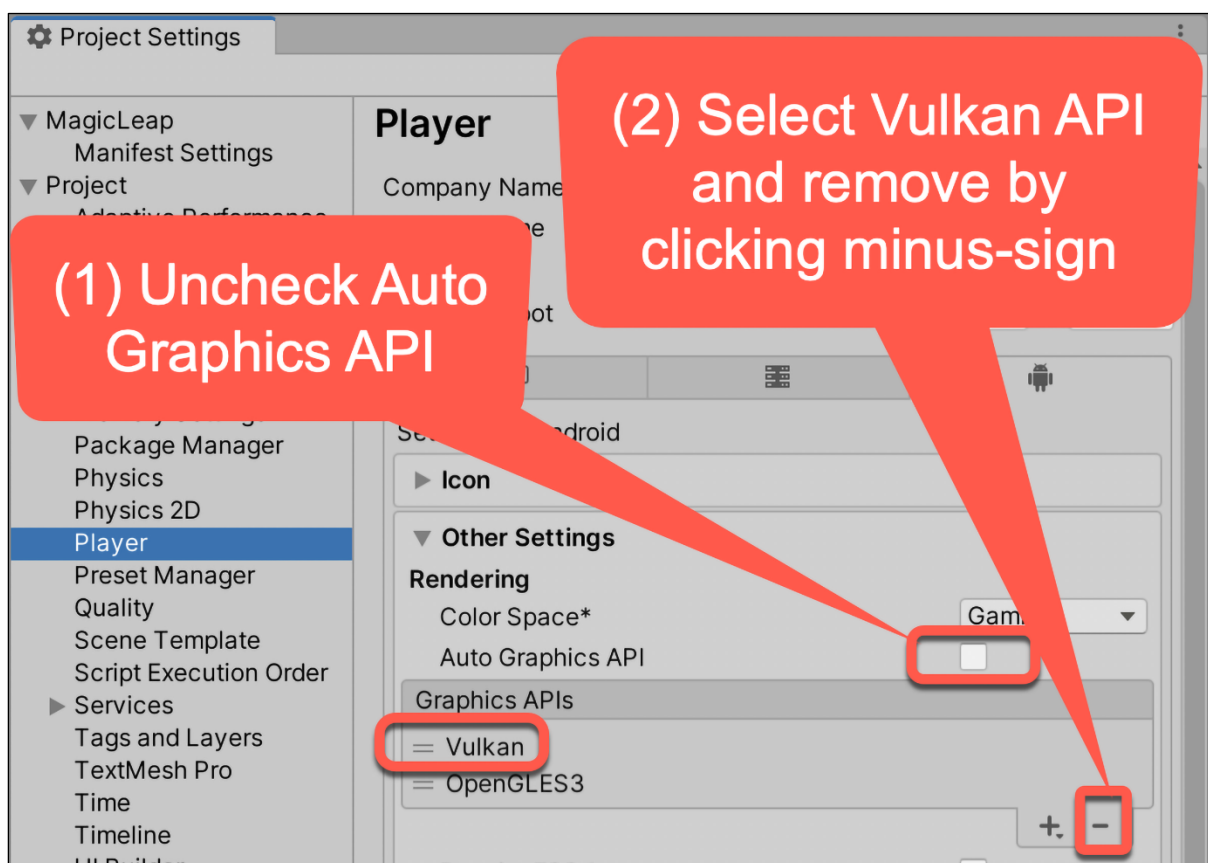
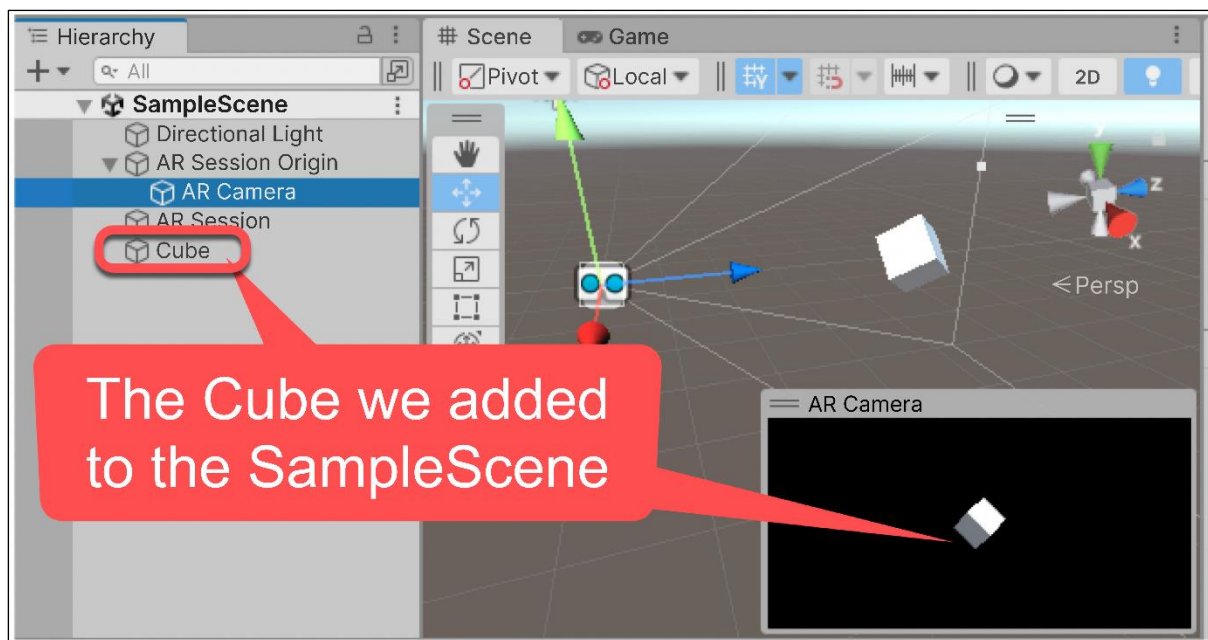
Reference size: (25.40, 16.89)

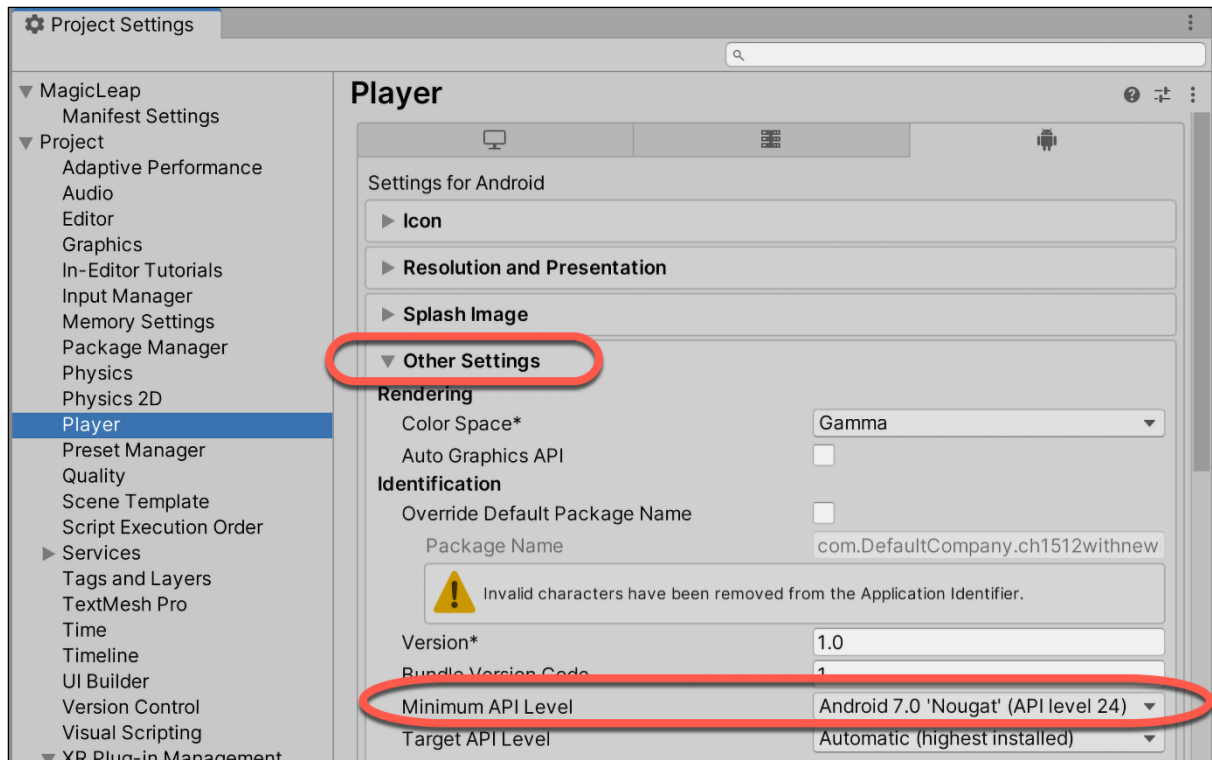
Detected size: (25.40, 16.93) c

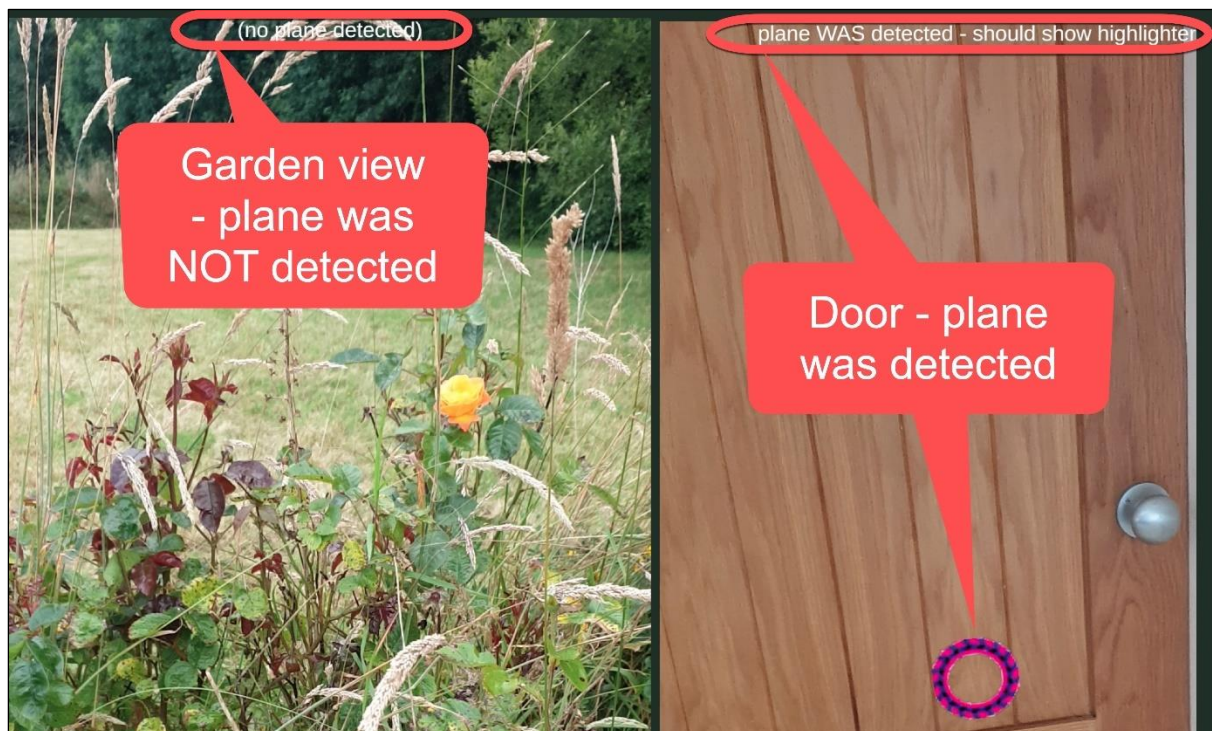
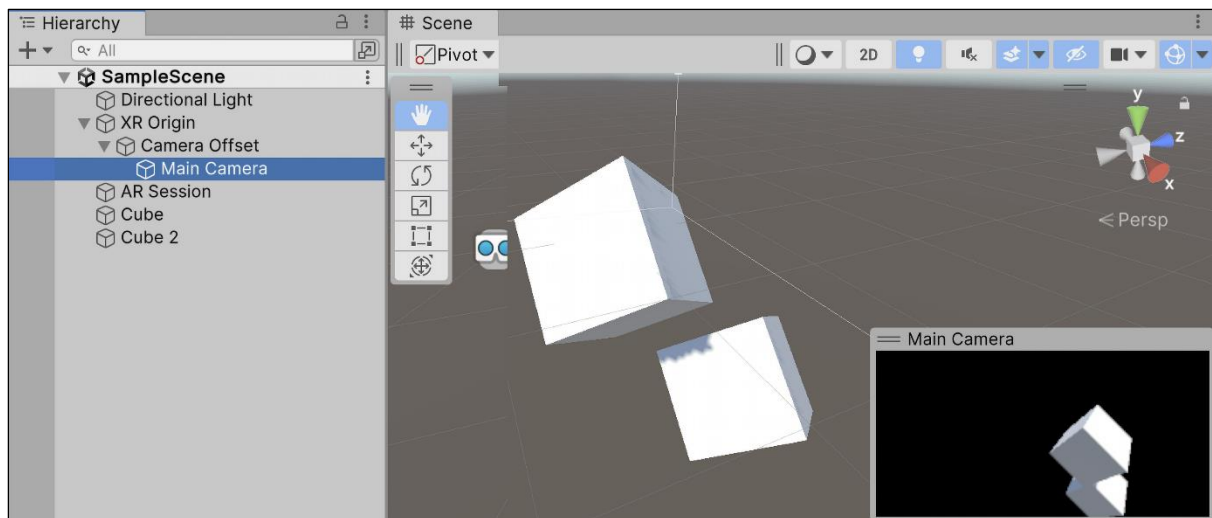
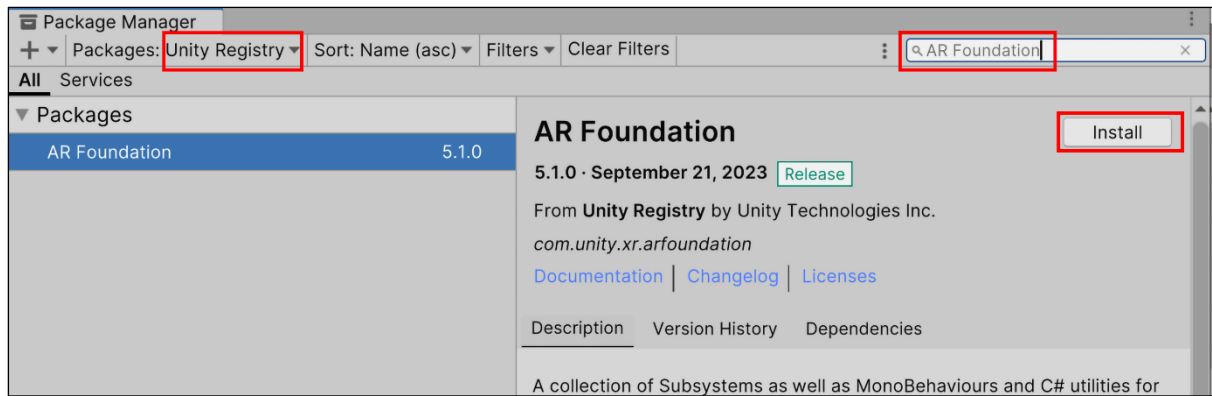
Annotations appear
on phone when
image recognised

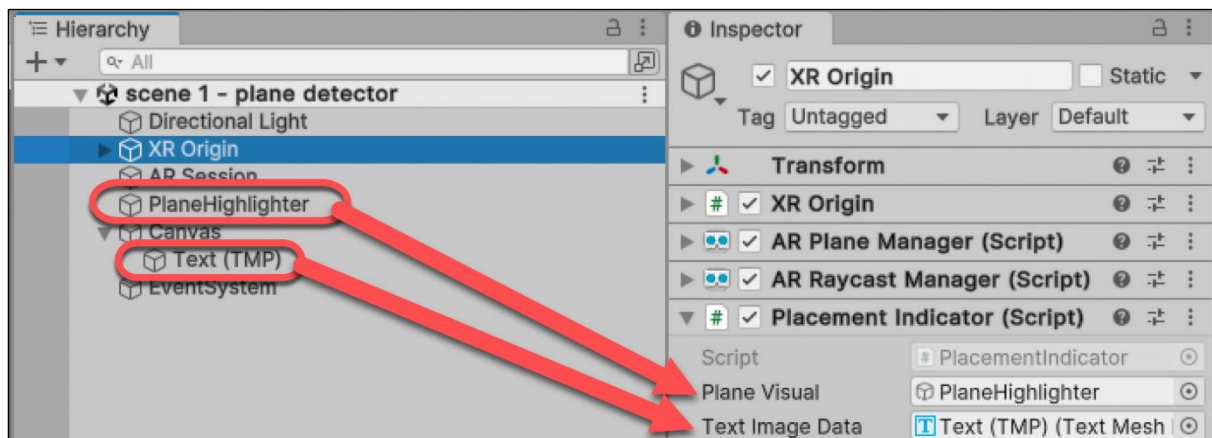
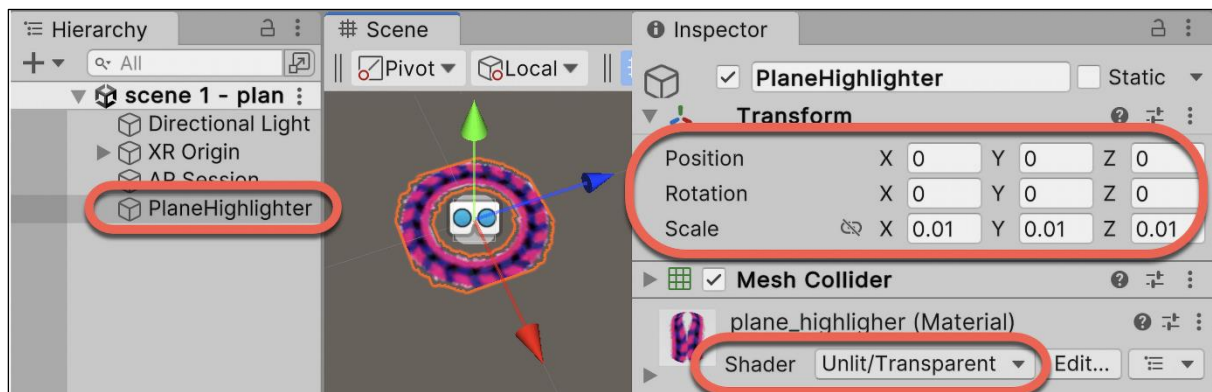
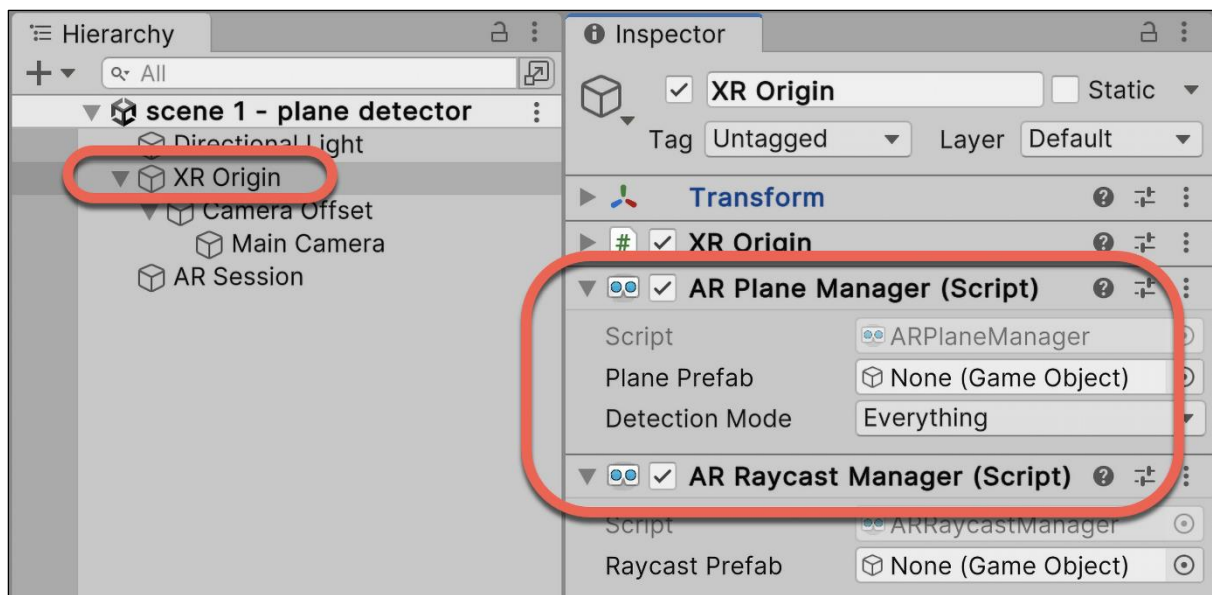


