



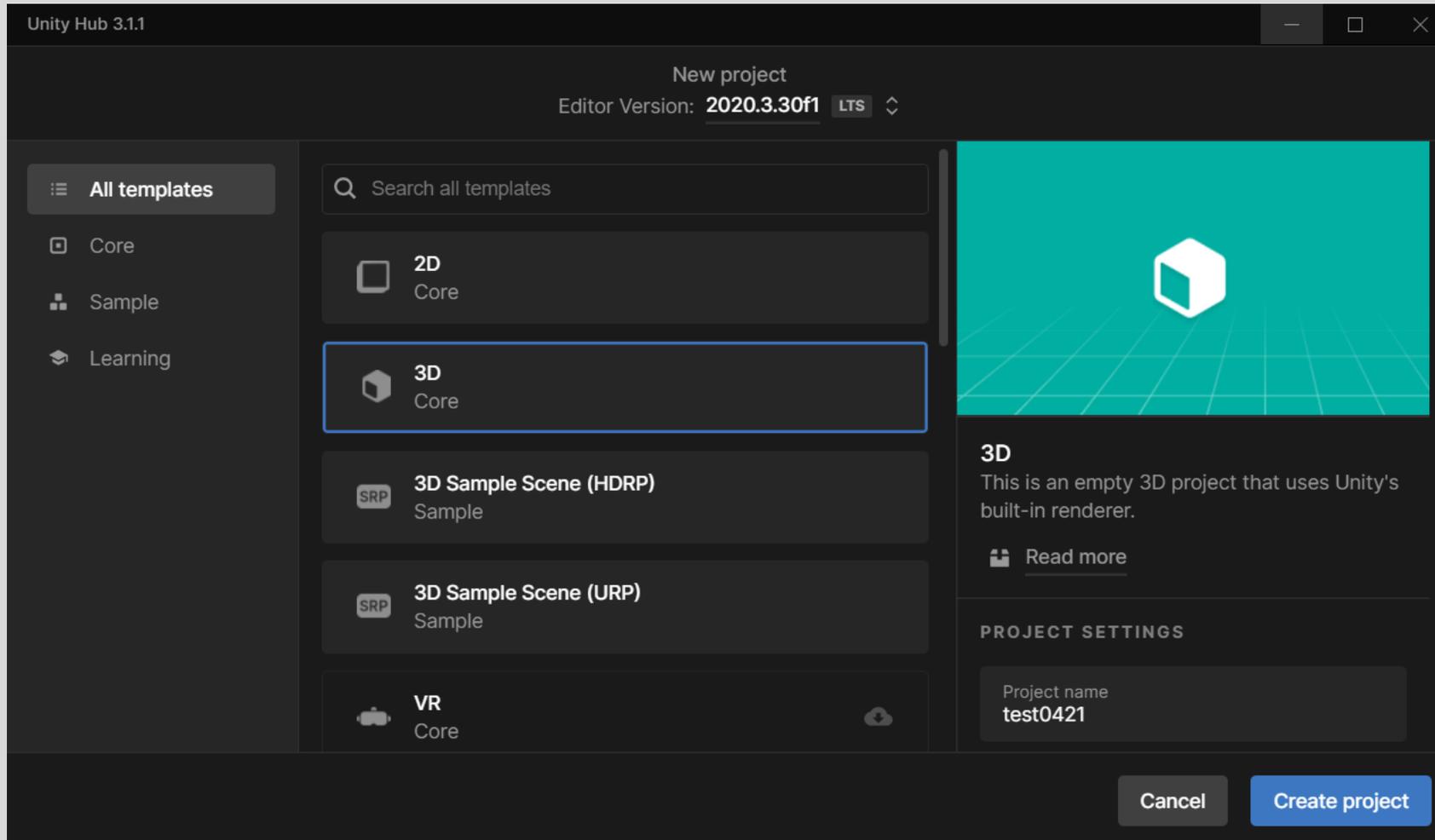
# 操作紀錄

臺灣師範大學 科技 113 古景睿 製作  
臺灣師範大學 科技 113 黃敏智 製作  
臺灣師範大學 科技 113 戴子棋 製作

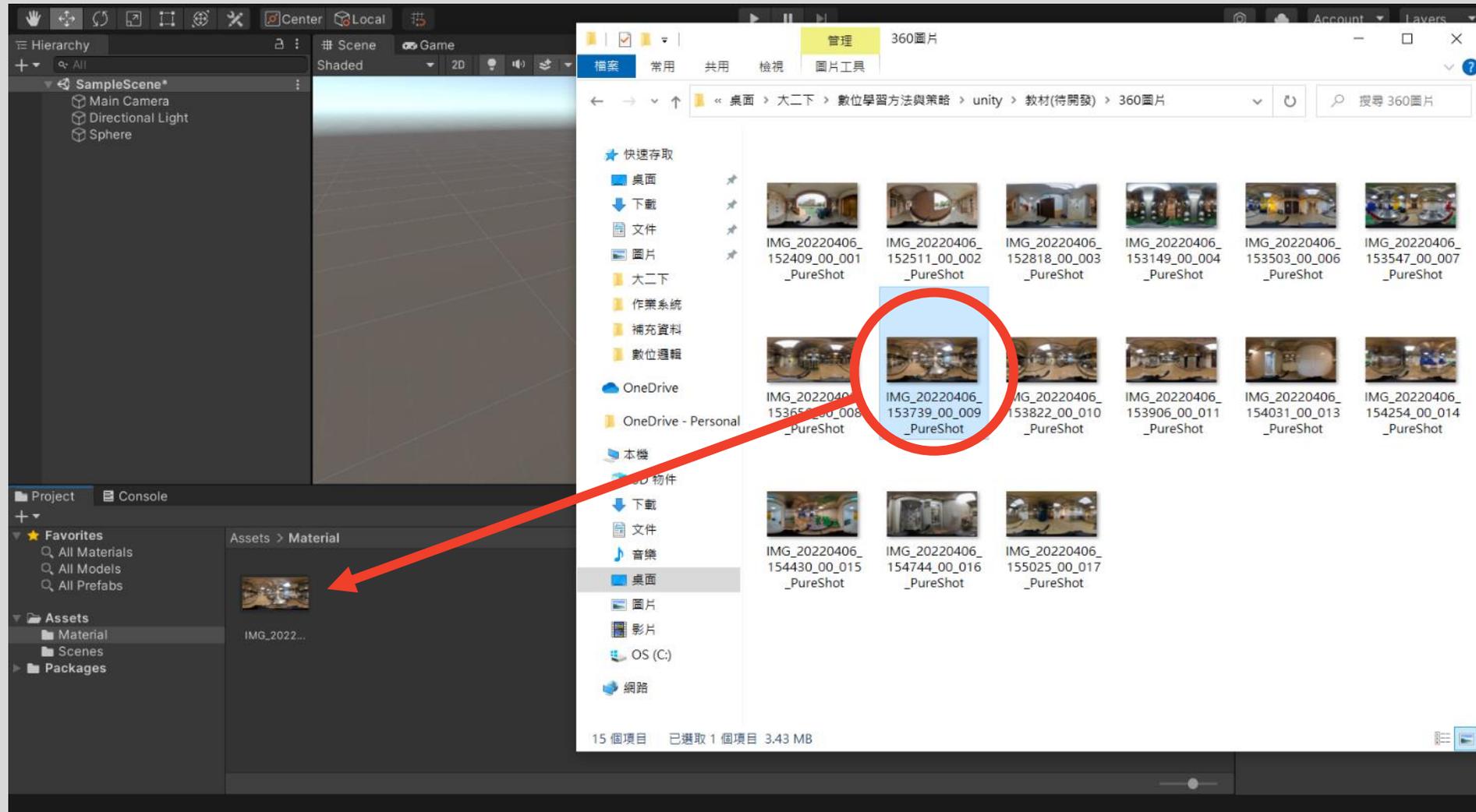


# 1. 建立VR 360 場景

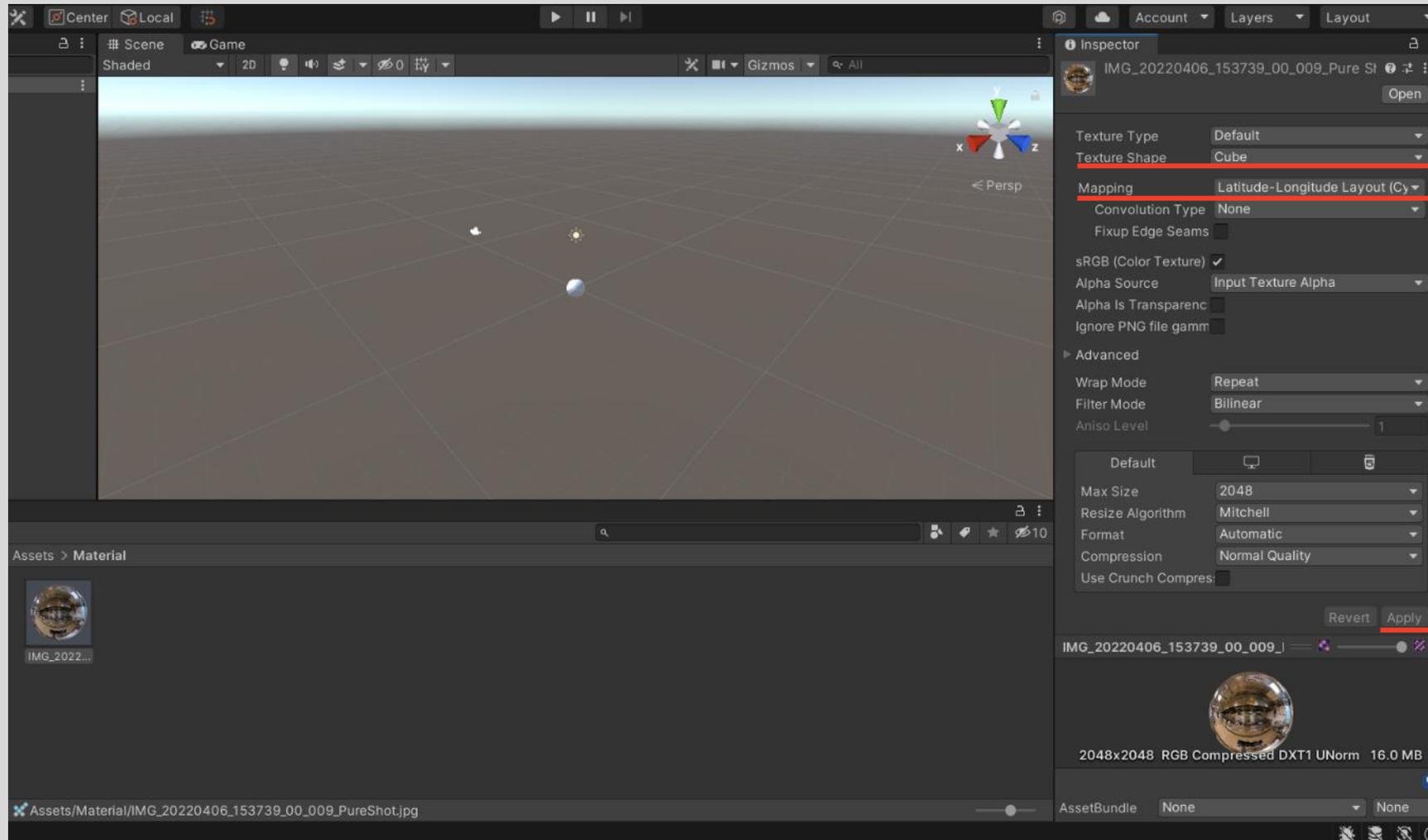
## 1.1 選擇3D 核心 → 設定專案名字 → Create project



## 1.2 拖入圖片 (你可以建立一個新資料夾來擺放這些素材!