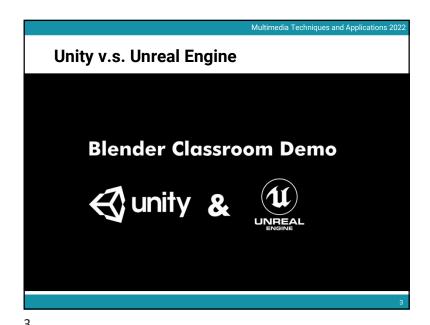


Multimedia Techniques & Applications Yu-Ting Wu

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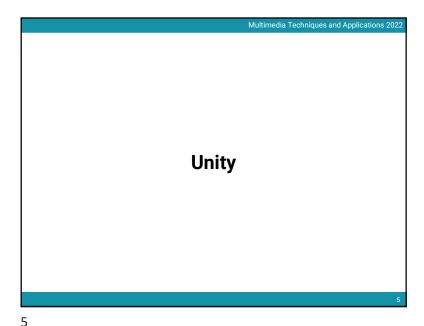
Introduction

- · Game engine
 - A software framework primarily designed for the development of video games, and generally includes relevant libraries and support programs
- Top game engines
 - Unity
 - Unreal Engine (UE)
 - · Amazon Lumberyard
 - CryEngine
 - · GameMaker: Studio
 - Godot
 - · Cocos2d

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Unity v.s. Unreal Engine (cont.)

Pros • Better rendering quality • Better material editing system • Blueprint for prototype • Steeper learning curve • Fewer online assets • Easier to learn • Easier to deploy to various platform • More online resource		Unreal Engine	Unity
	Pros	Better material editing system	 Easier to deploy to various platform
	Cons		Lower rendering quality



Unity Overview (cont.) Custom Built-in Component-based (C# scripts) **Level Manager** Scene (Level) **Objects** (Actors, Env.) (Lights) (Particles) Light ParticleSystem MeshFilter Camera MeshRenderer Behavior1 Behavior1 Renderer Collider Behavior1

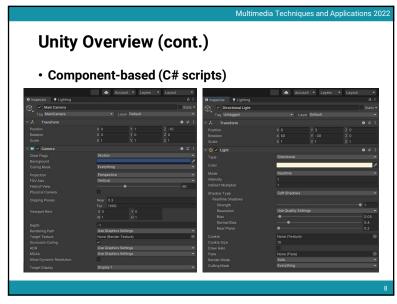
Rigidbody

Behavior1

Behavior2

Multimedia Techniques and Applications 2023 **Unity Overview** Unity event order list (lifecycle flowchart) Initialization Awake, Start, OnEnable FixedUpdate, Physics AnimationUpdate, PhysicsUpdate, OnTriggerXXX, OnCollisionXXX Input Events OnMouseXXX Game Logic Update, Coroutine, LateUpdate OnWillRenderObject, Rendering OnPreRender, OnRenderObject, OnPostRender, OnRenderImage,

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Game Manager