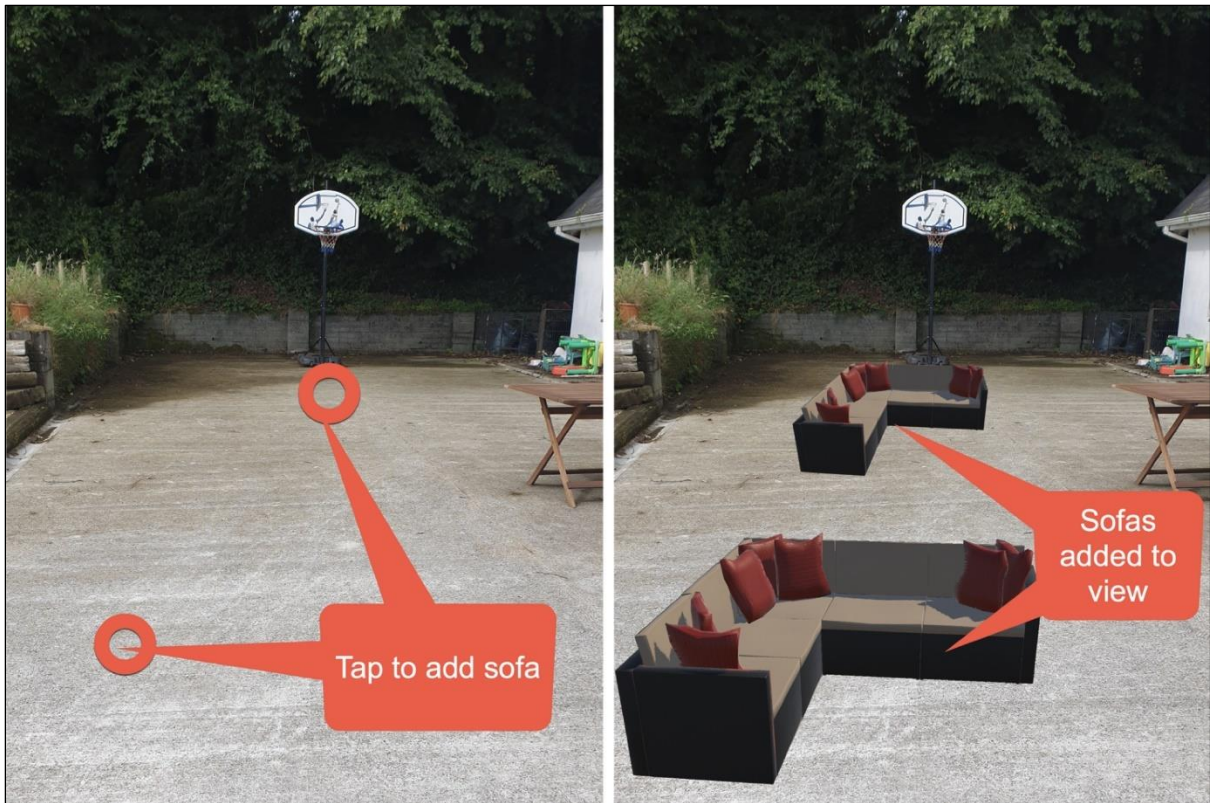














 **Unity** Asset Store

patio sofa

patio sofa

Free Assets



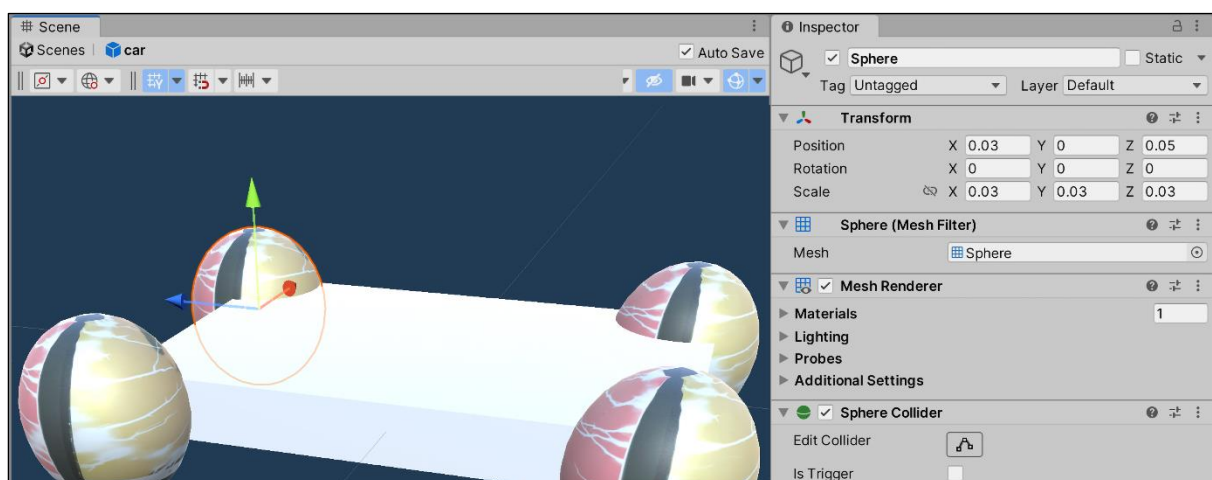
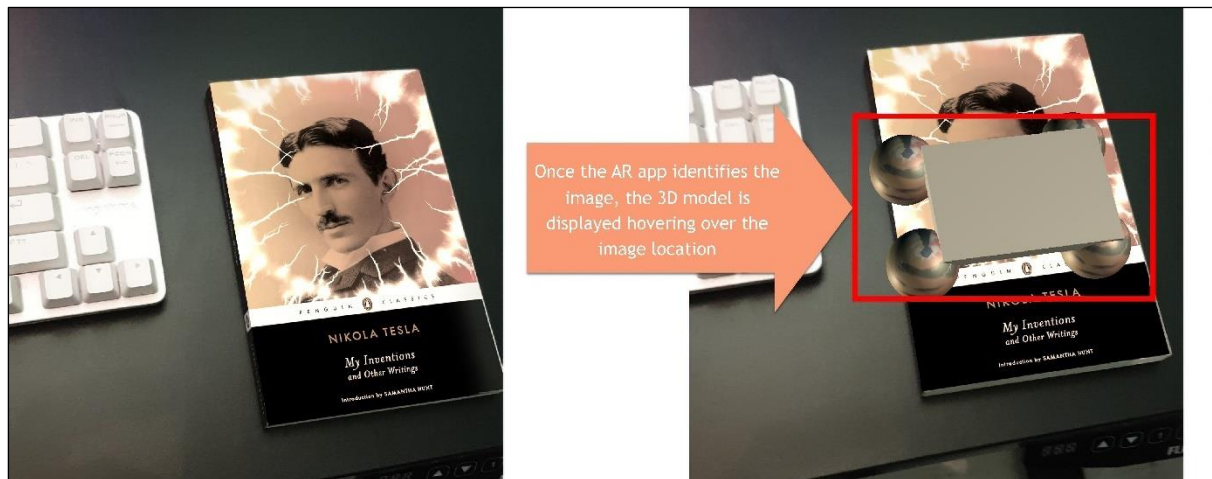
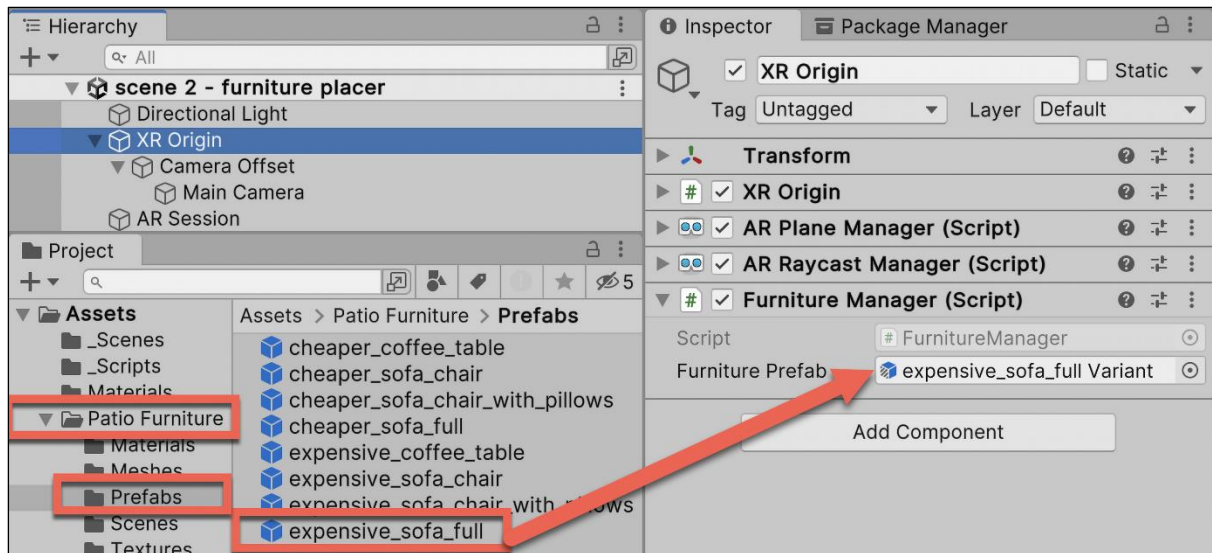
IVAN LOGINOV
Patio sofa set

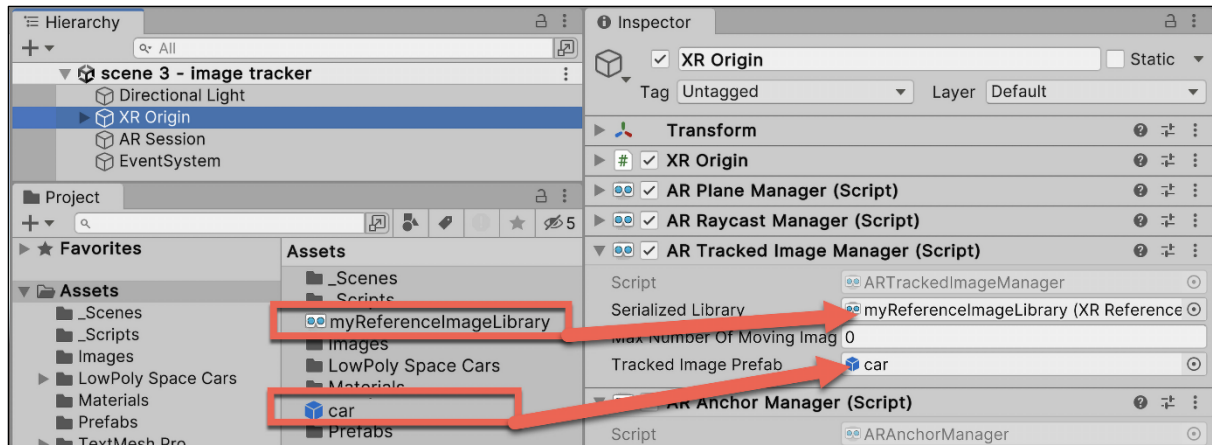
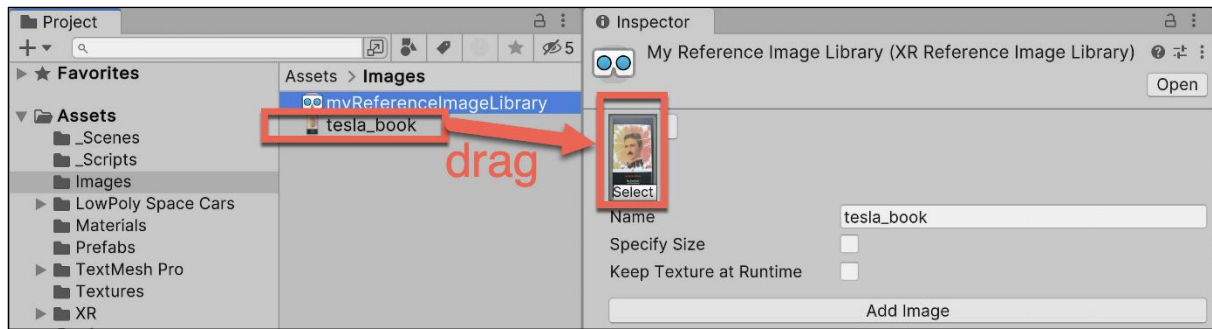
All Categories

☐ 3D (1)

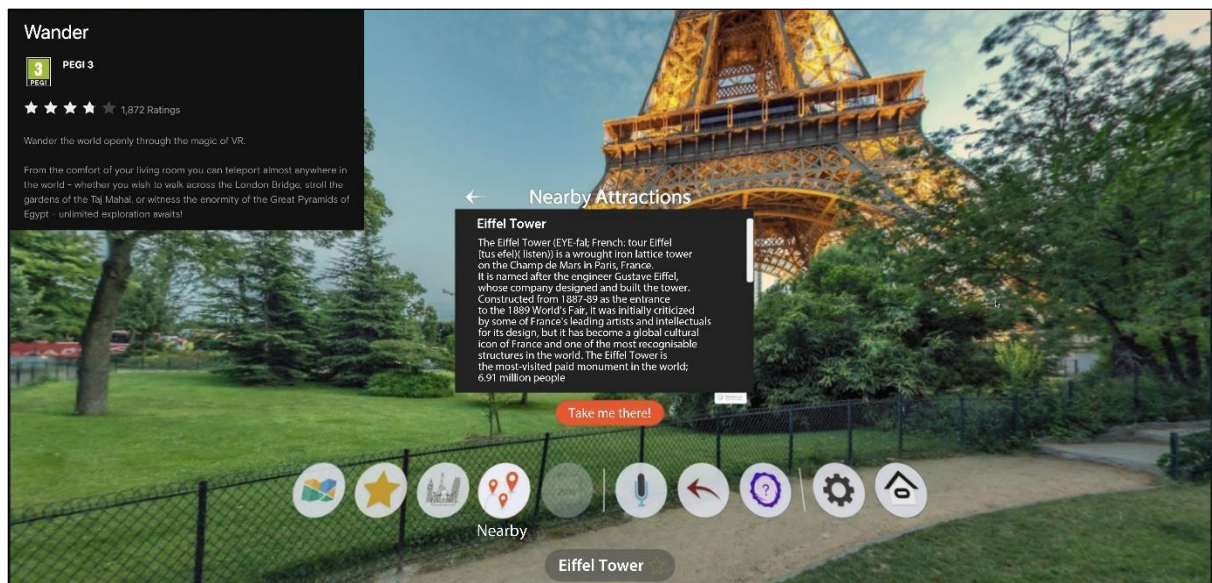
Pricing

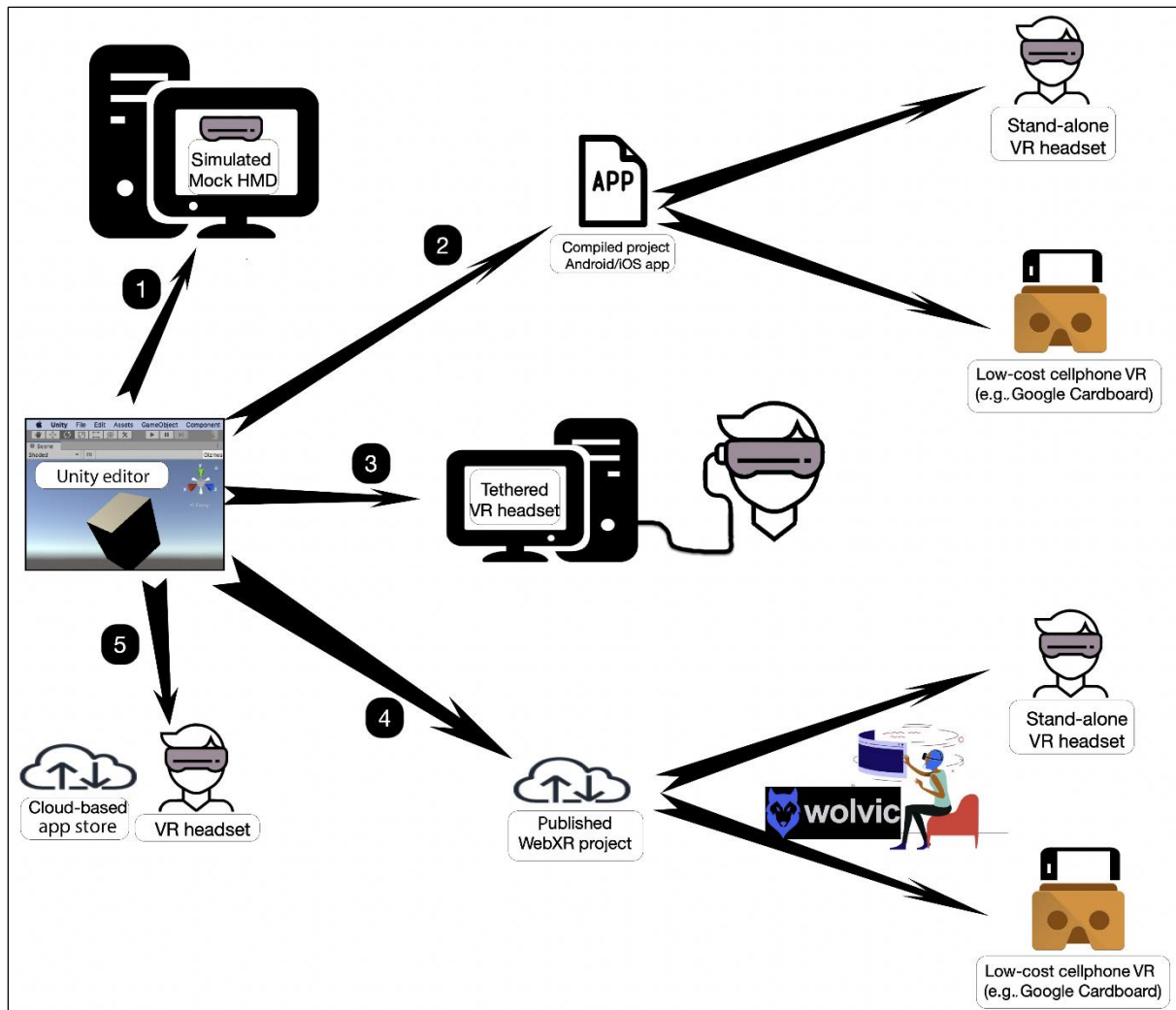
☒ Free Assets (1)