圖中我建立了「Material」資料夾)



### 1.3 點選圖片，在右側屬性欄完成以下設定



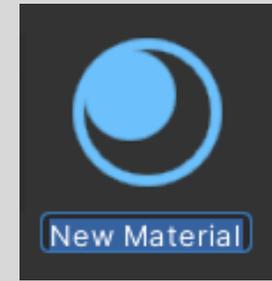
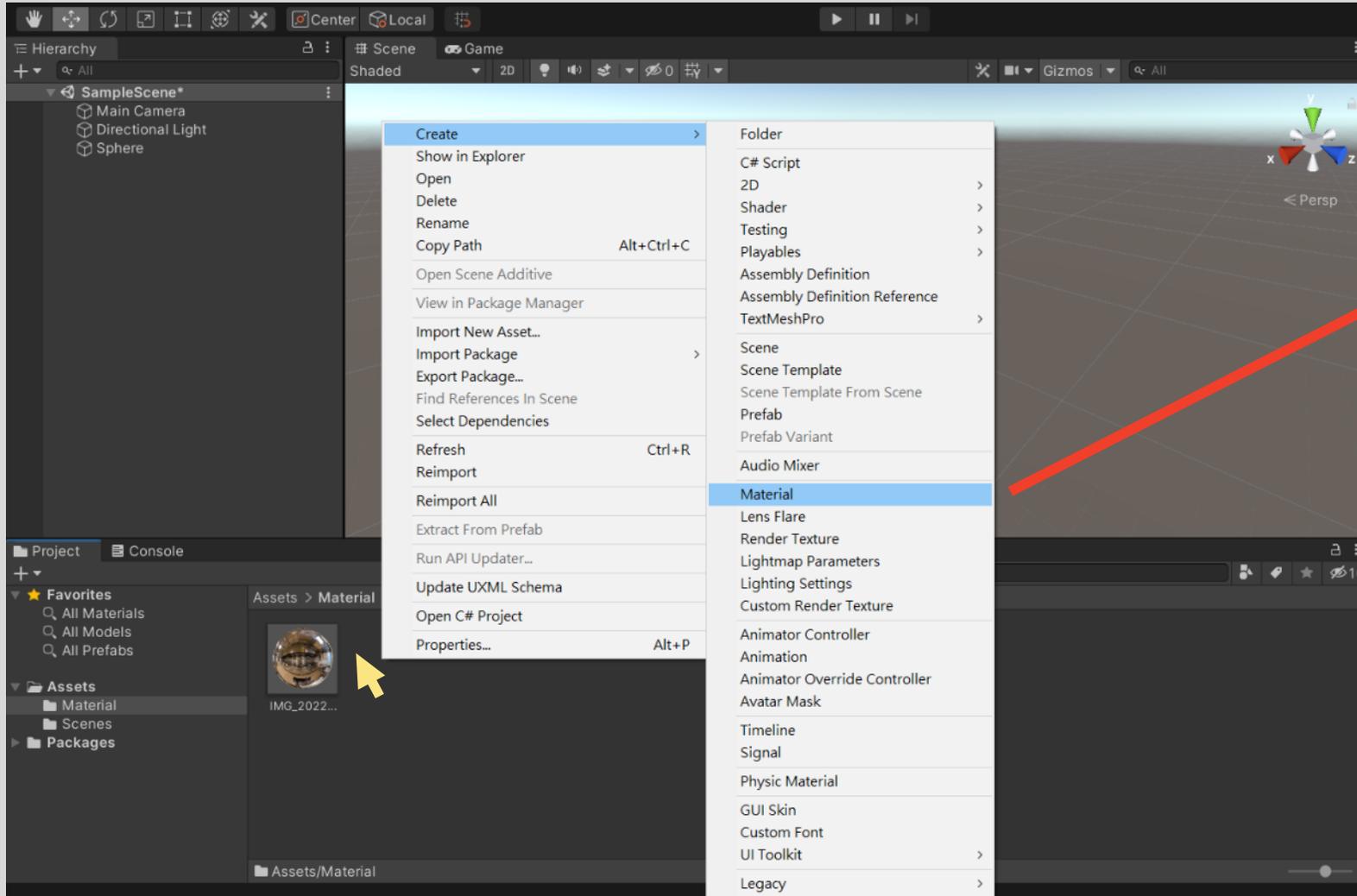
1. Texture Shape  
→ Cube

之後便會出現  
Mapping選項

2. Mapping →  
Latitude-Longitude  
Layout(Cylindrical)

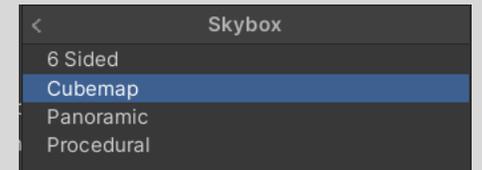
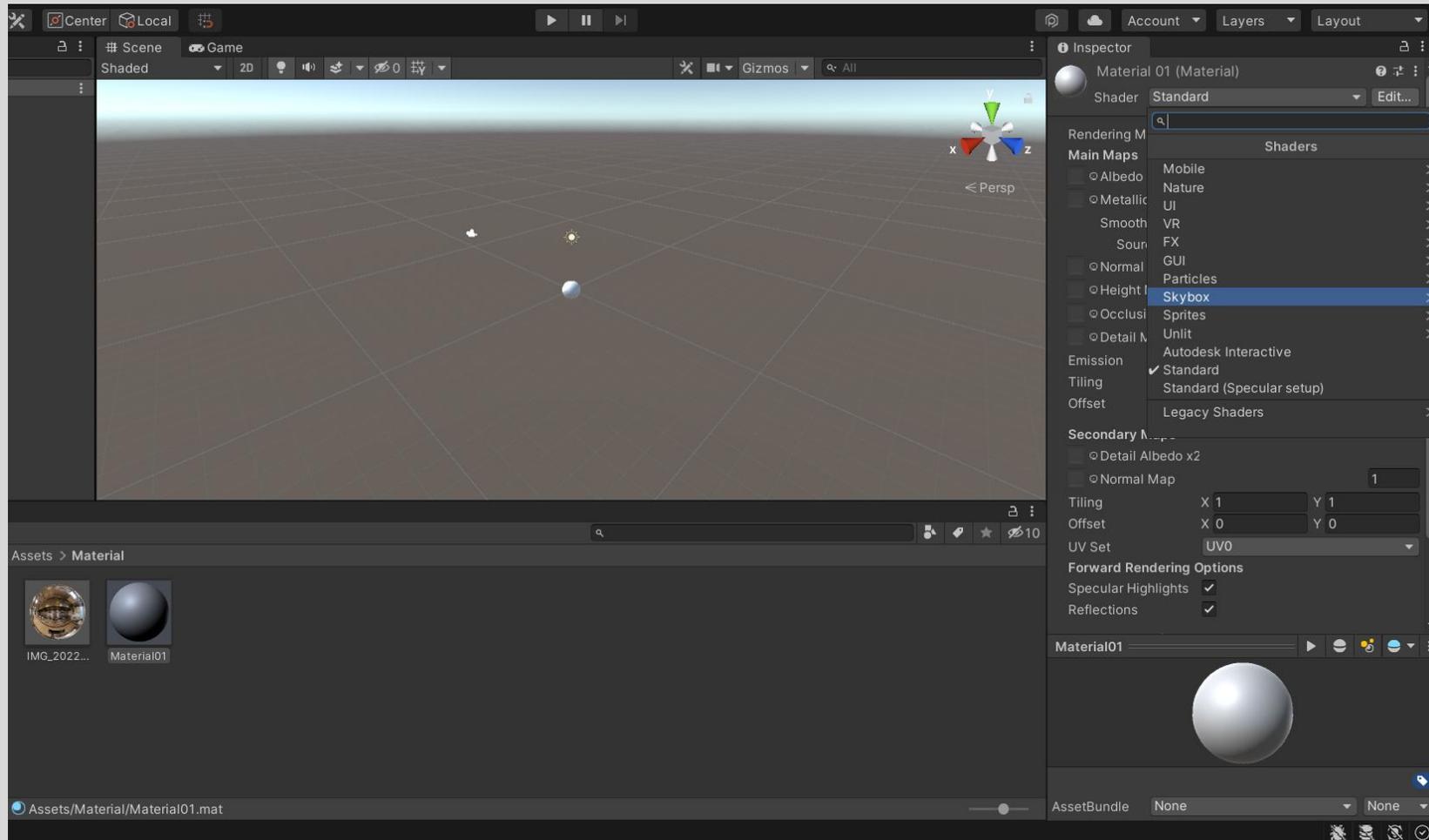
3. Apply

## 1.4 下方資料夾內右鍵 → Create → Material



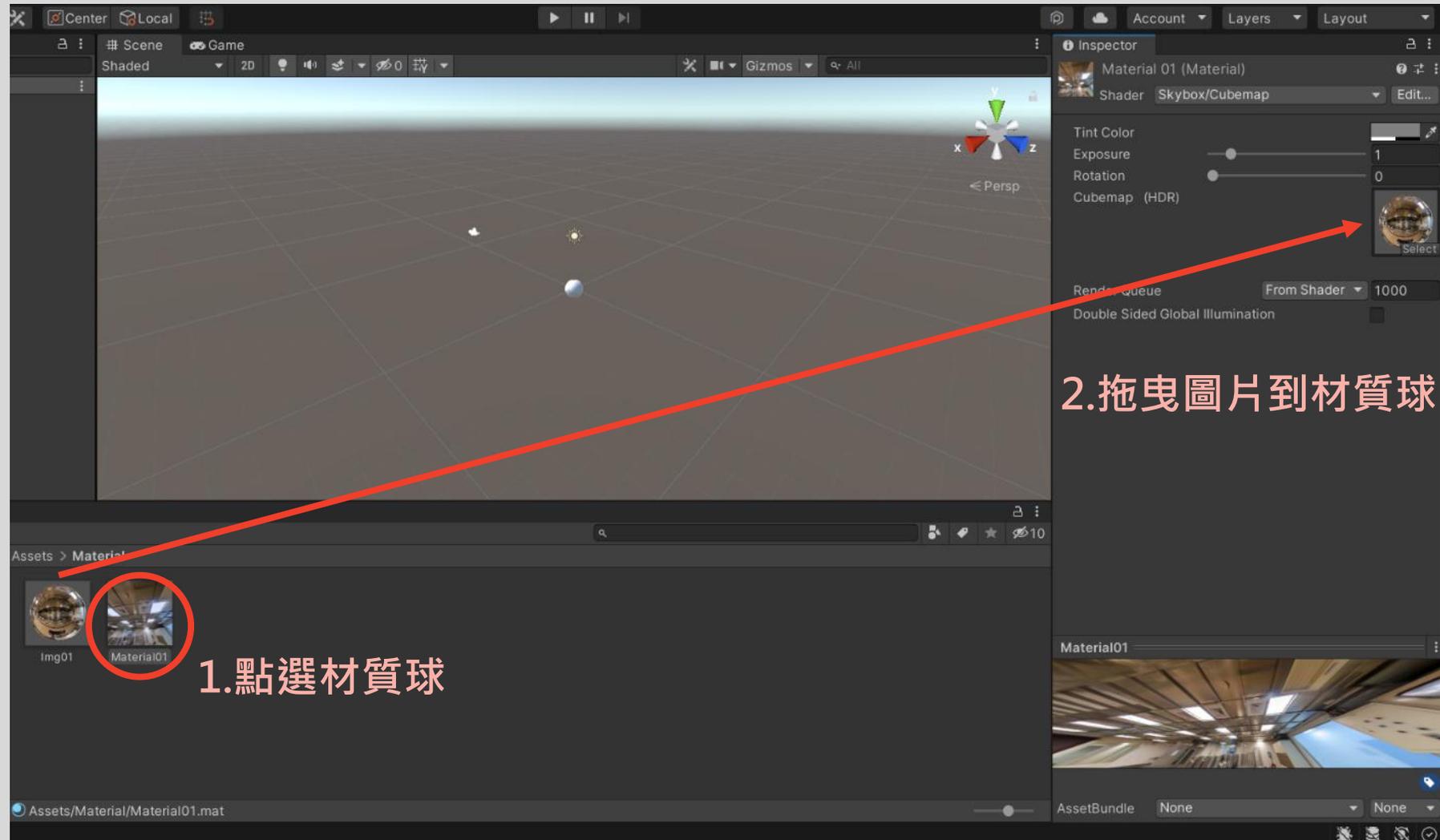
你可以為其更名  
方便後續辨識

## 1.5 點選Material，在右側屬性欄完成天空盒設定

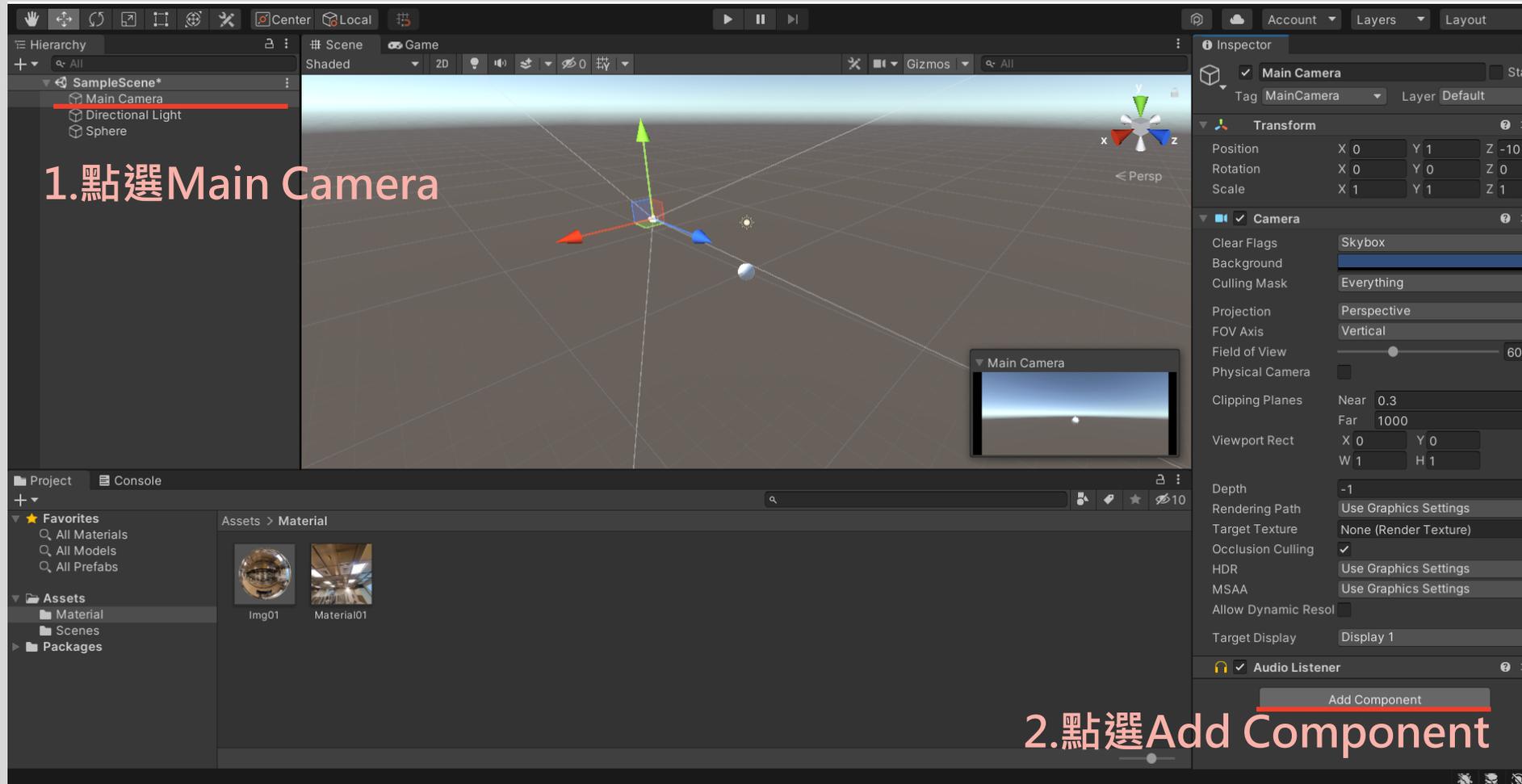


Shader  
→ Skybox  
→ Cubemap

## 1.6 將剛剛設定好的圖片丟入材質球



## 1.7 設定Main Camera為天空盒