Chapter 18: Virtual and Extended Reality (VR/XR)





11:37



Headset settings



Wi-Fi



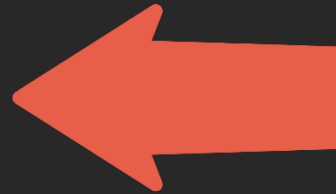
Controllers



Phone Notifications



Developer Mode



Accessibility settings



Explore



Store



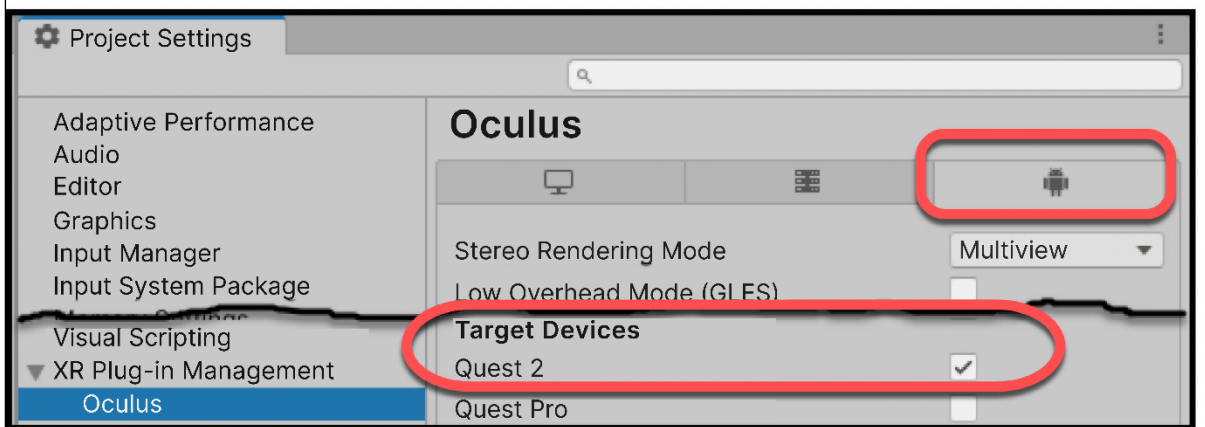
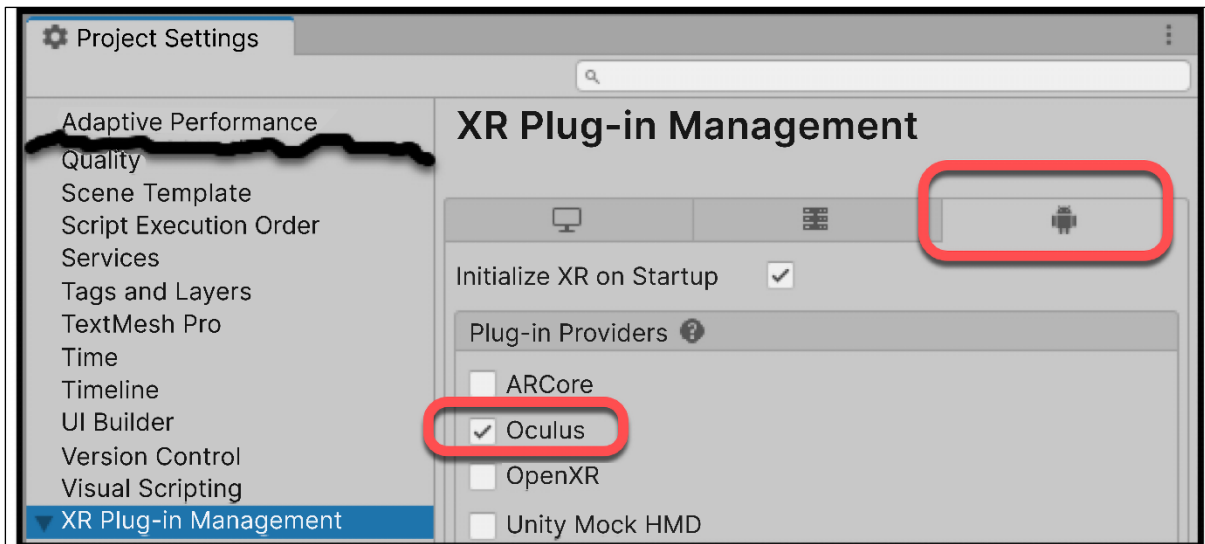
Search

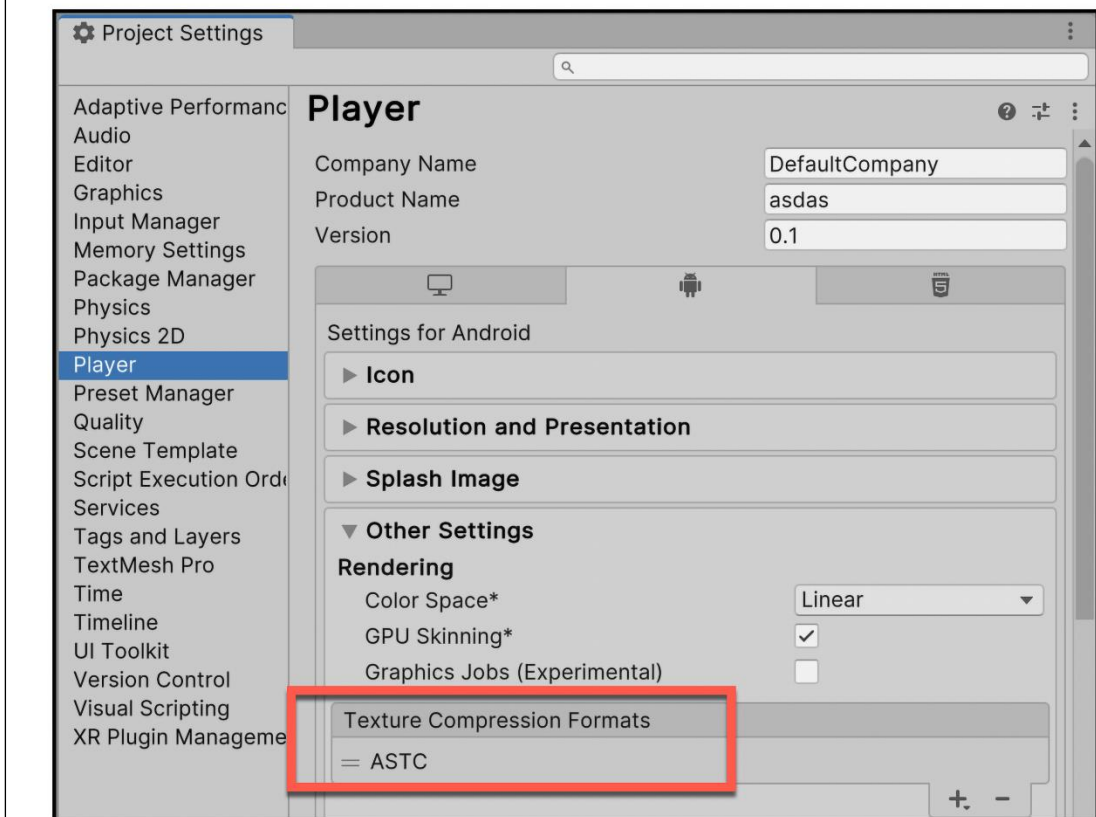
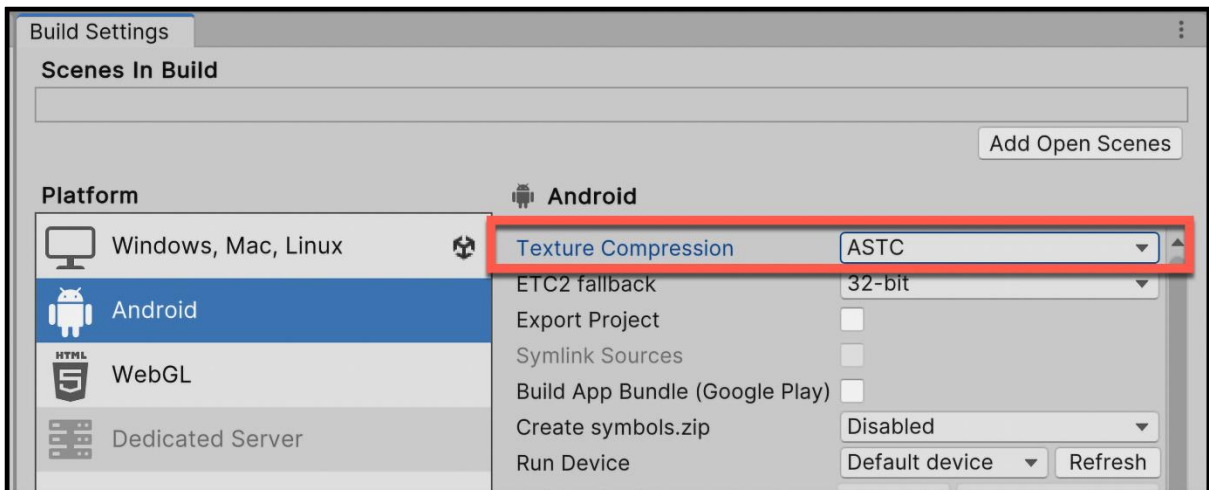


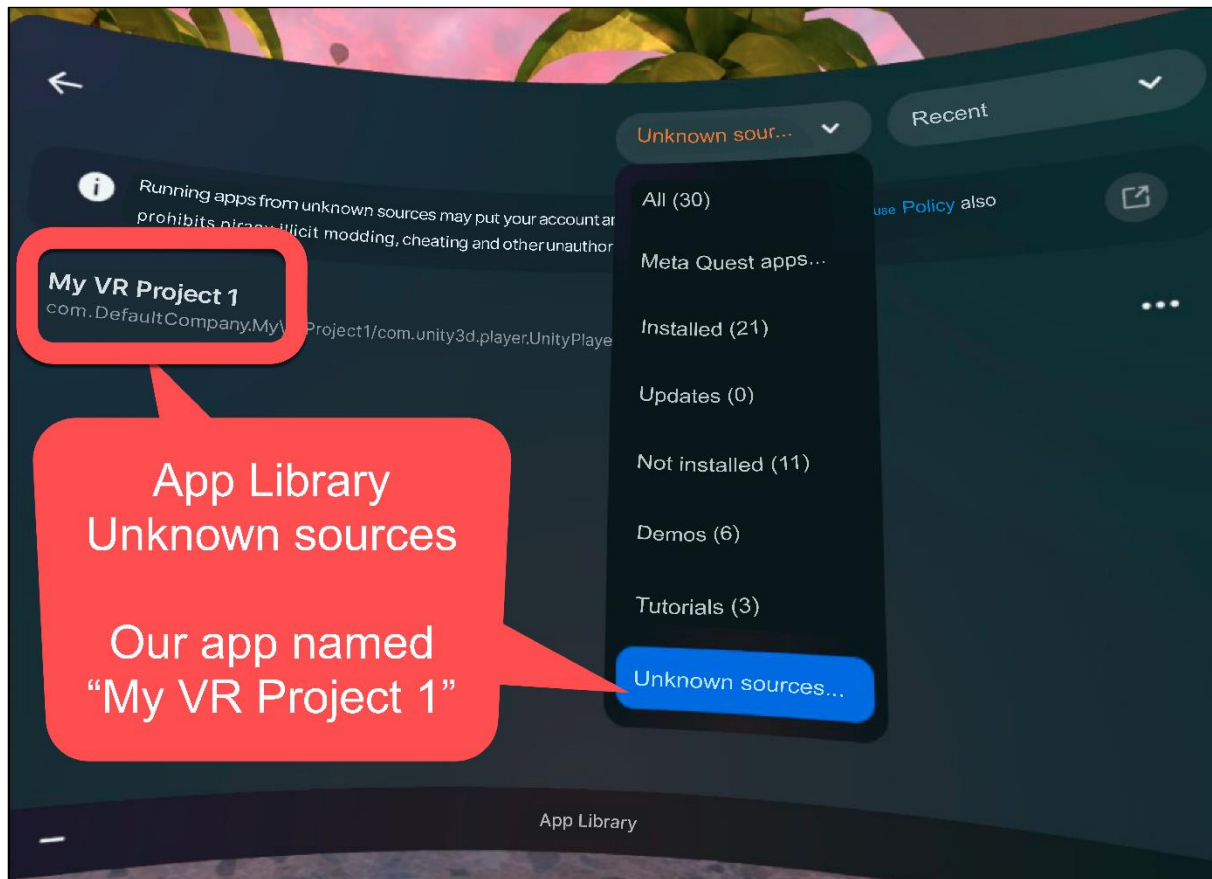
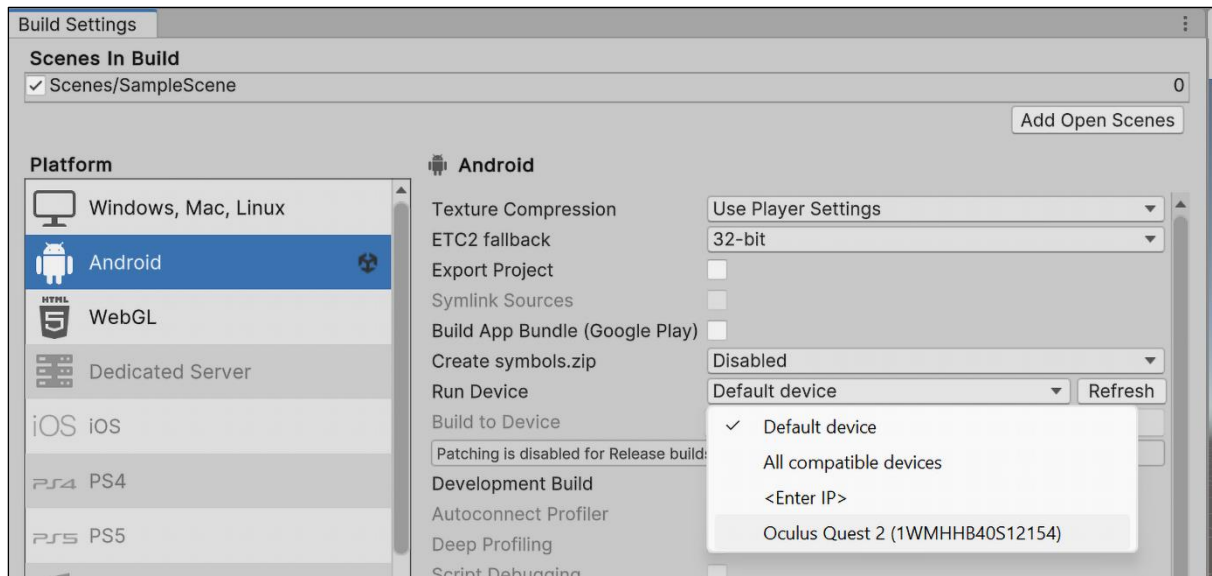
Gallery