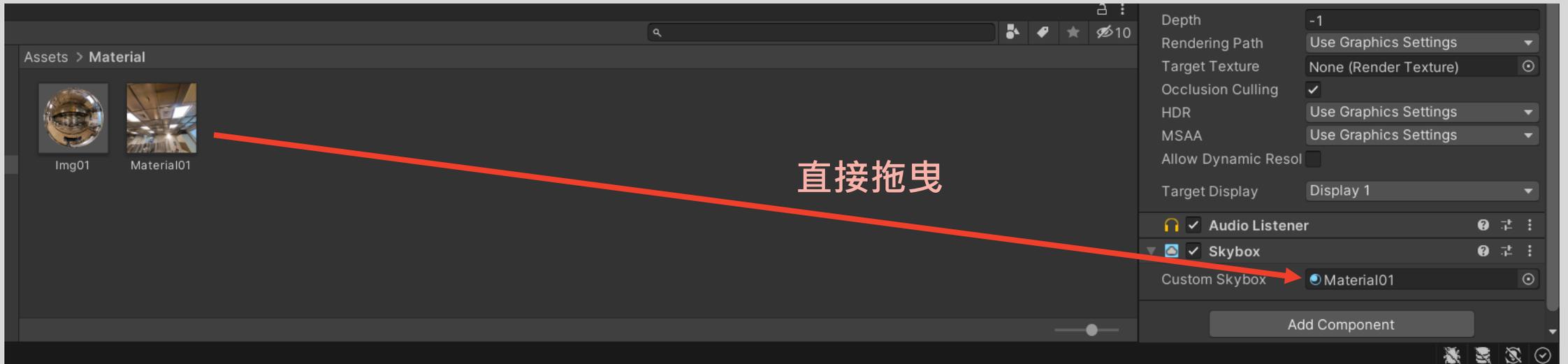
1.點選Main Camera

2.點選Add Component

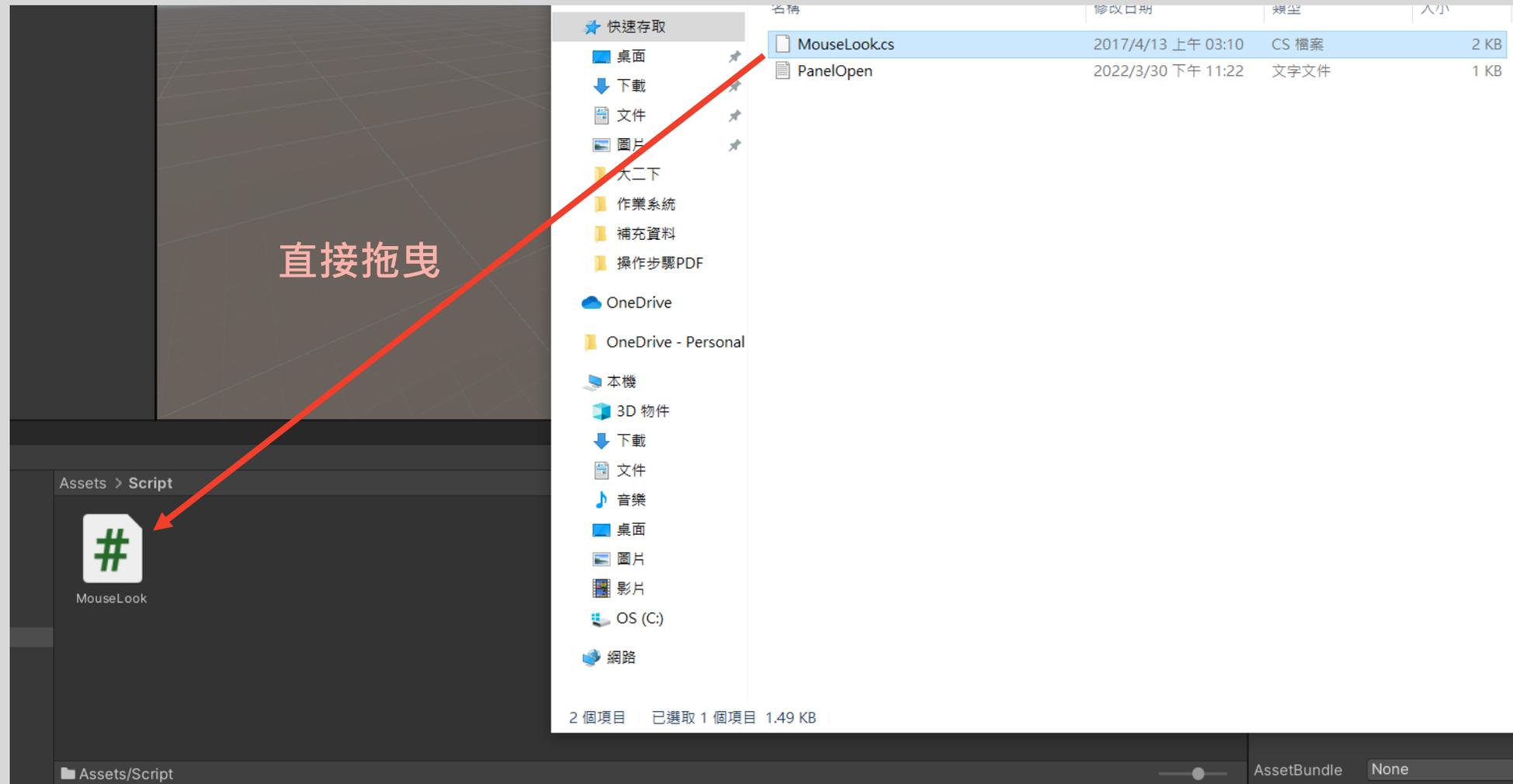


3.搜尋skybox  
並選擇

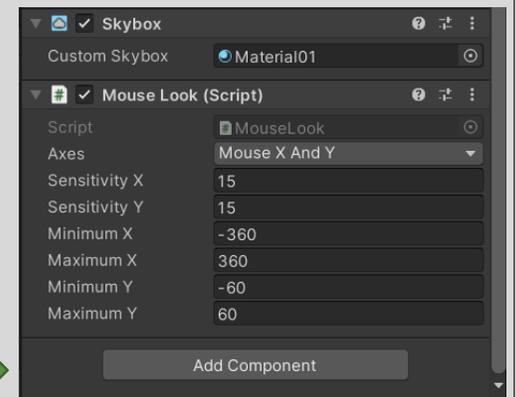
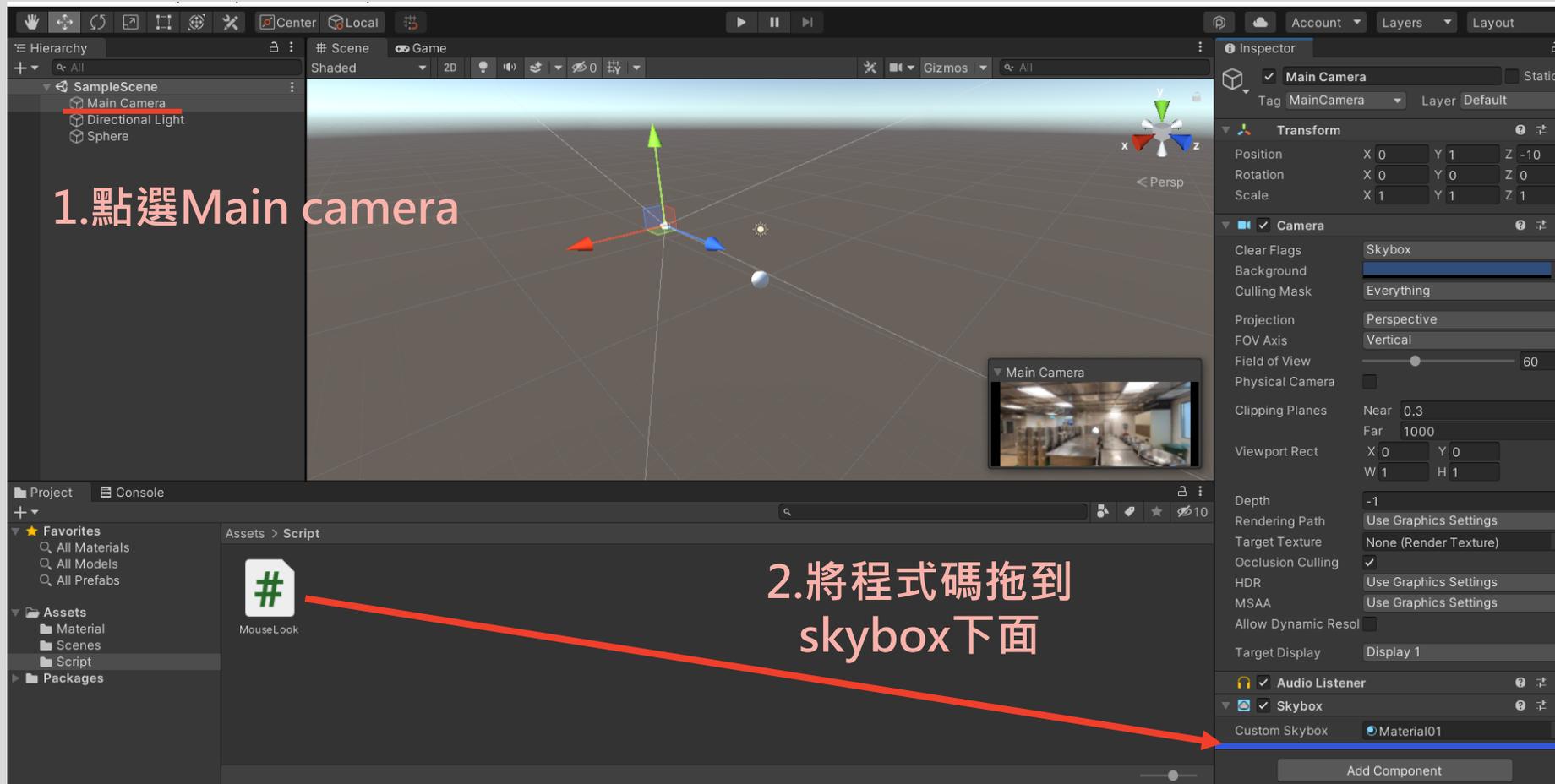
## 1.8 將設定好的材質球拖入main camera的skybox



## 1.9 將滑鼠操控的程式碼拖入(你可以額外新增資料夾放這些程式)



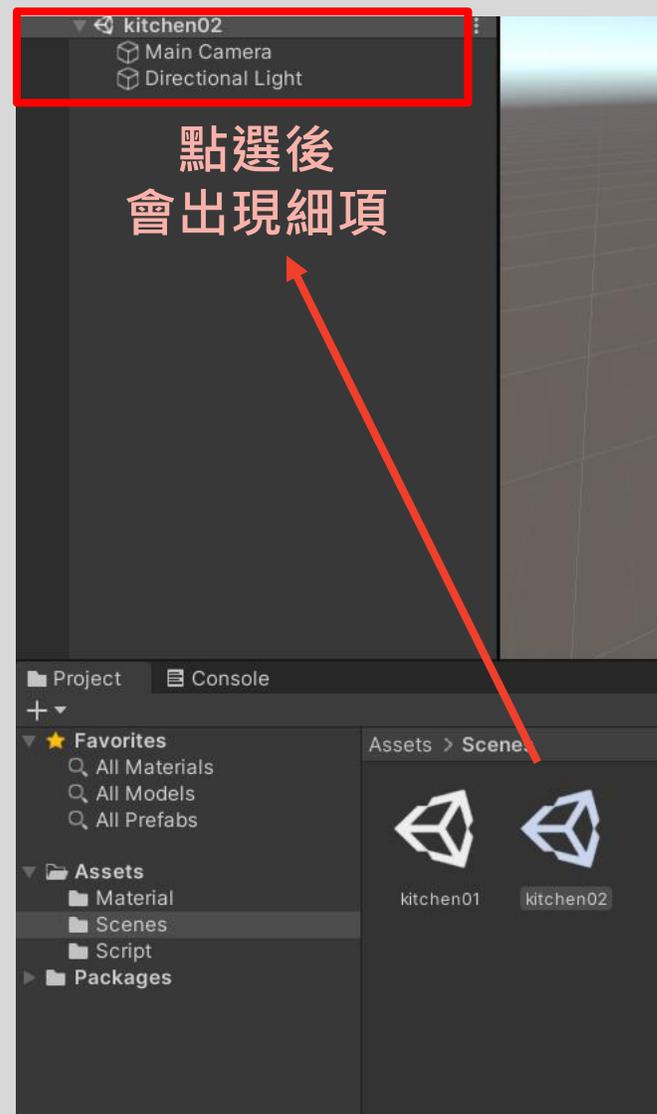
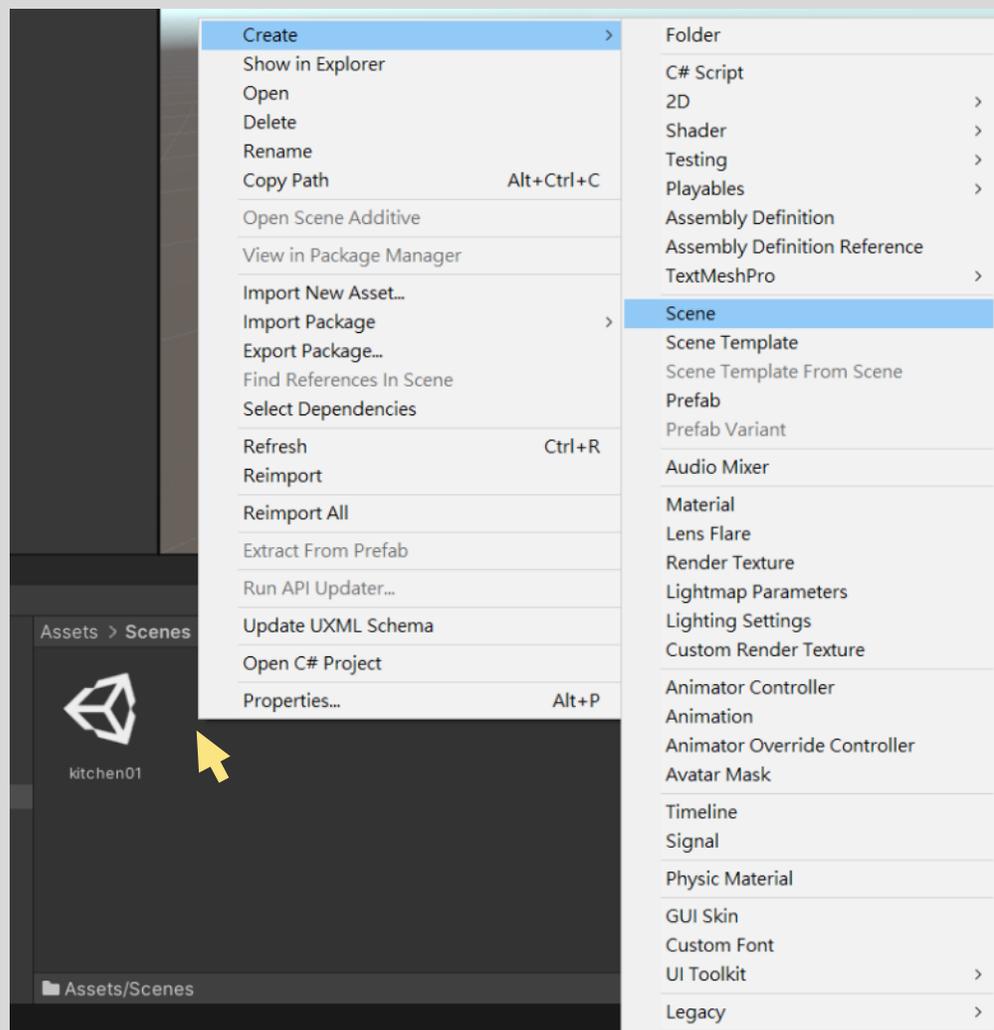
## 1.10 將程式碼拖入main camera的附加功能欄