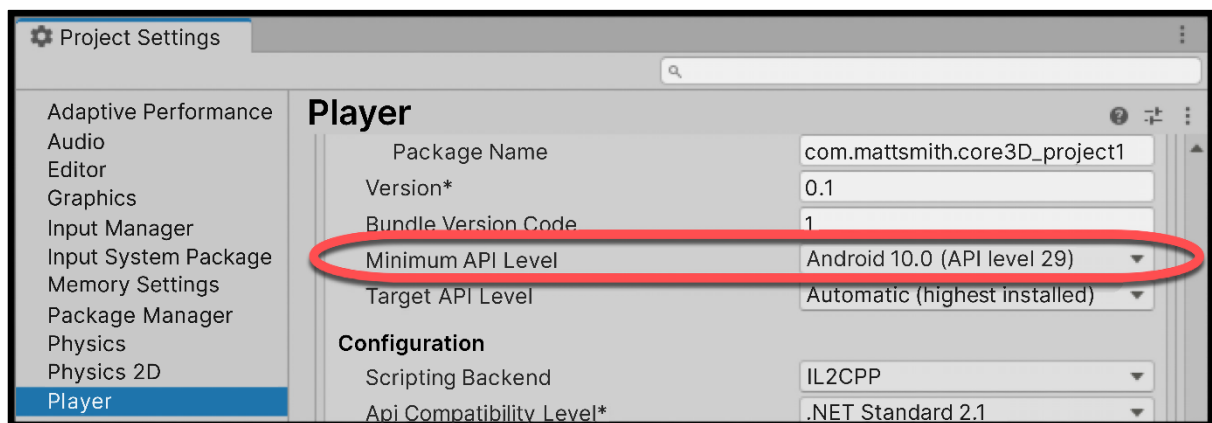
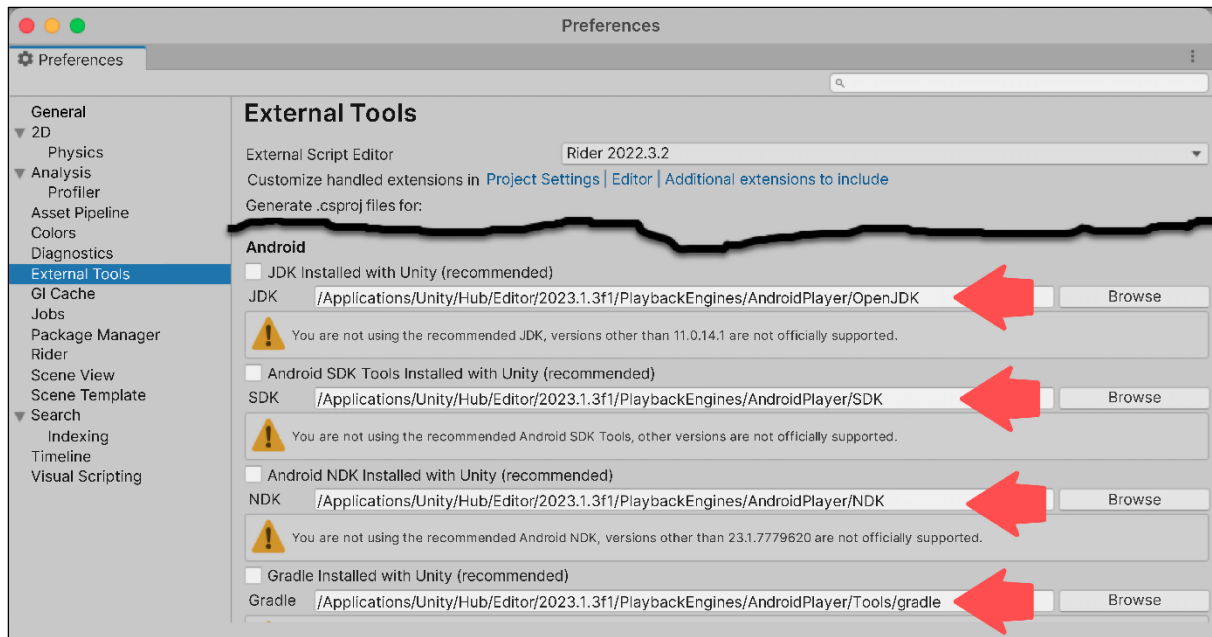


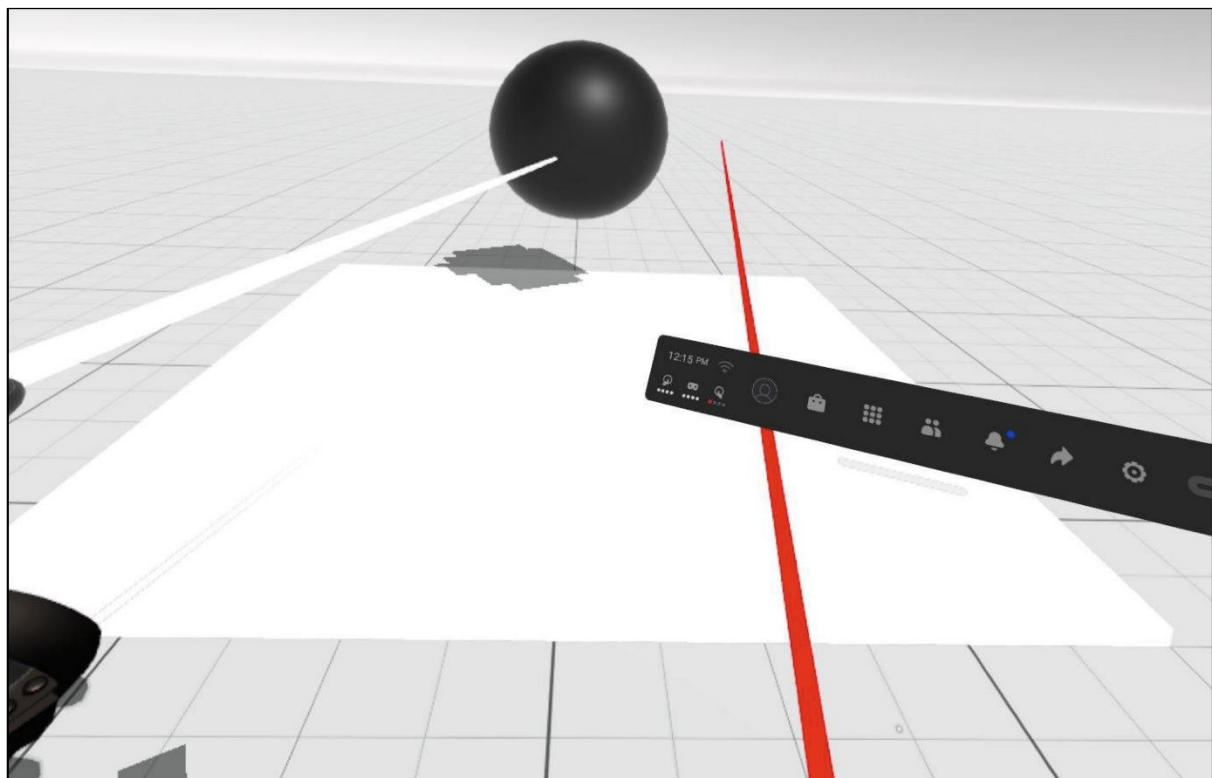
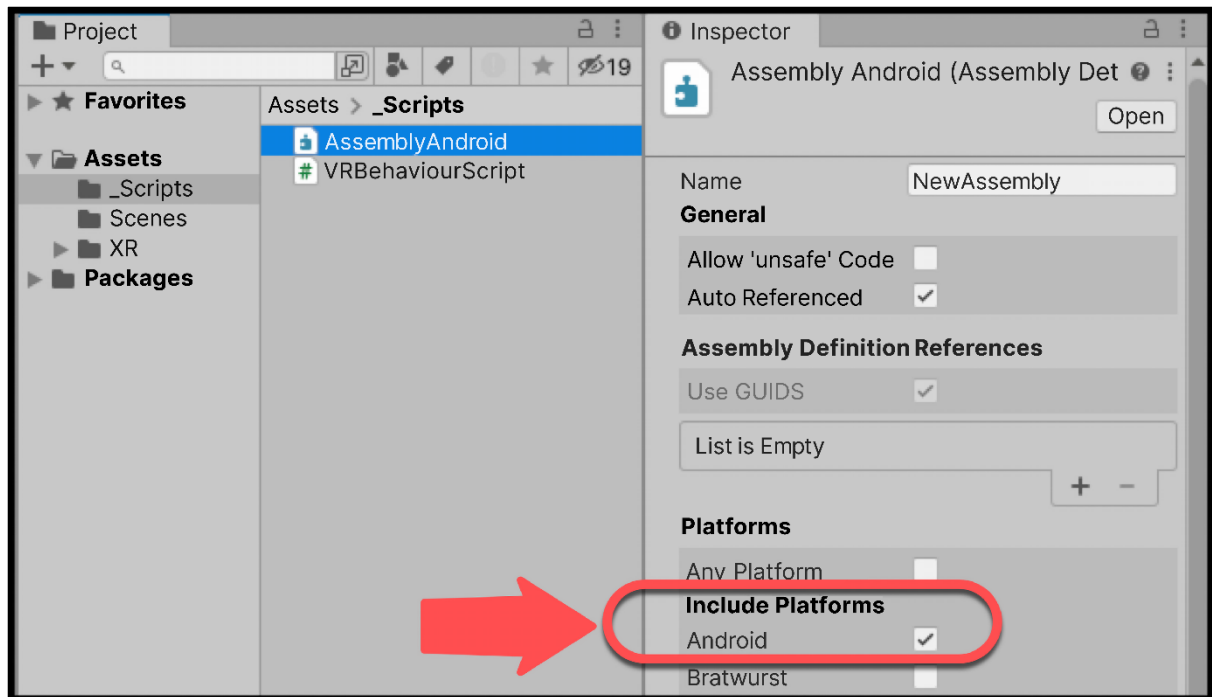
Menu

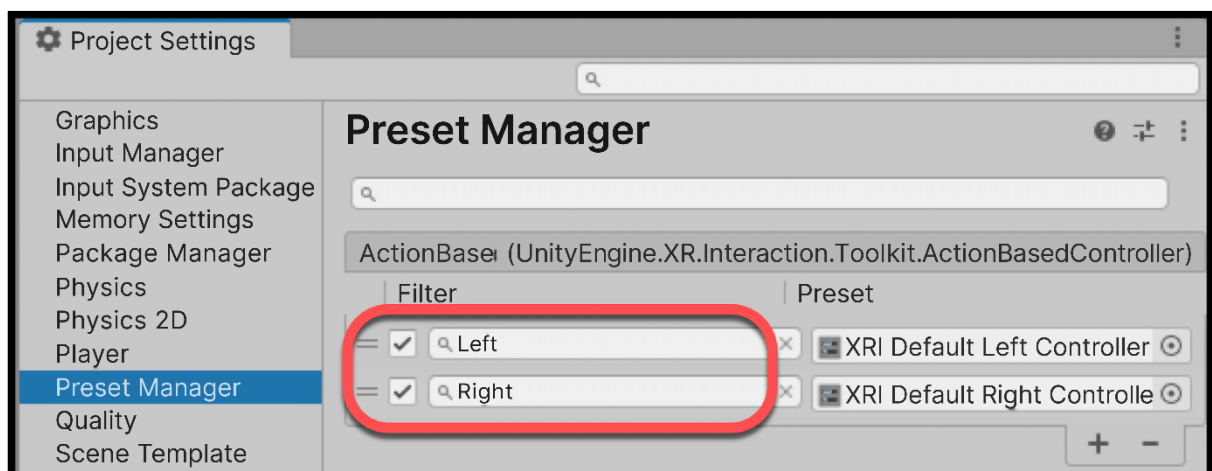
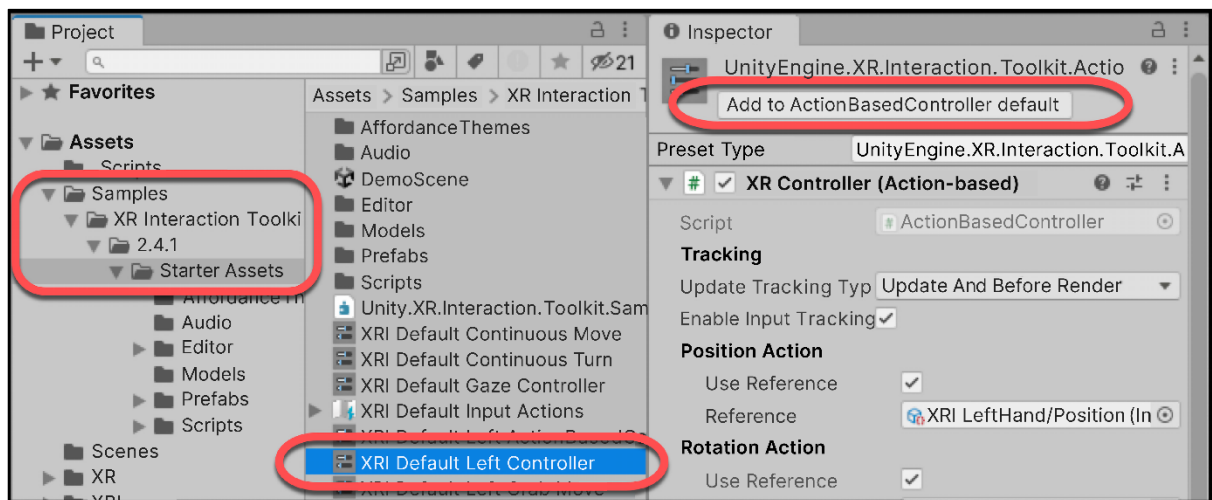
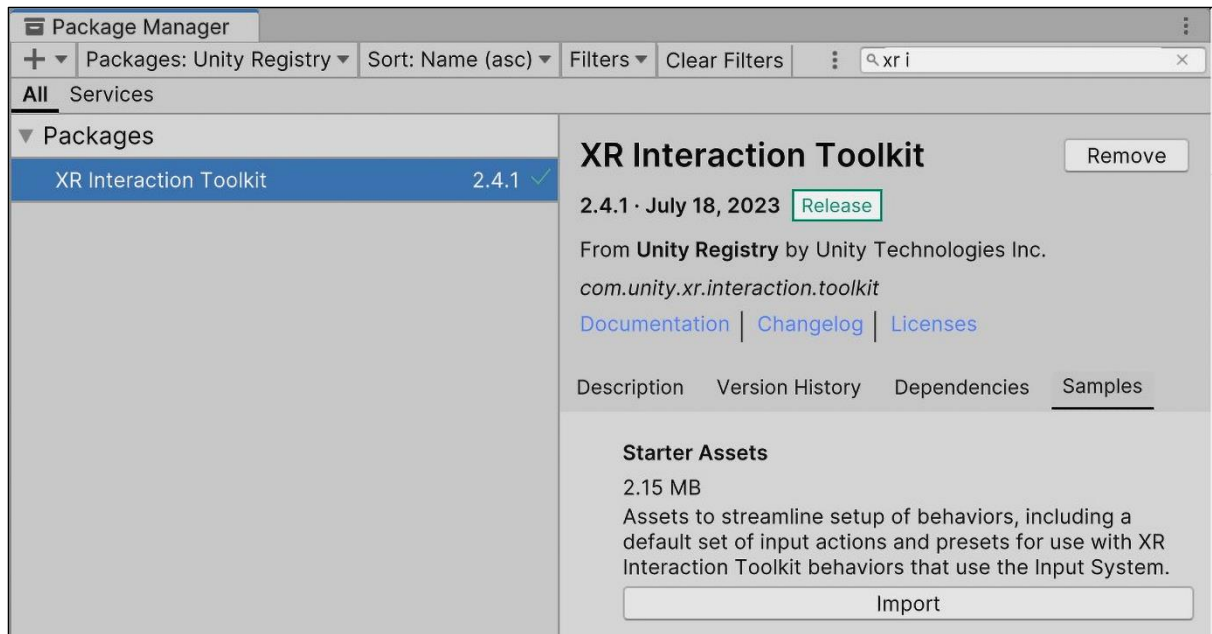


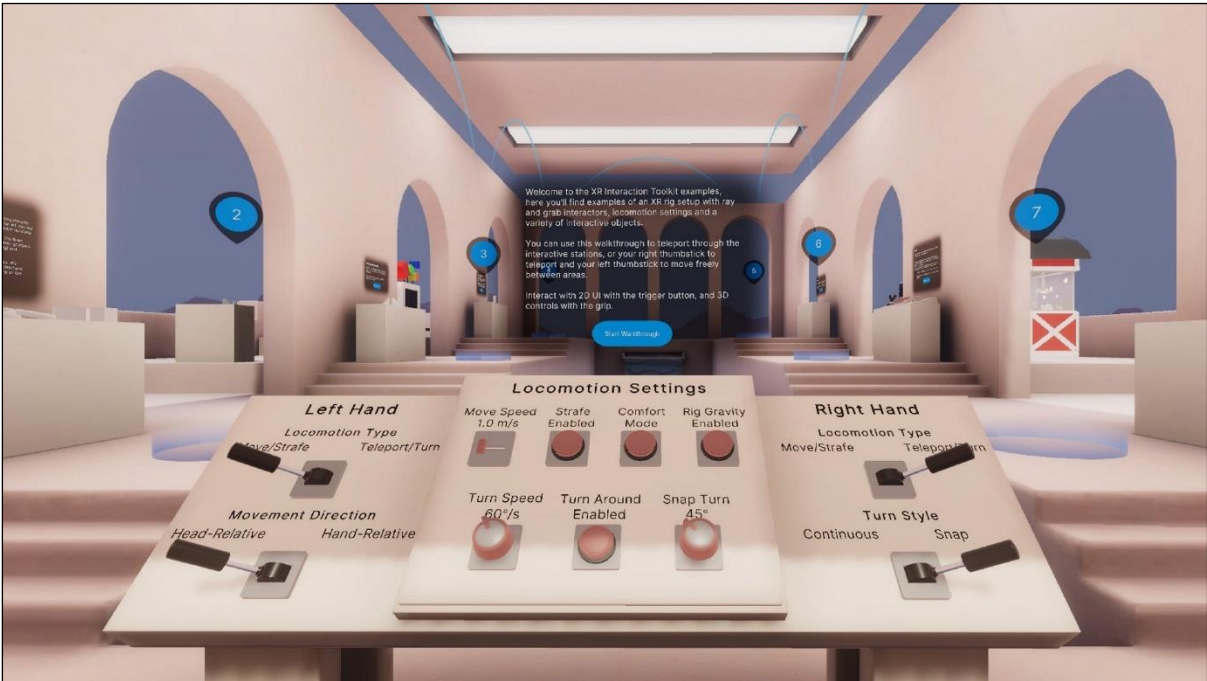
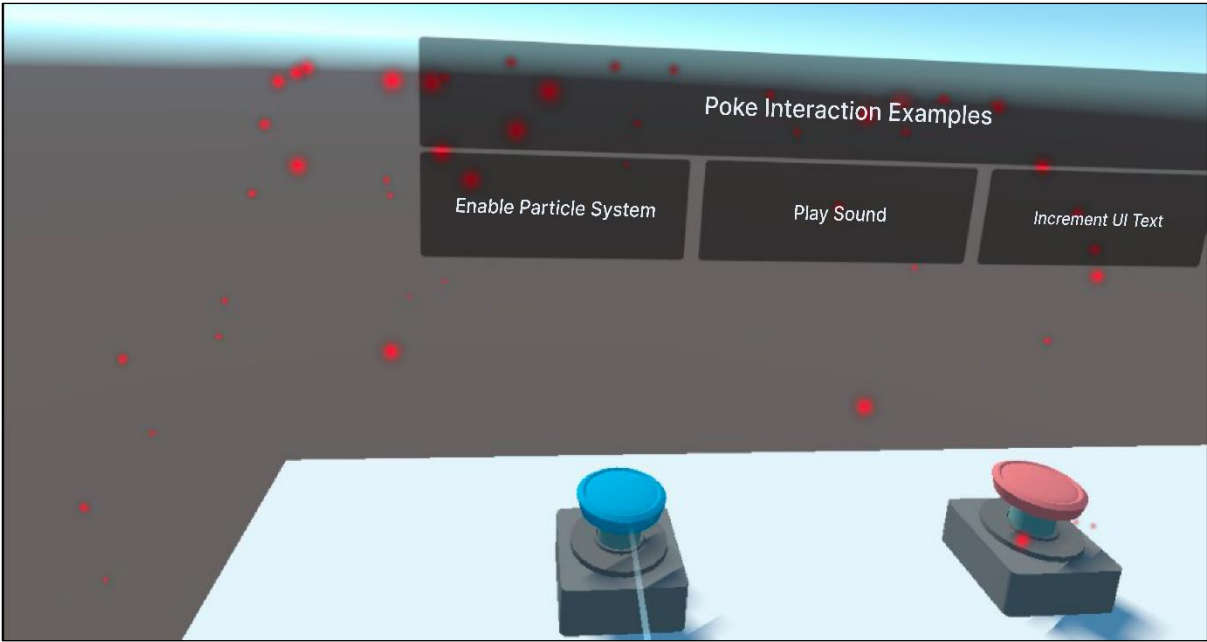