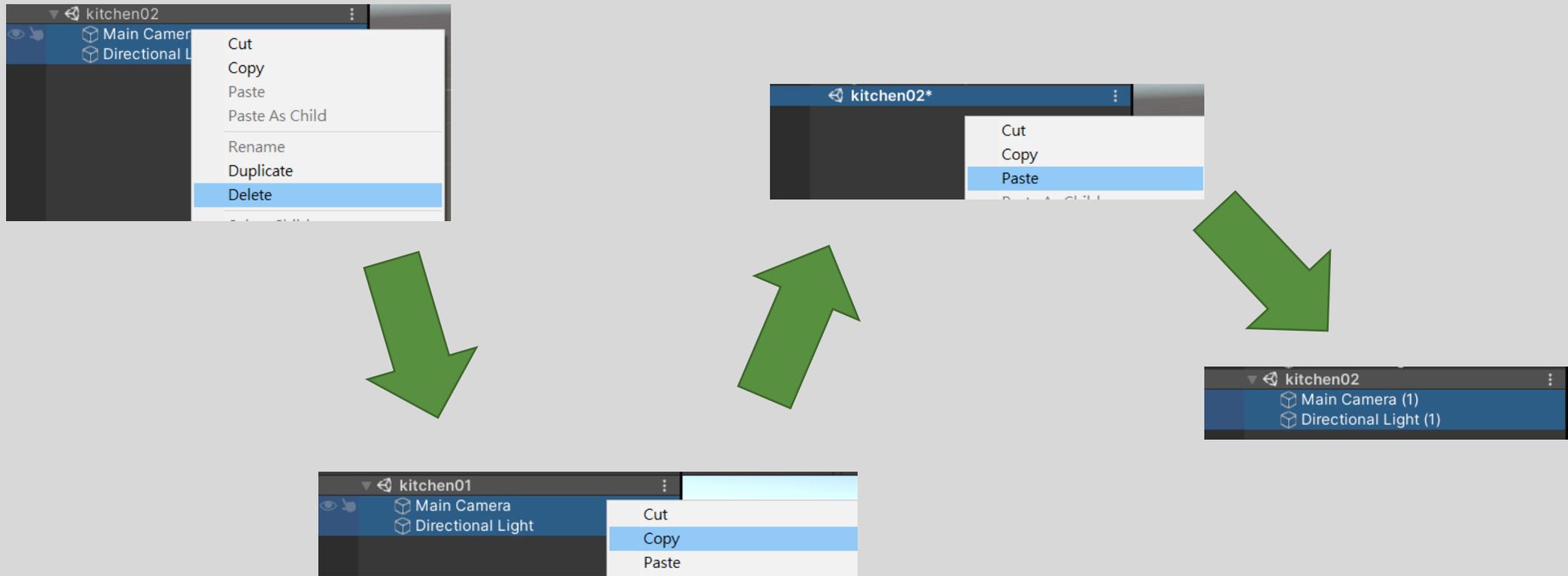


## 2. 場景切換

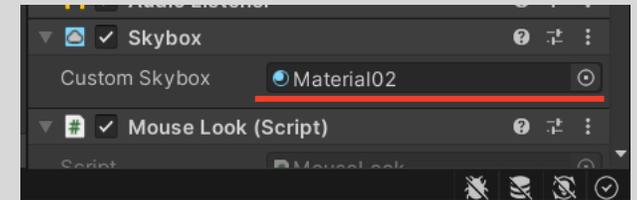
## 2.1 建立新場景



## 2.2 偷懶的方法~複製前一個場景的子項到新場景後再調整細項的設定



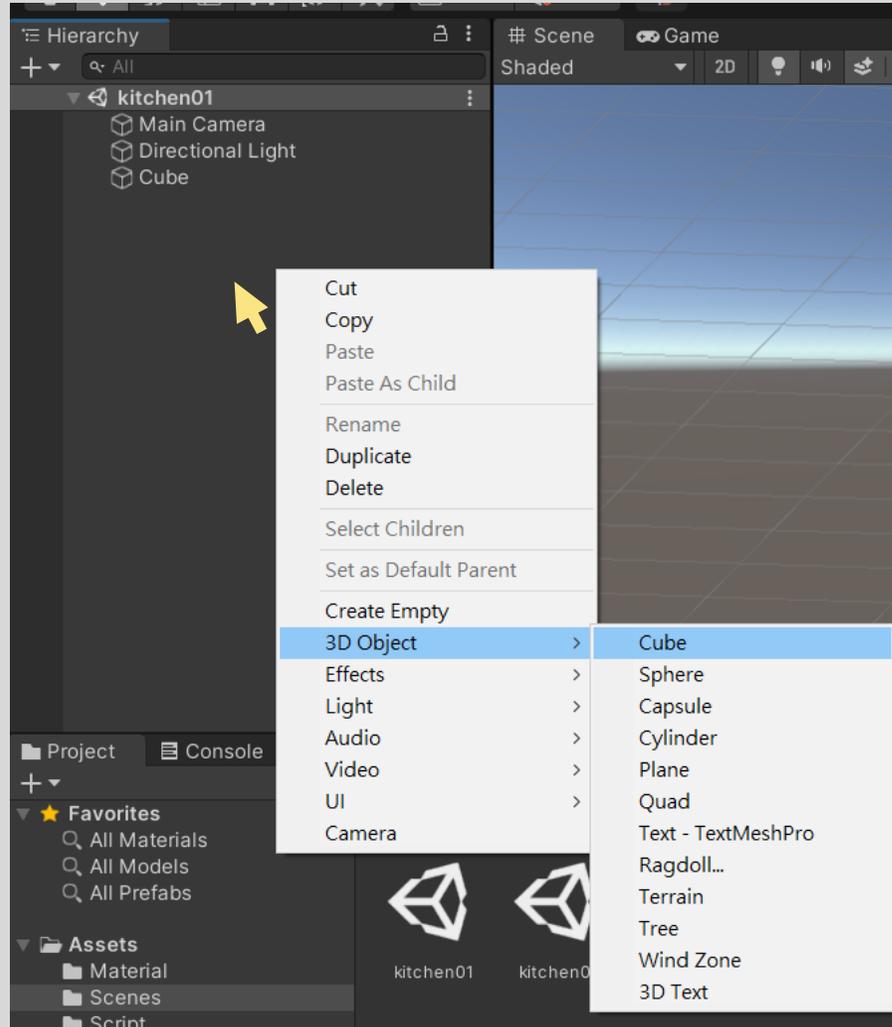
## 2.3 製作新場景的材質球並丟到新場景的Main Camera中



Tips: 記得 ctrl + s 儲存場景

## 2.4 建立物件並調整位置

**Tips: 不一定要立方體，想把什麼當按鈕就建立什麼東西**



拉動箭頭讓物件以該軸方向移動

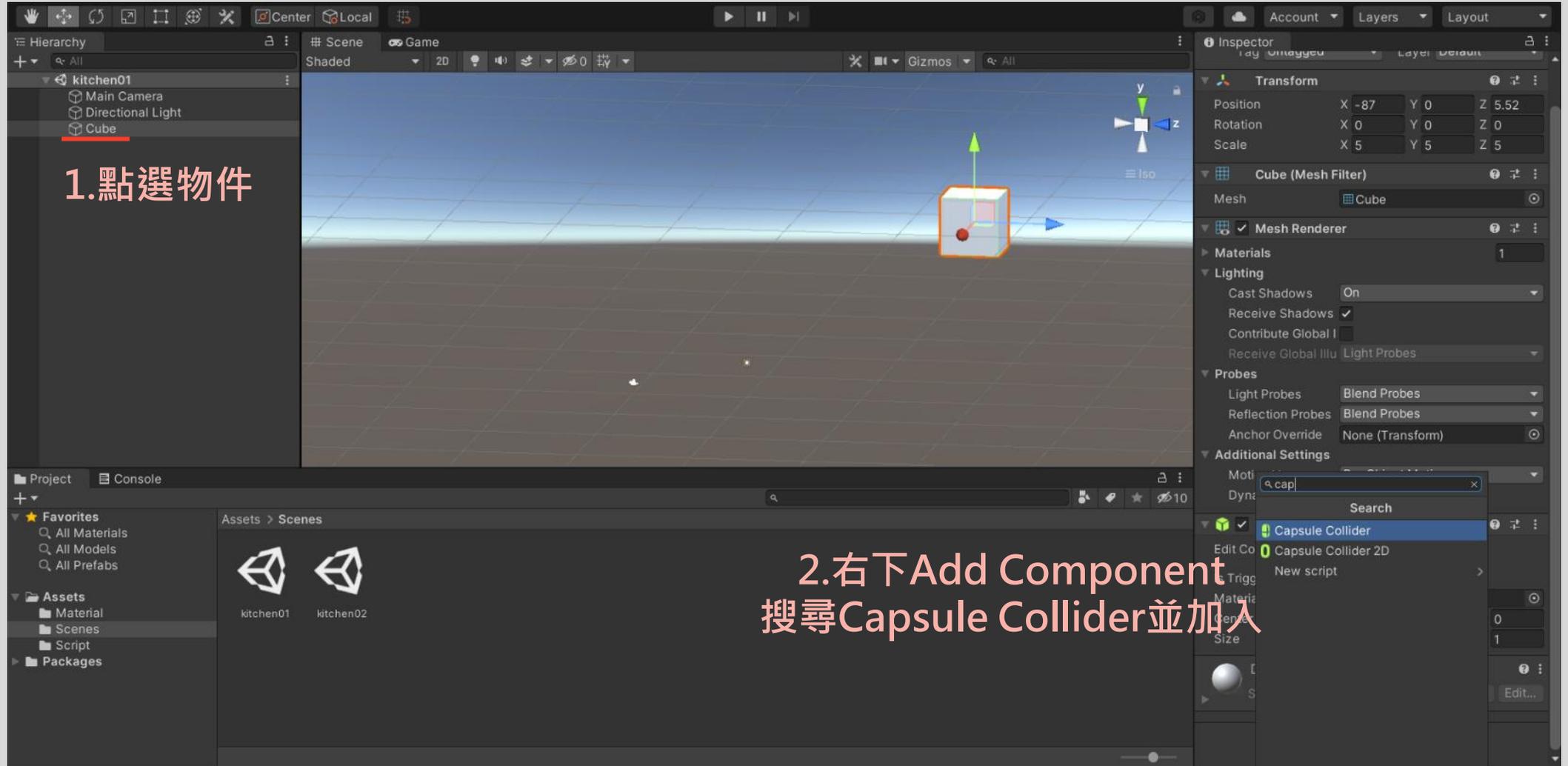
點選變更視角



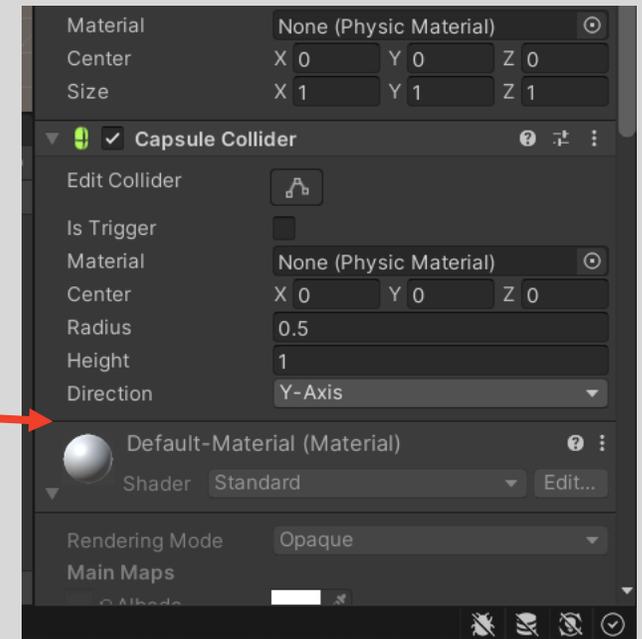
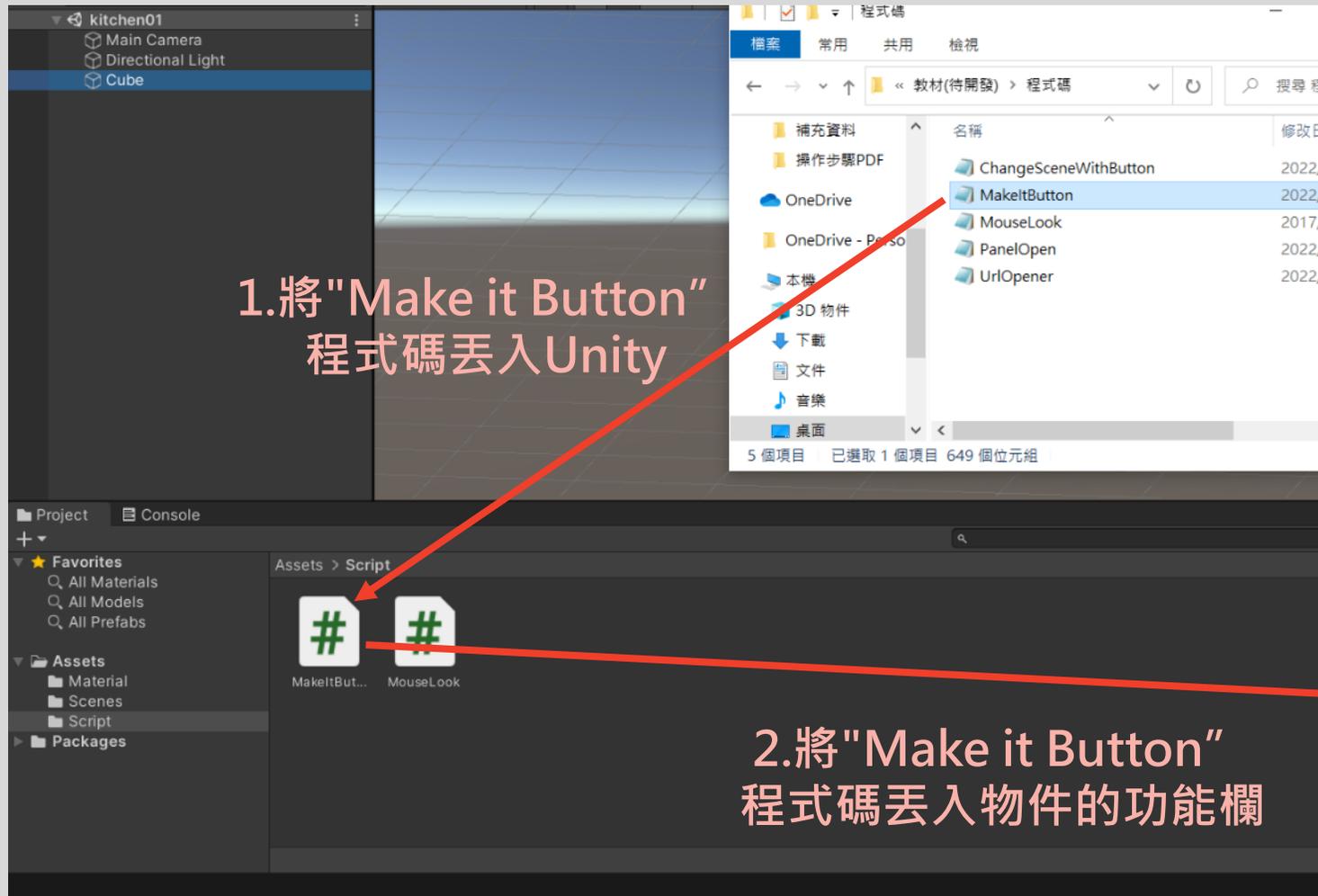
右鍵按住：變更視角  
中鍵按住：拉動畫面  
左鍵按住：框選物件

Position：調整位置  
Rotation：旋轉角度  
Scale：放大規模

## 2.5 觸發點程式加入物件功能

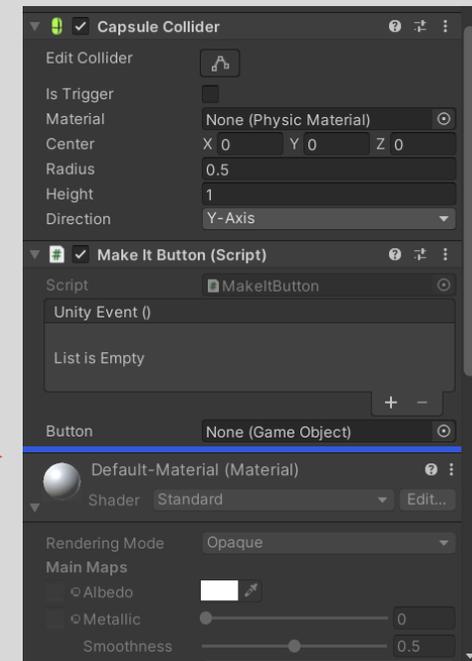
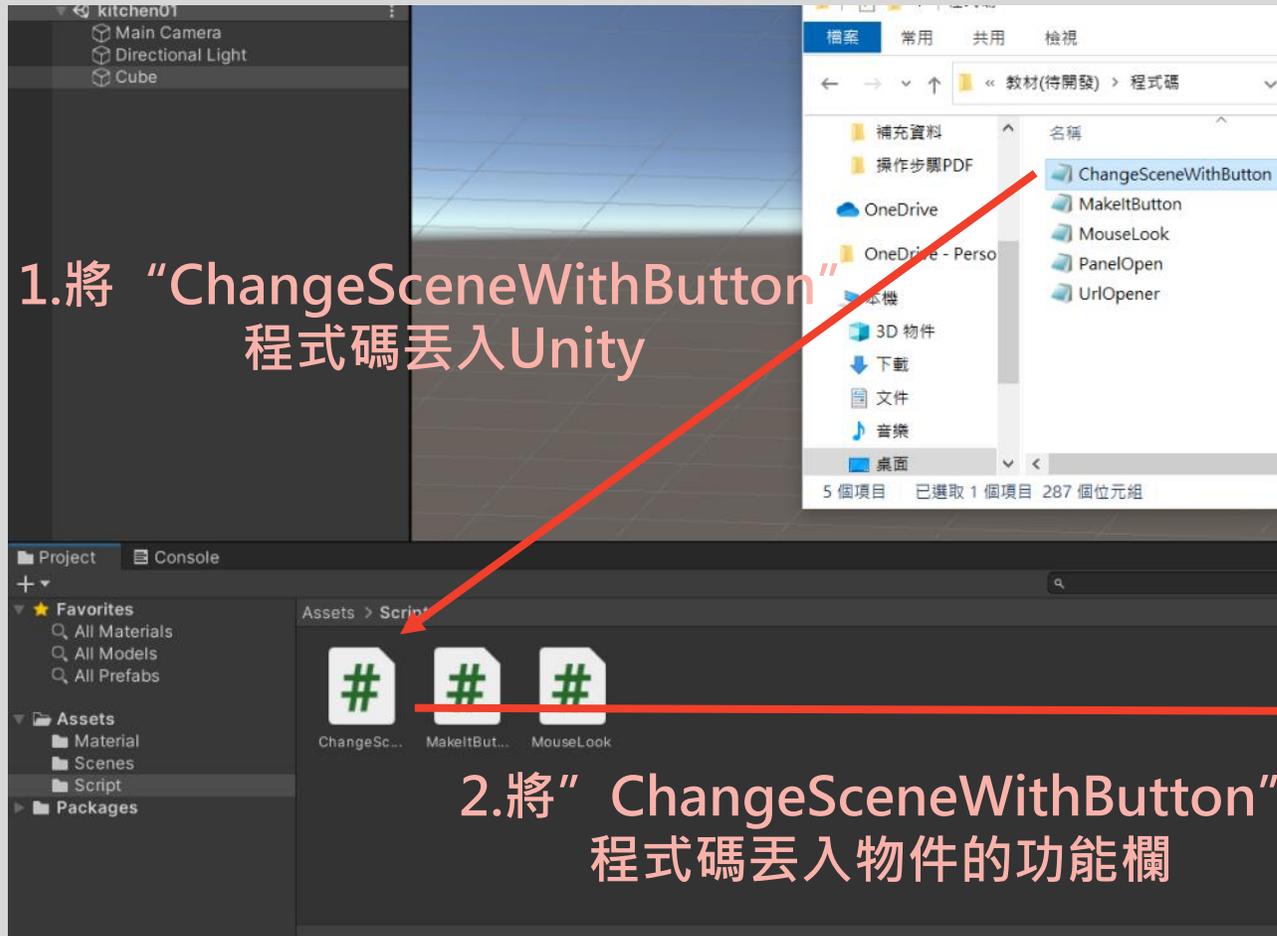