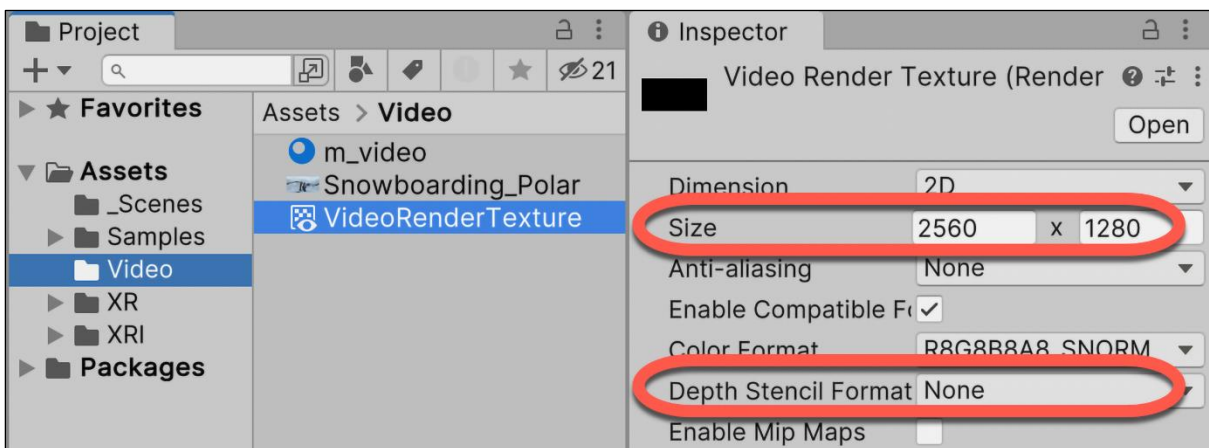
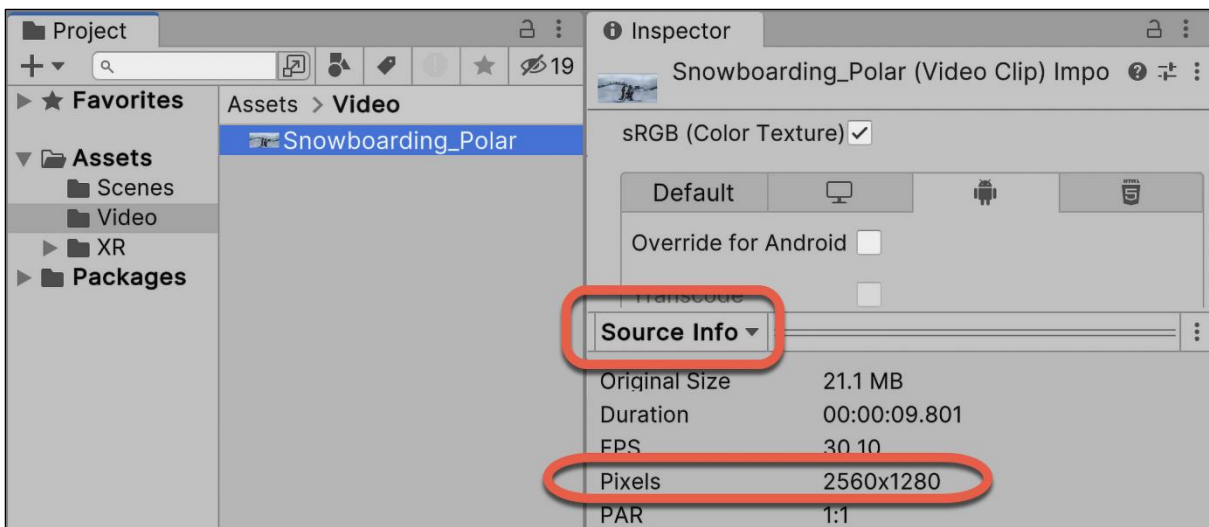


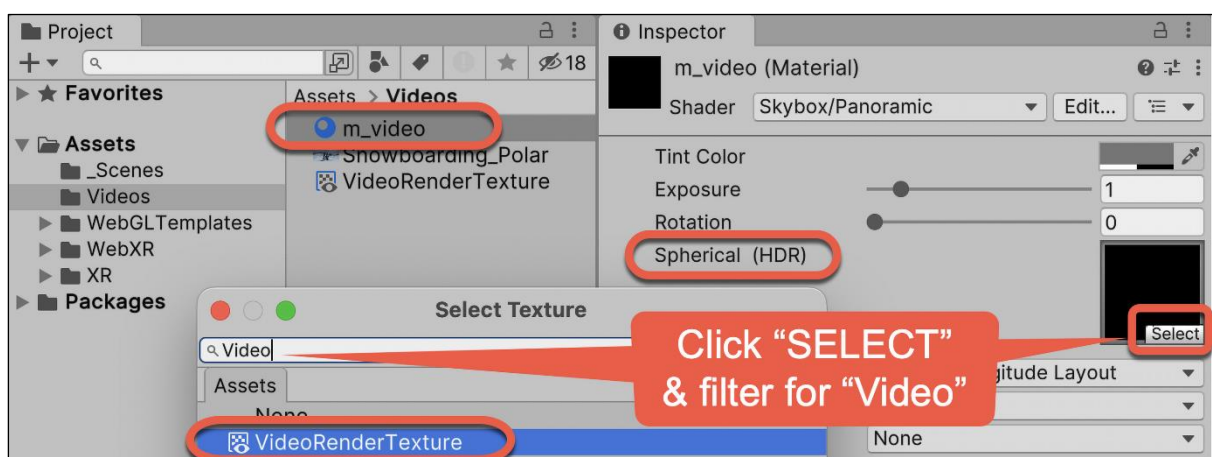
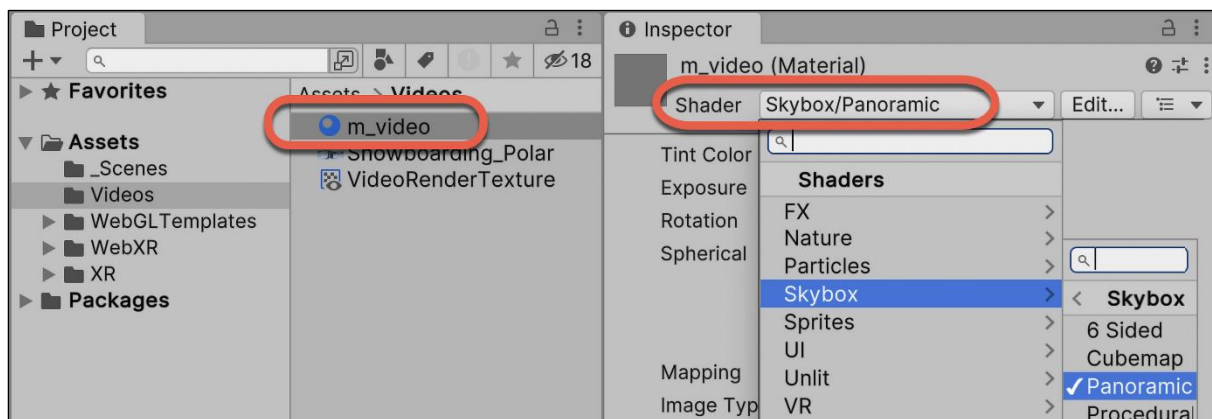
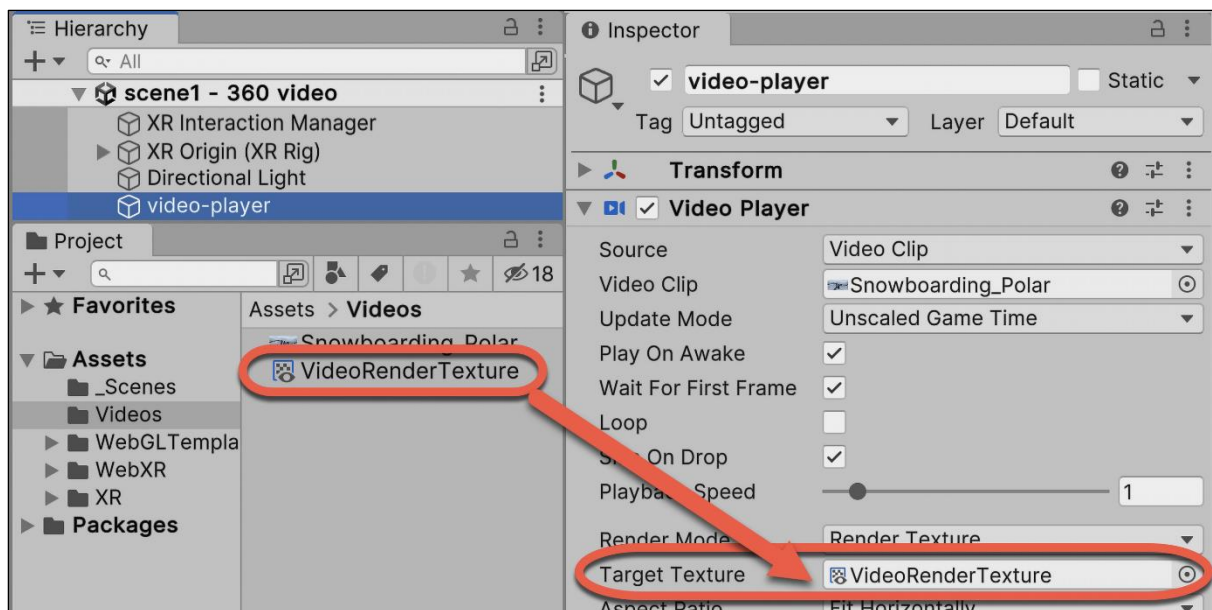


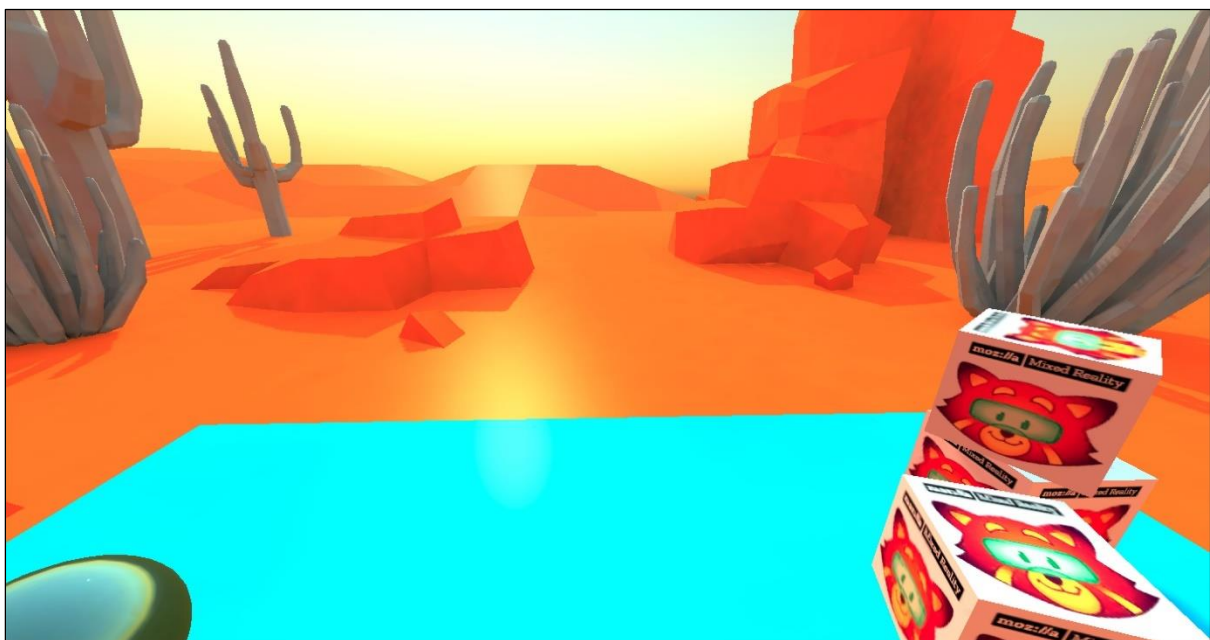
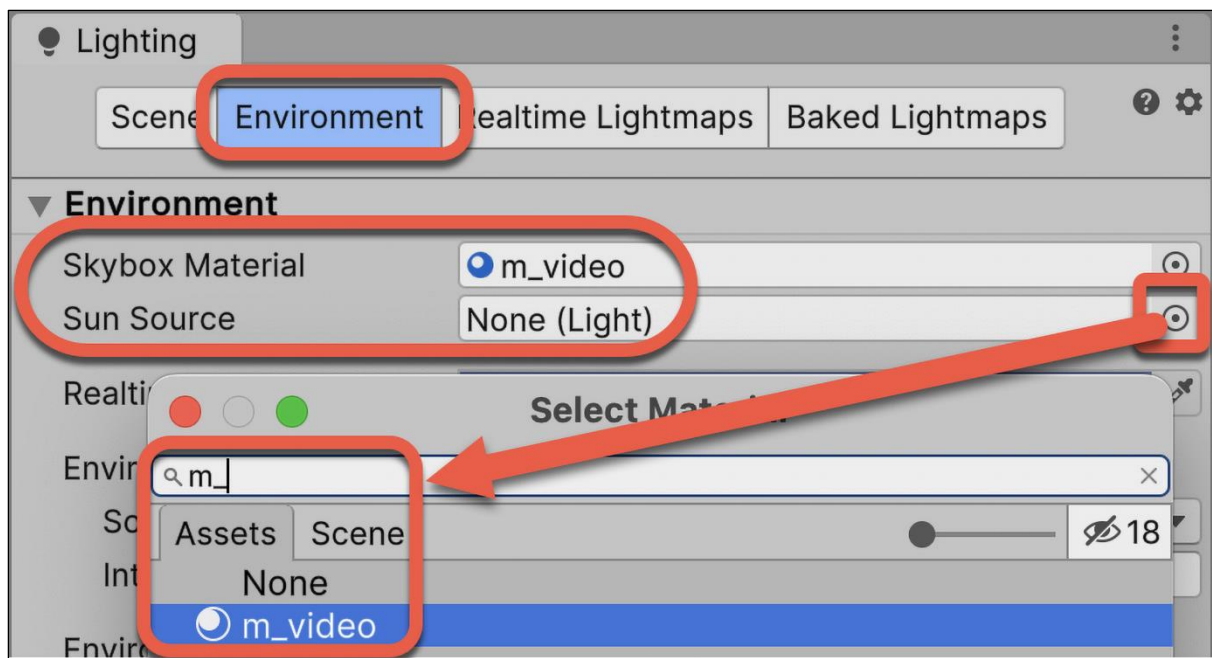















Games Apps Entertainment



Wolvic



PEGI 3
Unrestricted Internet

★ ★ ★ ★ ★

60 Ratings

Wolvic is a secure, open source, and accessible web browser that brings all of the web's vast information and applications to the world of XR, and

Get

♡ Add To Wishlist

➦ Share

🚩 Flag this app ?



 de-panther.github.io/unity-webxr-export/Build/

Unity WebXR Export

AR **VR**

Add modules for Unity 2023.1.3f1

SILICON

✕


Add modules

Required: 2.51 GB Available: 121.78 GB


PLATFORMS	DOWNLOAD SIZE	SIZE ON DISK
<input type="checkbox"/> iOS Build Support	423.47 MB	1.09 GB
<input type="checkbox"/> tvOS Build Support	416.75 MB	1.08 GB
<input checked="" type="checkbox"/> WebGL Build Support	872.41 MB	2.51 GB
<input type="checkbox"/> Windows Build Support (Mono)	379.38 MB	1.17 GB
<input type="checkbox"/> Windows Dedicated Server Build Support	379.8 MB	1.17 GB

Install


← → ↻ exposexr.com/webxr-showcase.html




A-Painter
Game




Archery Dungeon
Game




Archery Training
Game



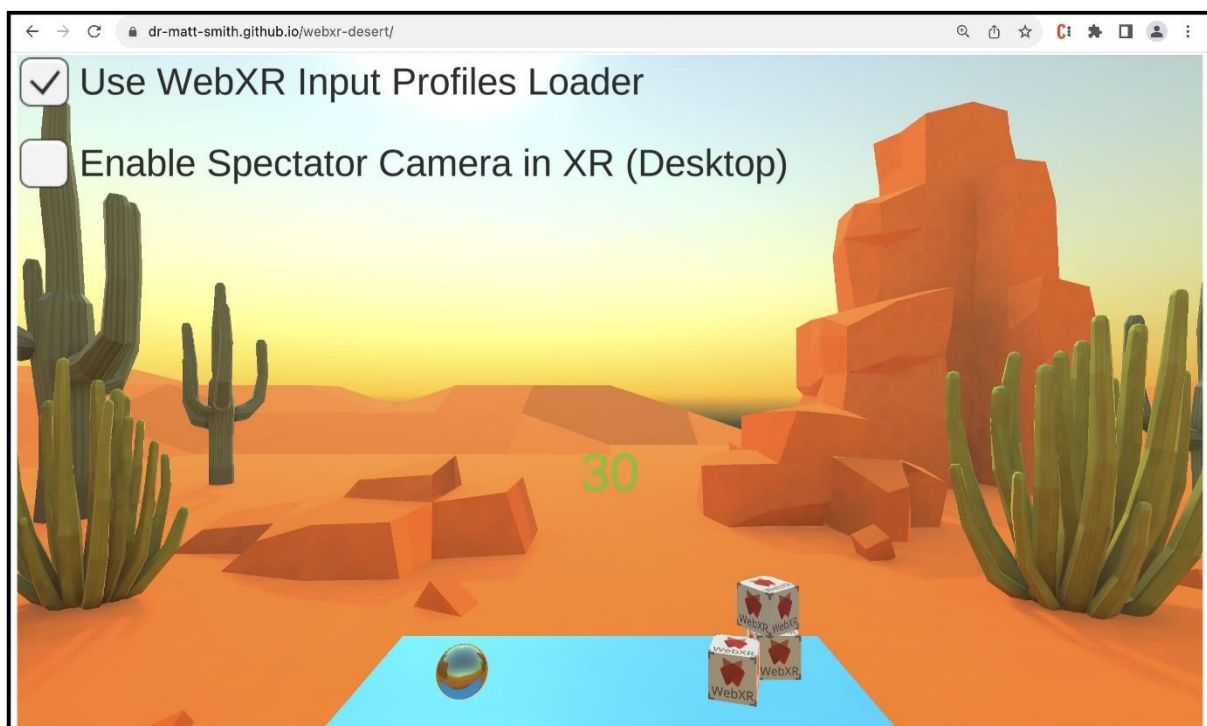
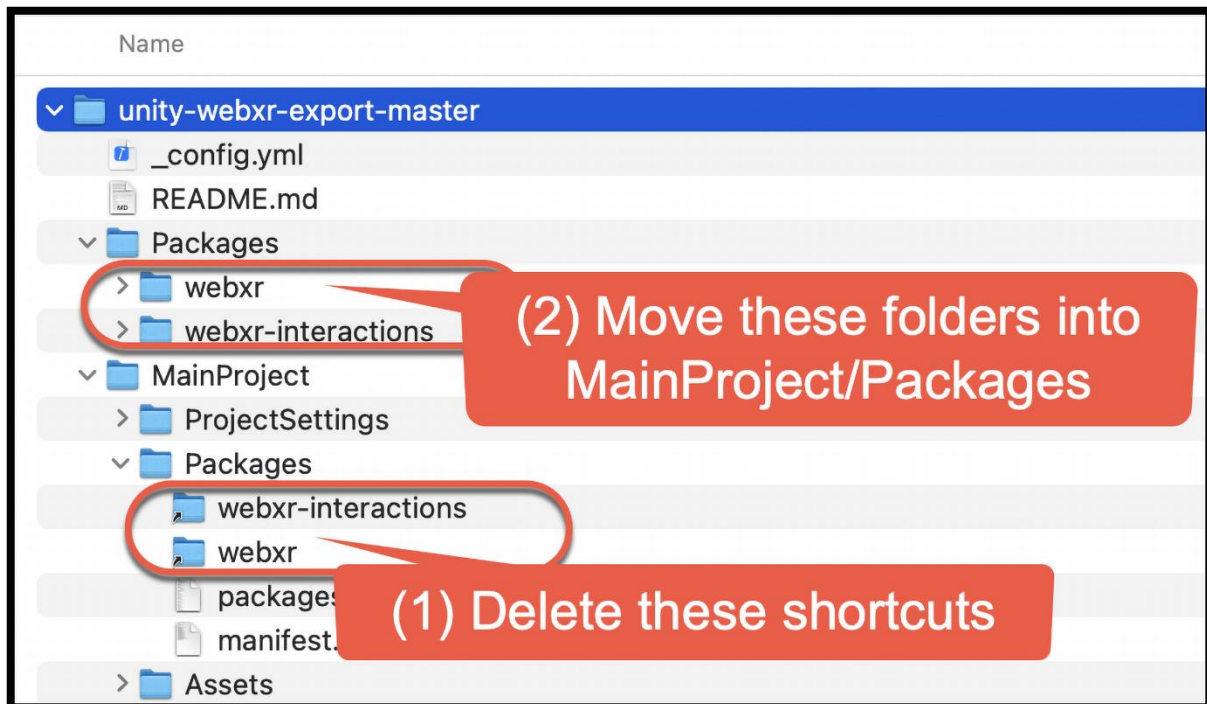
Boulderworld
Game



Brushwork VR
Game




Castle Builder
Game



github.com/new

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository](#).

Owner *  dr-matt-smith / **Repository name ***

⚠ Your new repository will be created as webxr-desert.

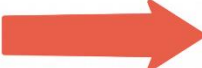
Great repository names are short and memorable. Need inspiration? How about [stunning-octo-potato](#) ?

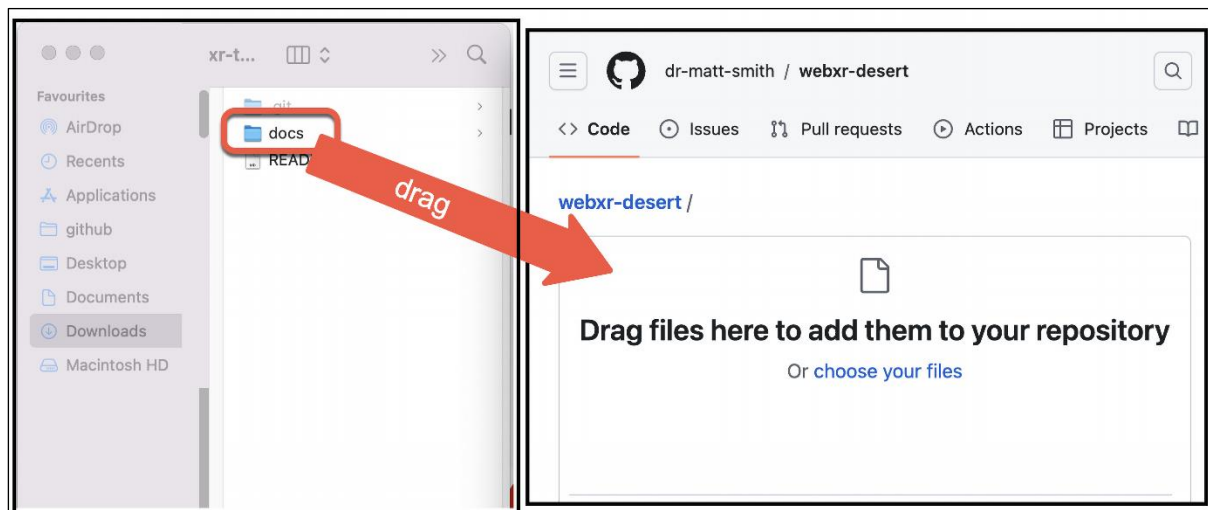
☒ **Public**
Anyone on the internet can see this repository. You choose who can commit.

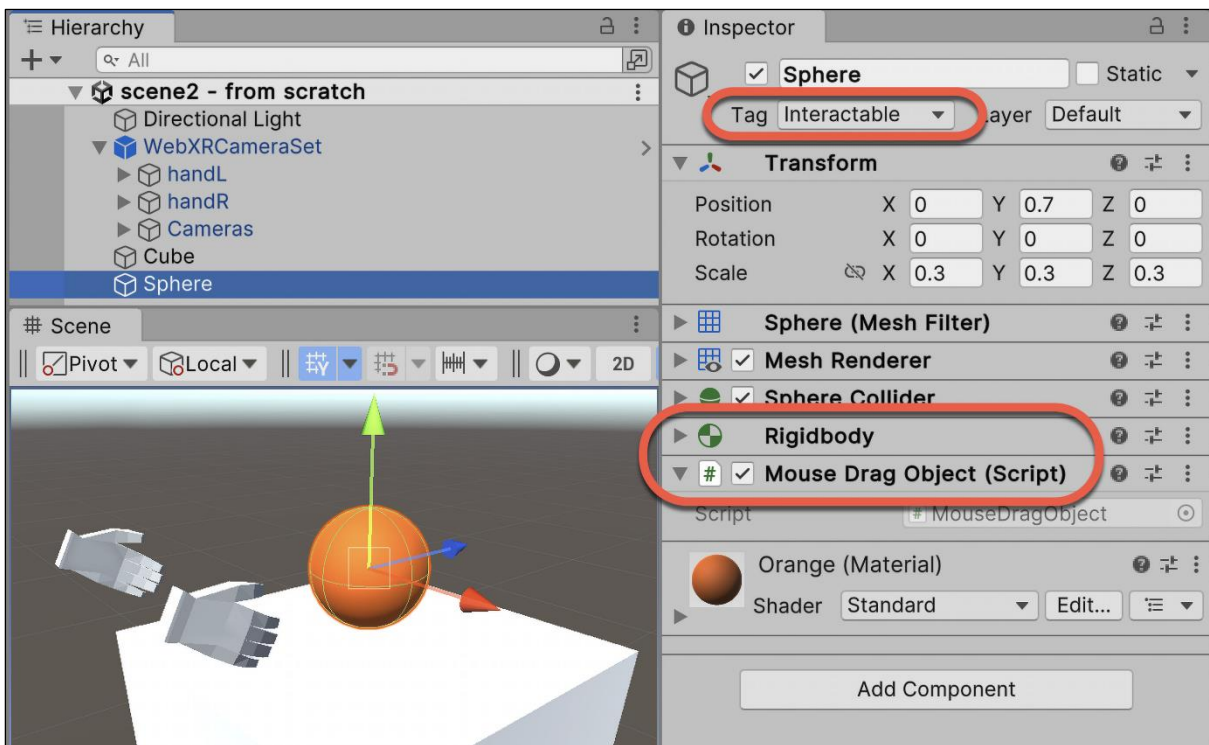
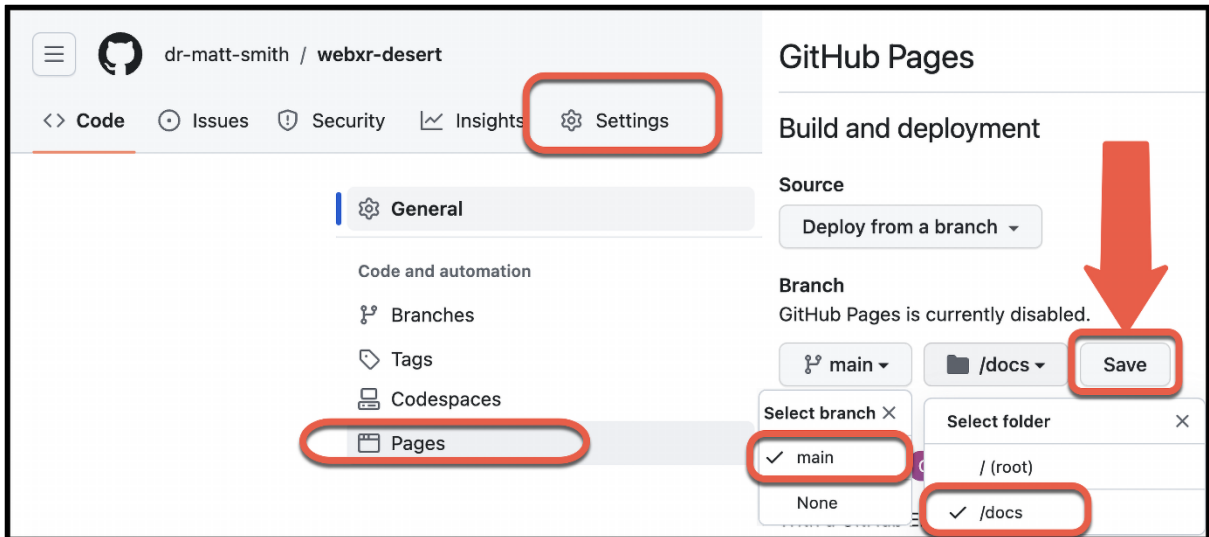
☐ **Private**
You choose who can see and commit to this repository.

Initialize this repository with:

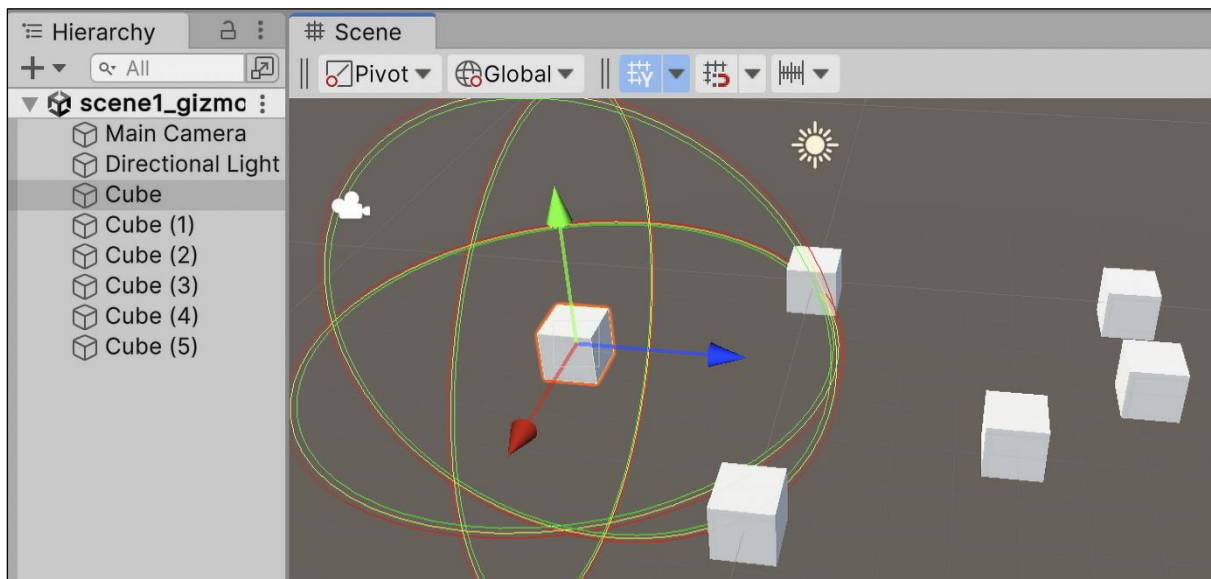
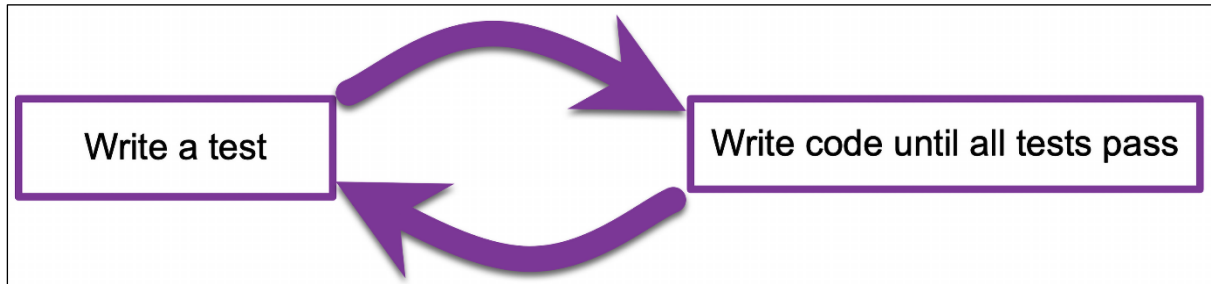
☒ **Add a README file**
This is where you can write a long description for your project. [Learn more about READMEs](#).

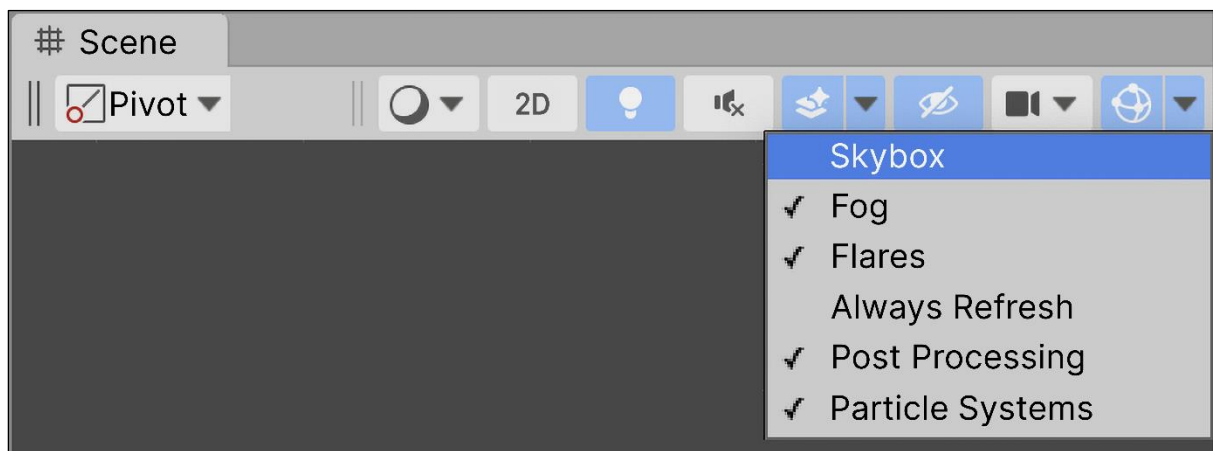
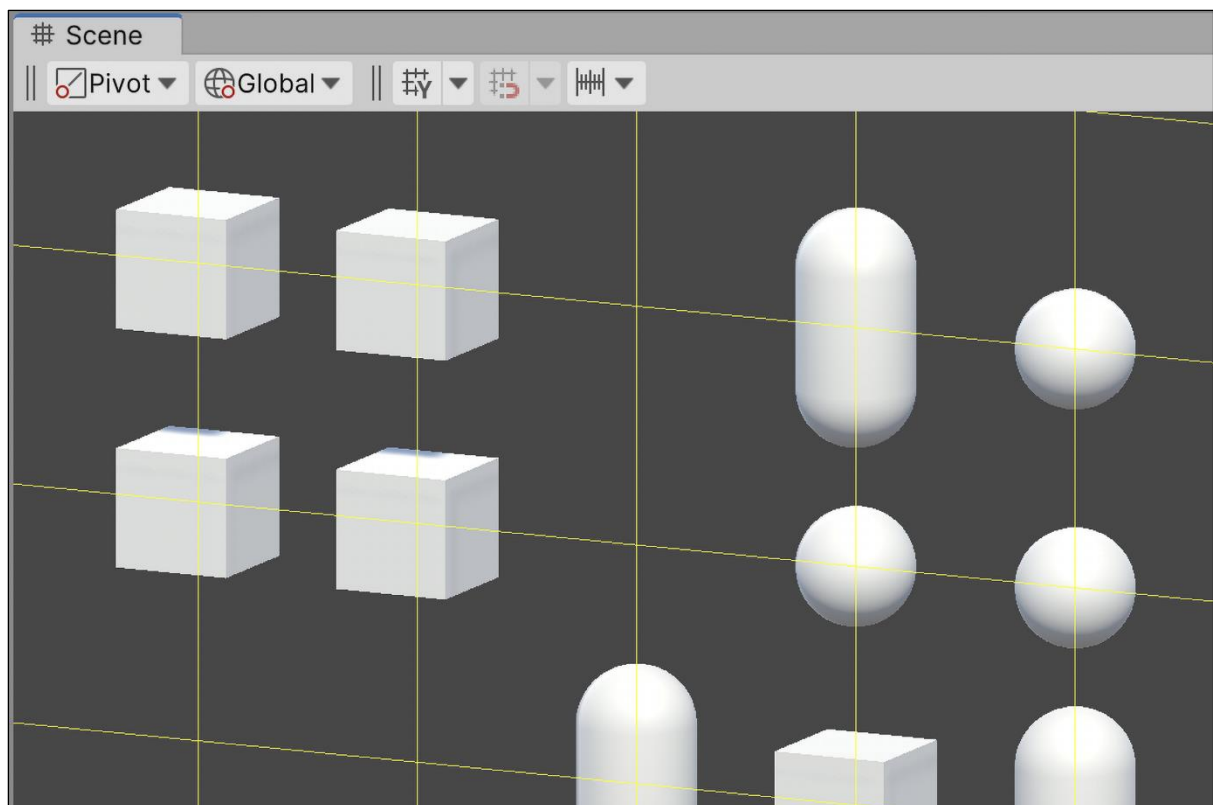
 **Create repository**

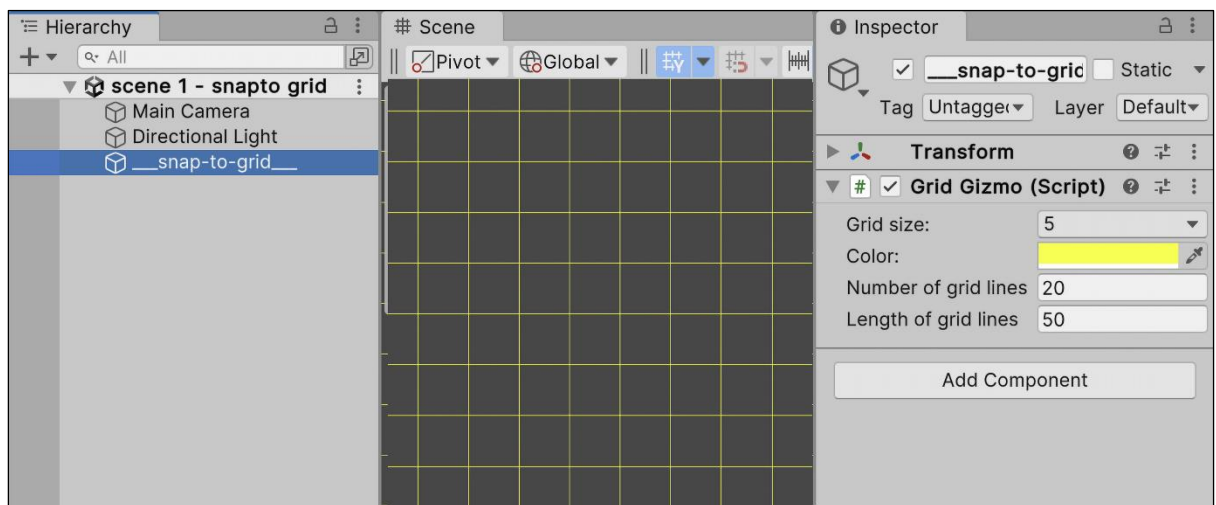
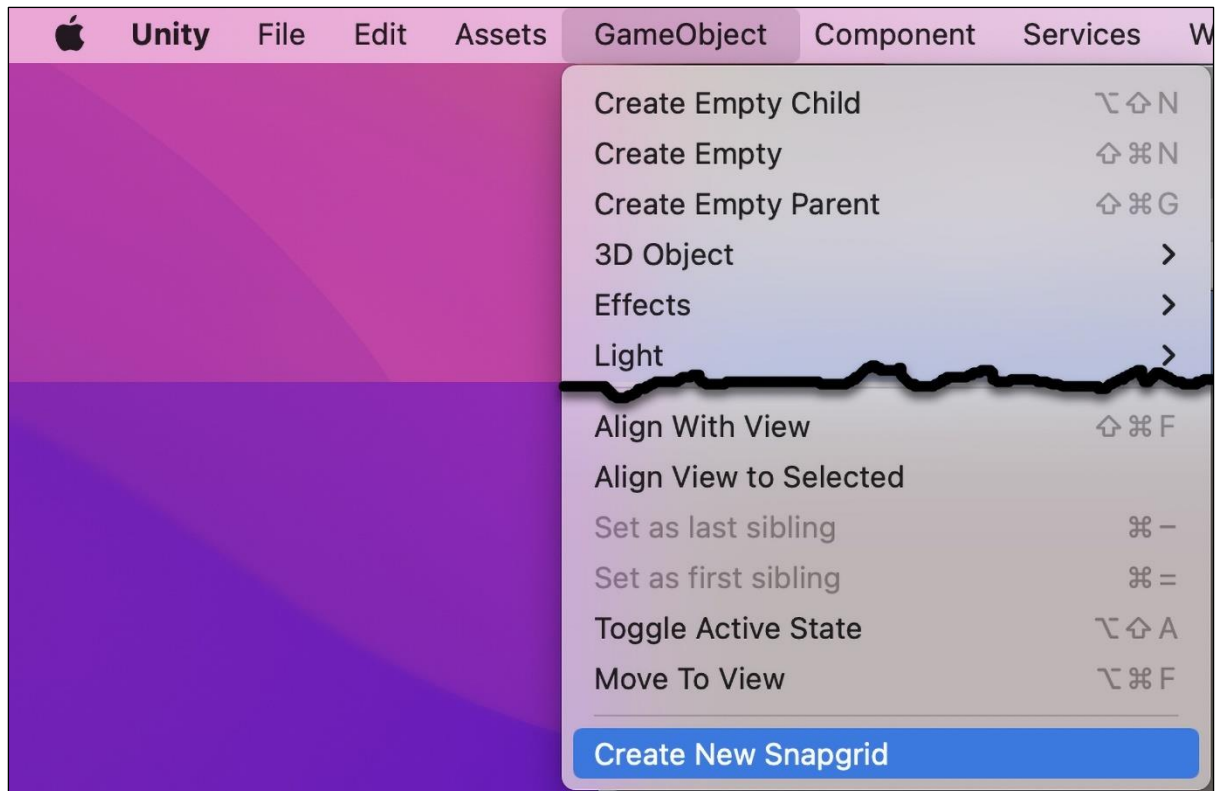


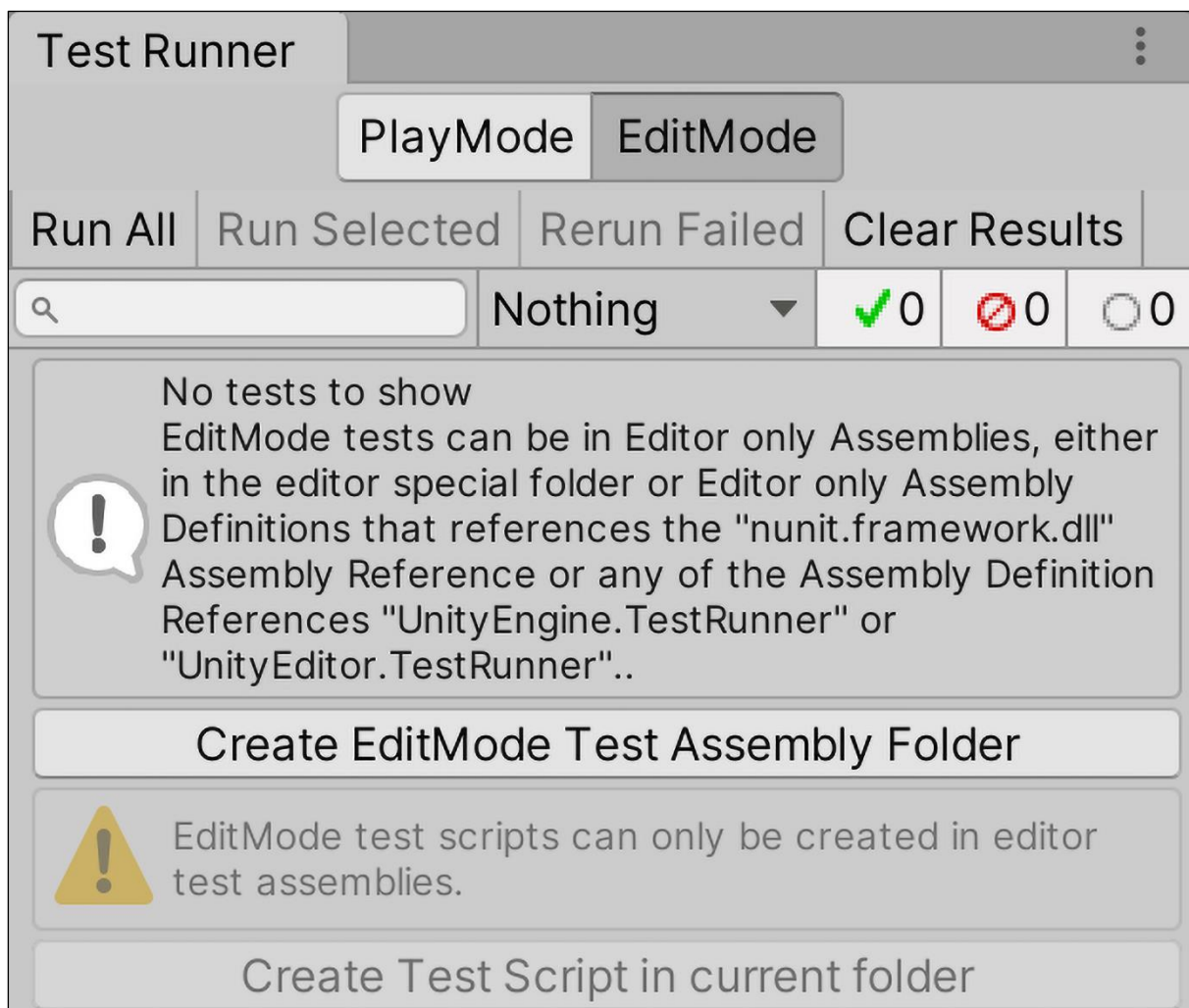
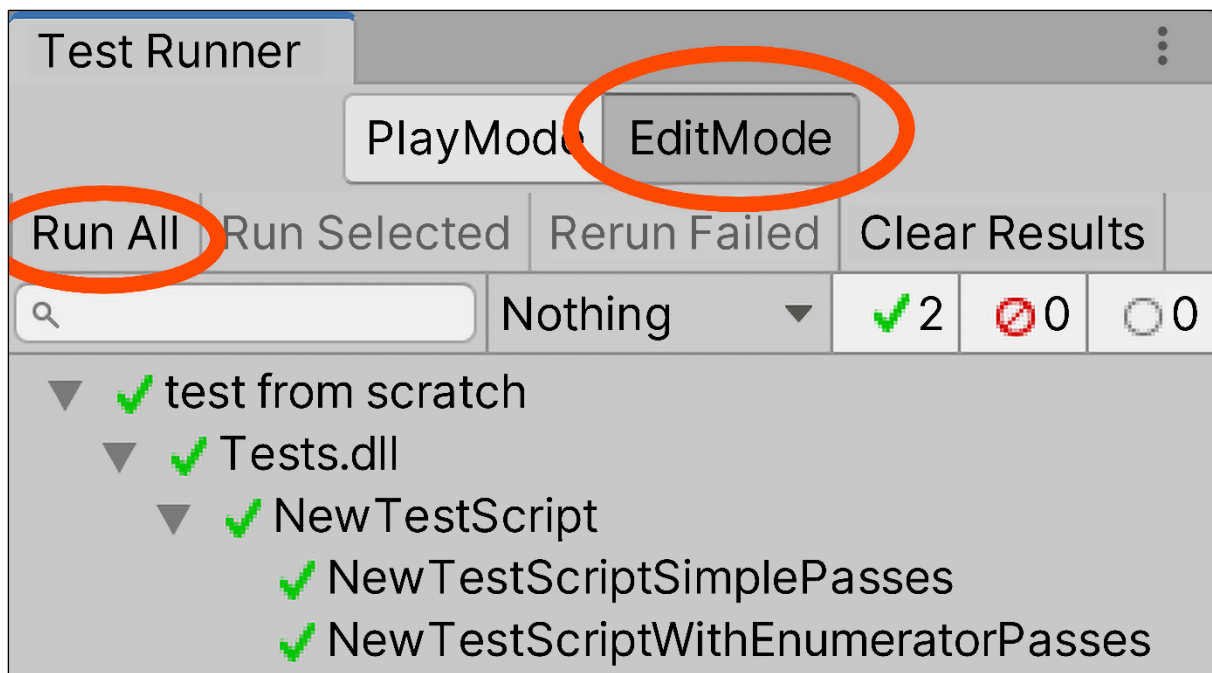


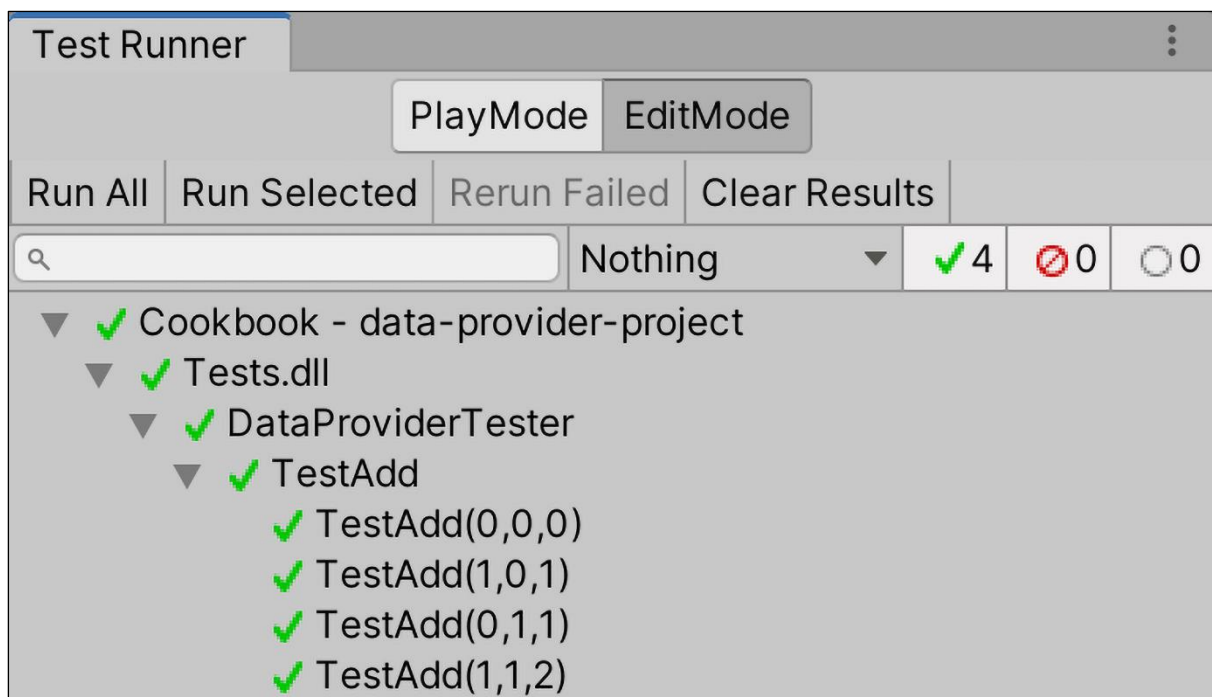
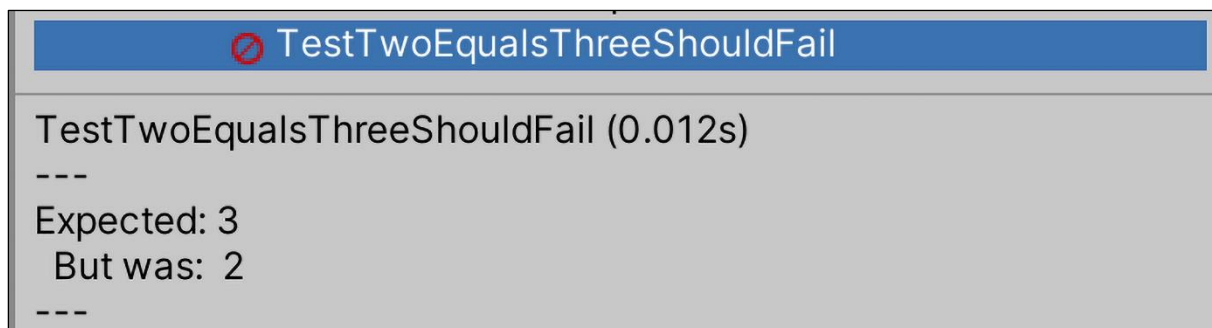
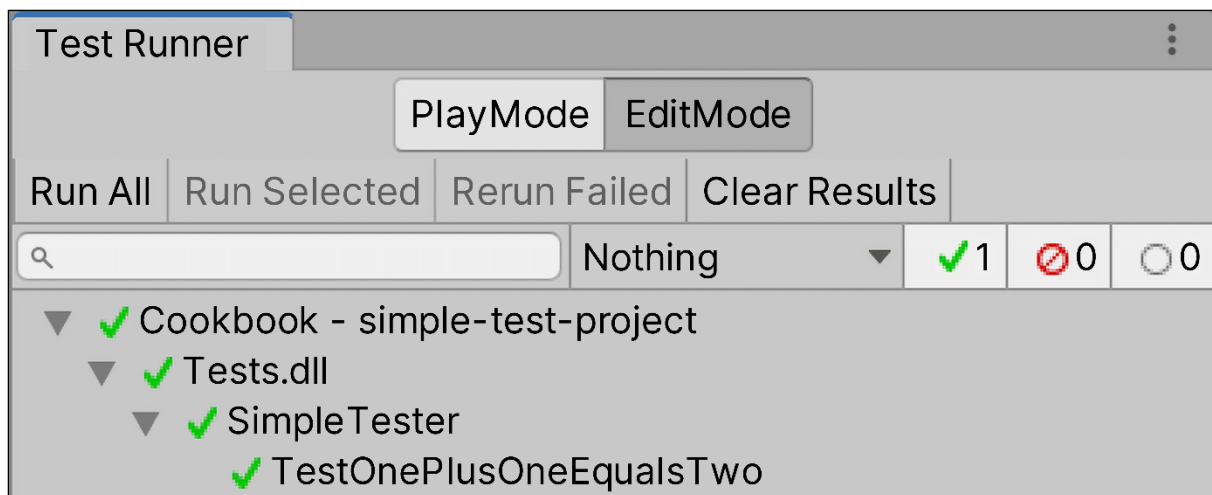
Chapter 19: Advanced Topics: Gizmos, Automated Testing, and More

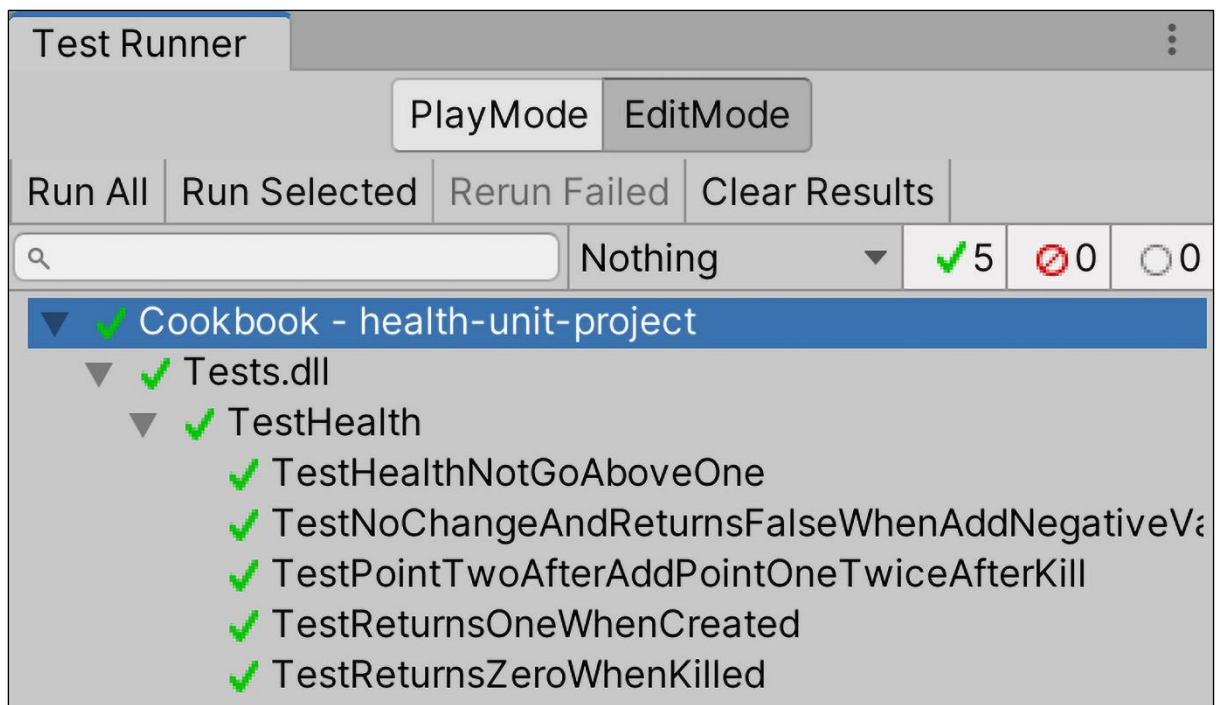












 Project



Folder

C# Script

2D



Visual Scripting



Shader



Testing



Playables



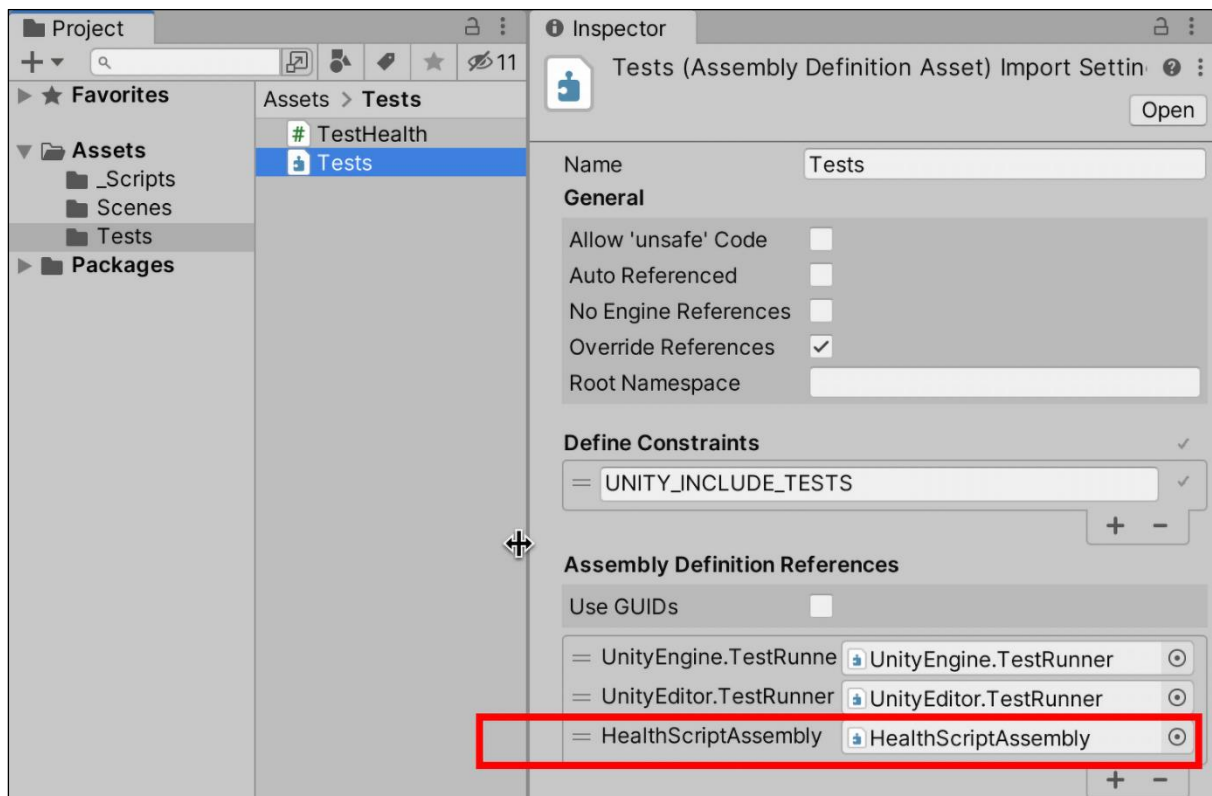
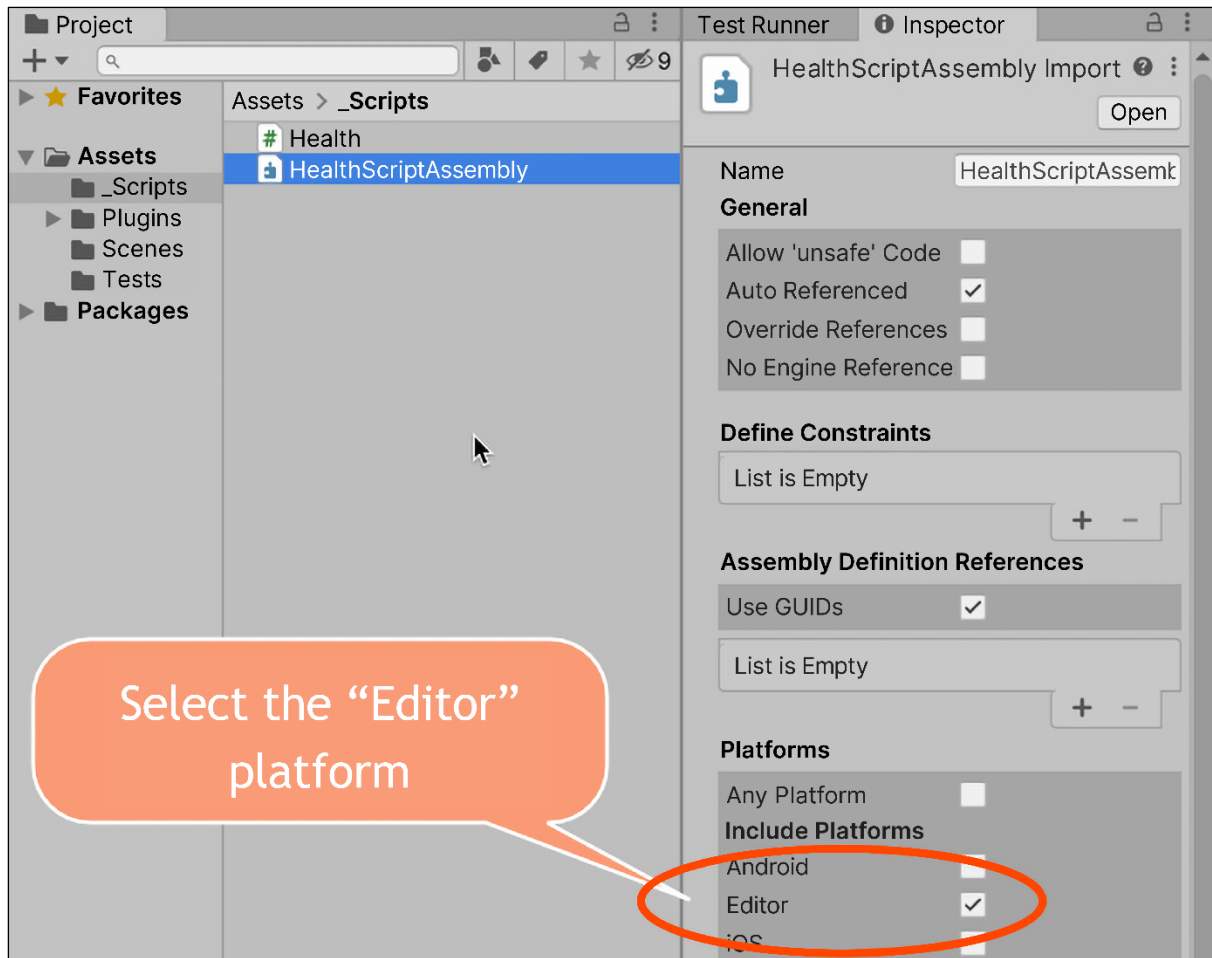
Assembly Definition

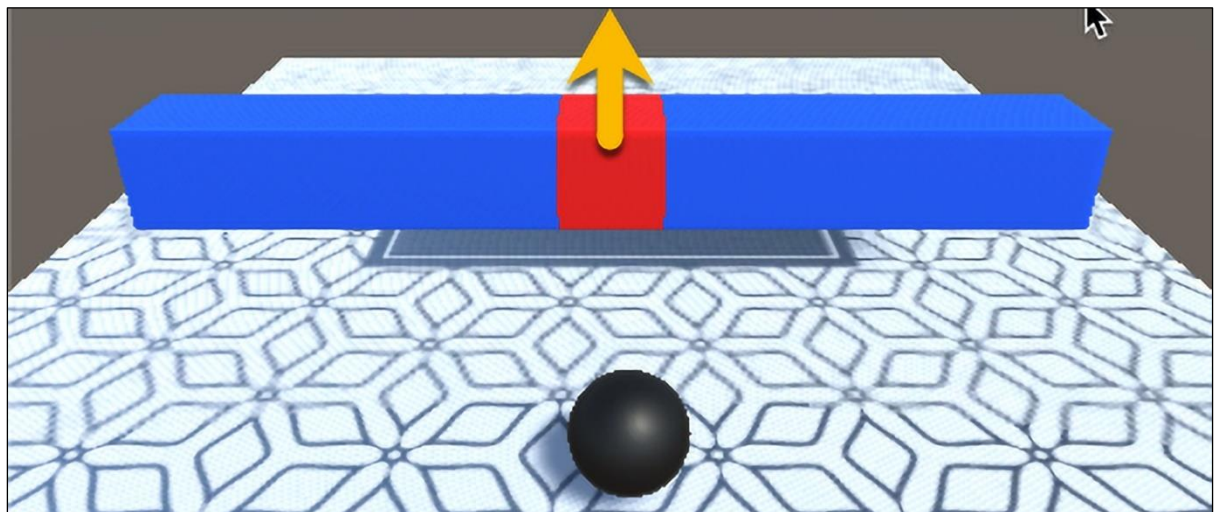
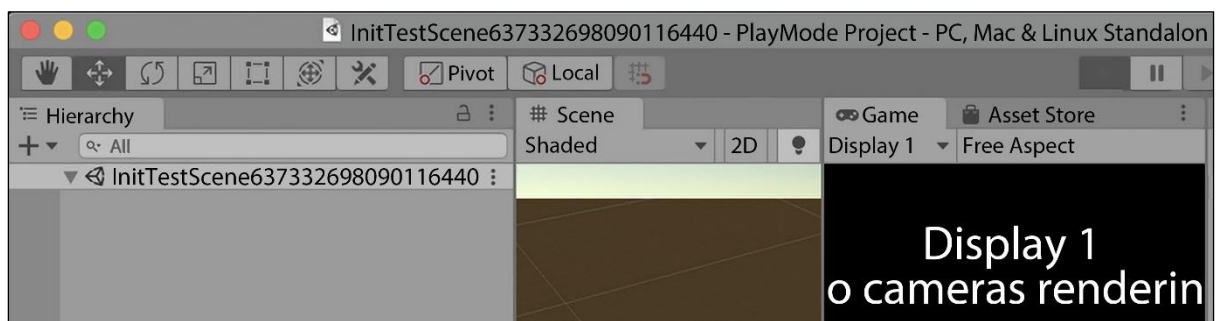
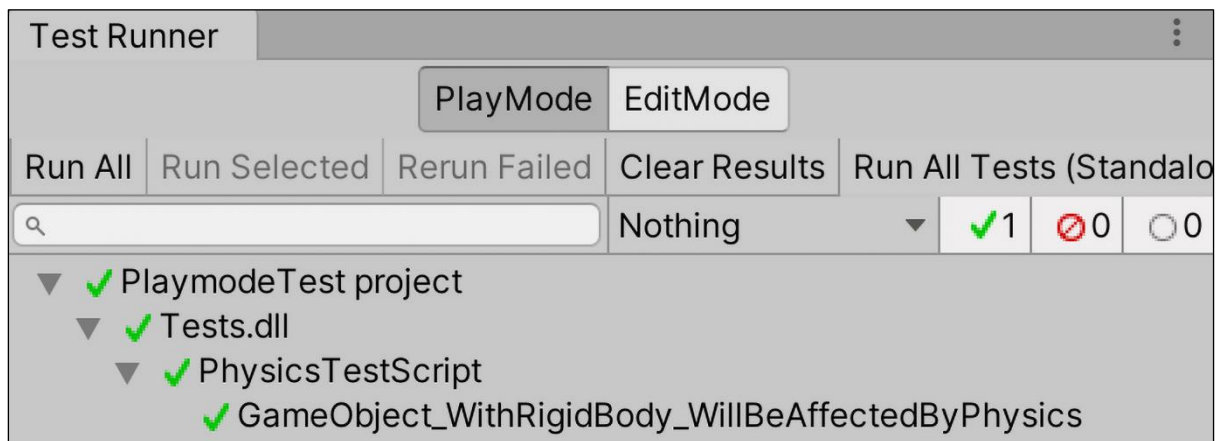


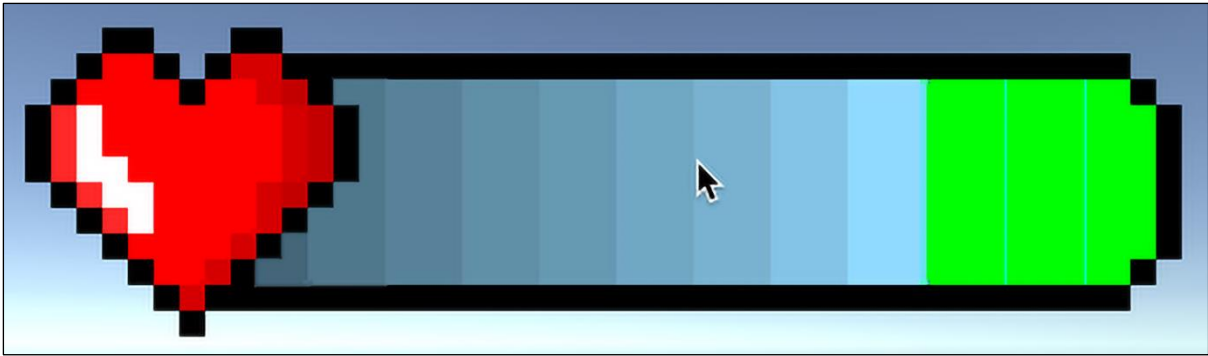
Assembly Definition Reference

TextMeshPro









Test Runner

PlayMode EditMode

Run All Run Selected Rerun Failed Clear Results Run All Tests (StandaloneOSX)

Nothing 1 0 0

- HealthBar - playmode test project
 - Tests.dll
 - HealthBarPlayModeTests
 - TestHealthBarImageMatchesPlayerHealth

Test Runner

PlayMode EditMode

Run All Run Selected Rerun Failed Clear Results

Nothing 9 0 0

- HealthBar - playmode test project
 - Tests-editmode.dll
 - EditModeUnitTests+TestCorrectValues
 - DefaultHealthOne
 - HealthCorrectAfterReducedByHalf
 - HealthCorrectAfterReducedByPointOne
 - EditModeUnitTests+TestEvents
 - CheckEventFiredWhenAddHealth
 - CheckEventFiredWhenReduceHealth
 - EditModeUnitTests+TestExceptions
 - Throws_Exception_When_Add_Health_Passed_Less_Than_Zero
 - Throws_Exception_When_Reduce_Health_Passed_Less_Than_Zero
 - EditModeUnitTests+TestLimitNotExceeded
 - HealthNotExceedMaximumOfOne
 - EditModeUnitTests+TestLogging
 - Throws_Exception_When_Add_Health_Passed_Less_Than_Zero

< Summary

Class:	Player
Assembly:	PlayerAssembl
File(s):	/Users/matt/Documents/Books/Unity_cookbook/unity2020_codes/chapter13_testGizmo/PlayMode HealthBar Project/Assets/HealthBarScene/_Scripts/Player.cs
Covered lines:	29
Uncovered lines:	3
Line coverage:	90.6% (29 of 32)

Metrics

Method	Cyclomatic complexity	NPath complexity	Sequence cover		
GetHealth()	0	0	100%		
Player(...)	0	0	100%		
AddHealth(...)	0	0	100%	0%	0
ReduceHealth(...)	0	0	70%	0%	0
PublishHealthChangeEvent()	0	0	100%	0%	0

Percentage <100 Indicates some login paths not tested

```
40
41 public void ReduceHealth(float amount)
42 {
43     if (amount < 0)
44         throw new ArgumentOutOfRangeException("amount");
45
46     this.health -= amount;
47     if (this.health < MIN_HEALTH)
48     {
49         this.health = MIN_HEALTH;
50     }
51     PublishHealthChangeEvent();
52 }
53
```

Lines not tested highlighted in code listing in HTML report

Code Coverage

Generate Report Clear Results Clear History ?

Settings

Enable Code Coverage ☒

Results Location /Users/Computer/Documents/____synch/99_E

Report History Location /Users/Computer/Documents/____synch/99_E

Included Assemblies PlayerAssembly,Tests,TestsEditMode

Report Options

HTML Report ☒

Additional Reports ☐

Report History ☒

Summary Badges ☒

Additional Metrics ☐

Test Runner References ☐

Auto Generate Report ☒