## 2.6 丟入程式碼讓物件變按鈕

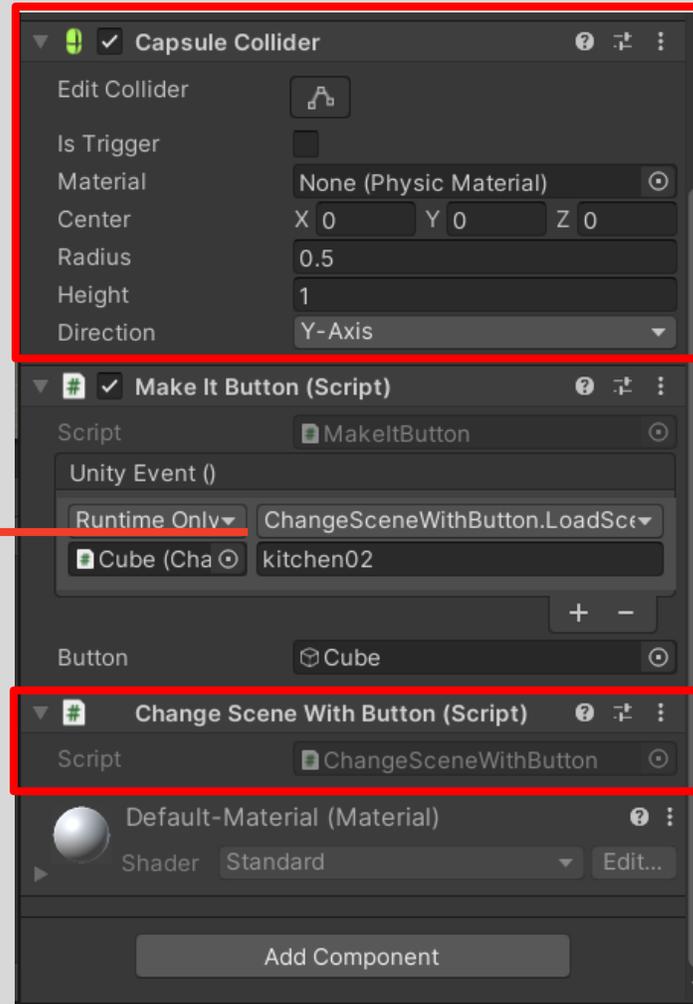


## 2.7 丟入變換場景程式碼

1. 將 "ChangeSceneWithButton"  
程式碼丟入Unity



## 2.8 完成程式碼設定並確認條件寫好(按順序執行)



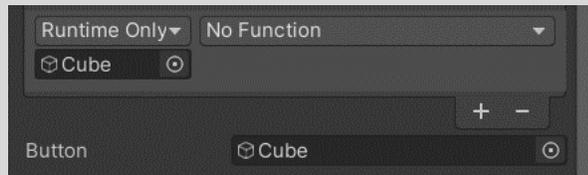
1. 確認已載入Capsule Collider

3. 設定為Runtime Only

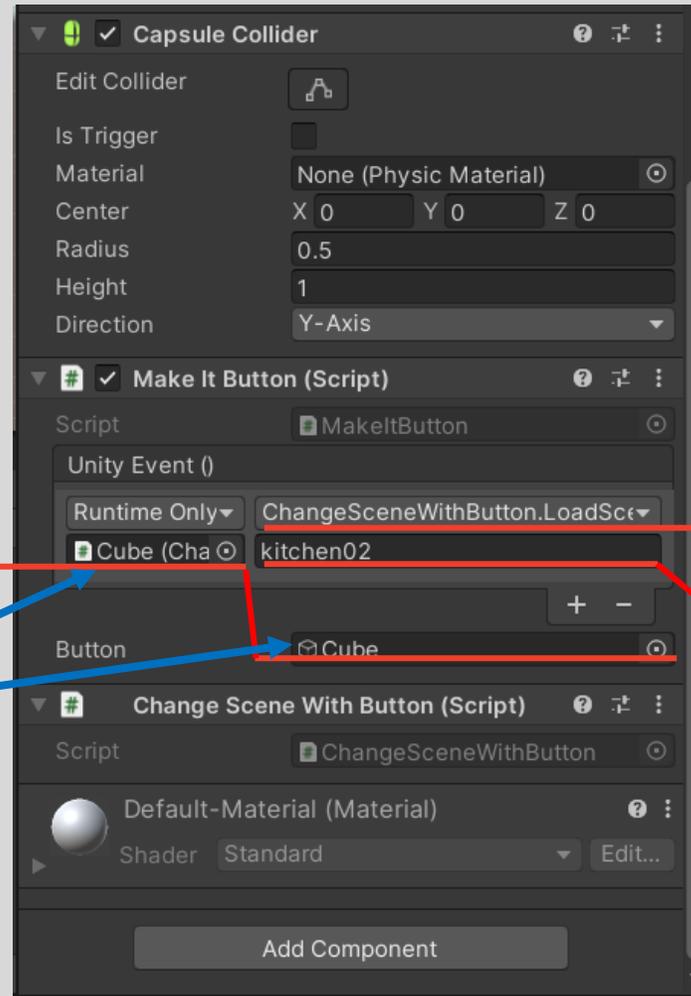
2. 確認已將變換場景程式碼丟入

## 2.8 完成程式碼設定並確認條件寫好(按順序執行)

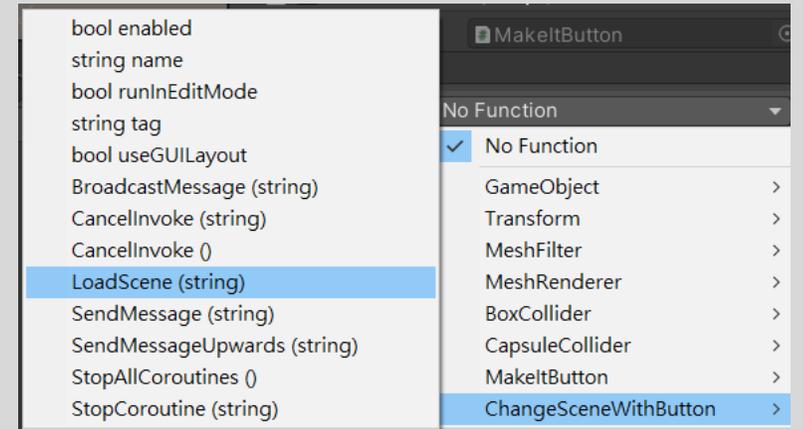
4.把物件拖曳到這兩處



拖曳完長這樣



5.如同上圖選擇切換目標函式



6.設定切換目標的場景名稱

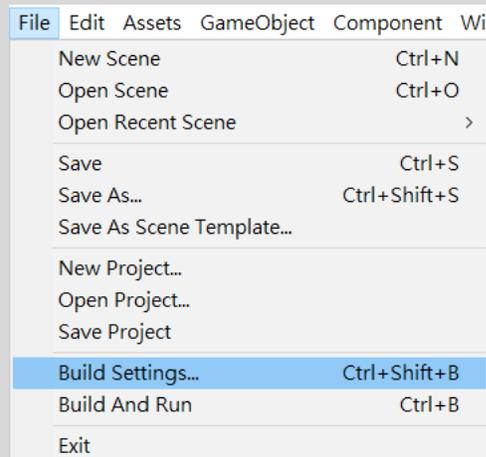


必須一模一樣!!!

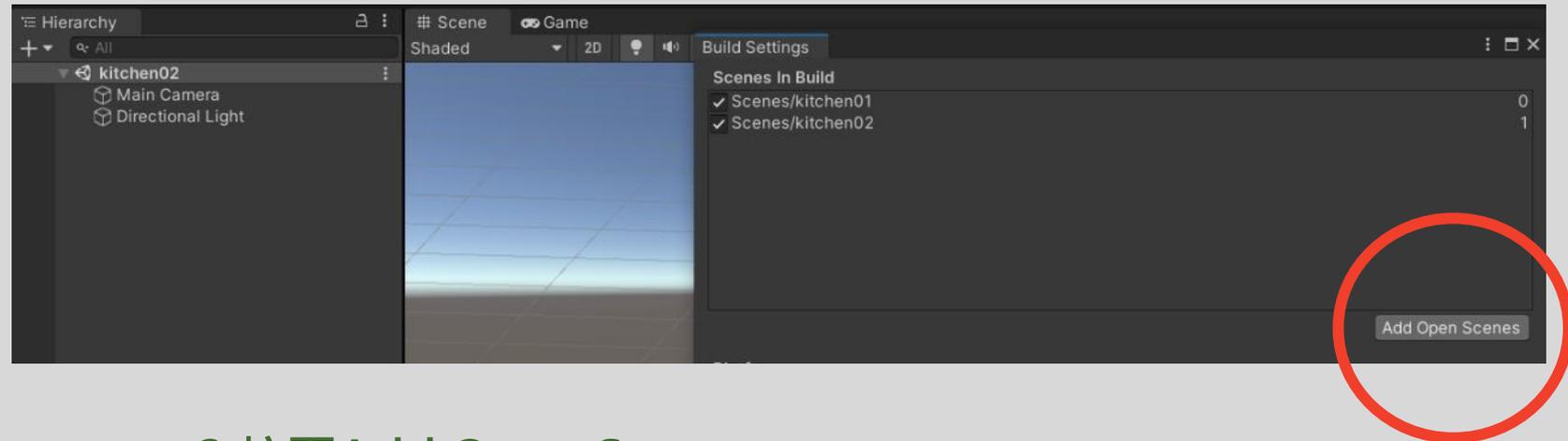
## 2.9 場景Build setting

! Scene 'kitchen02' couldn't be loaded because it has not been added to the build settings or the AssetBundle has not been loaded.

設定完仍無法在Runtime模式裡達到切換效果？若出現了這行就是還沒將場景setting!



1. File → Build Settings



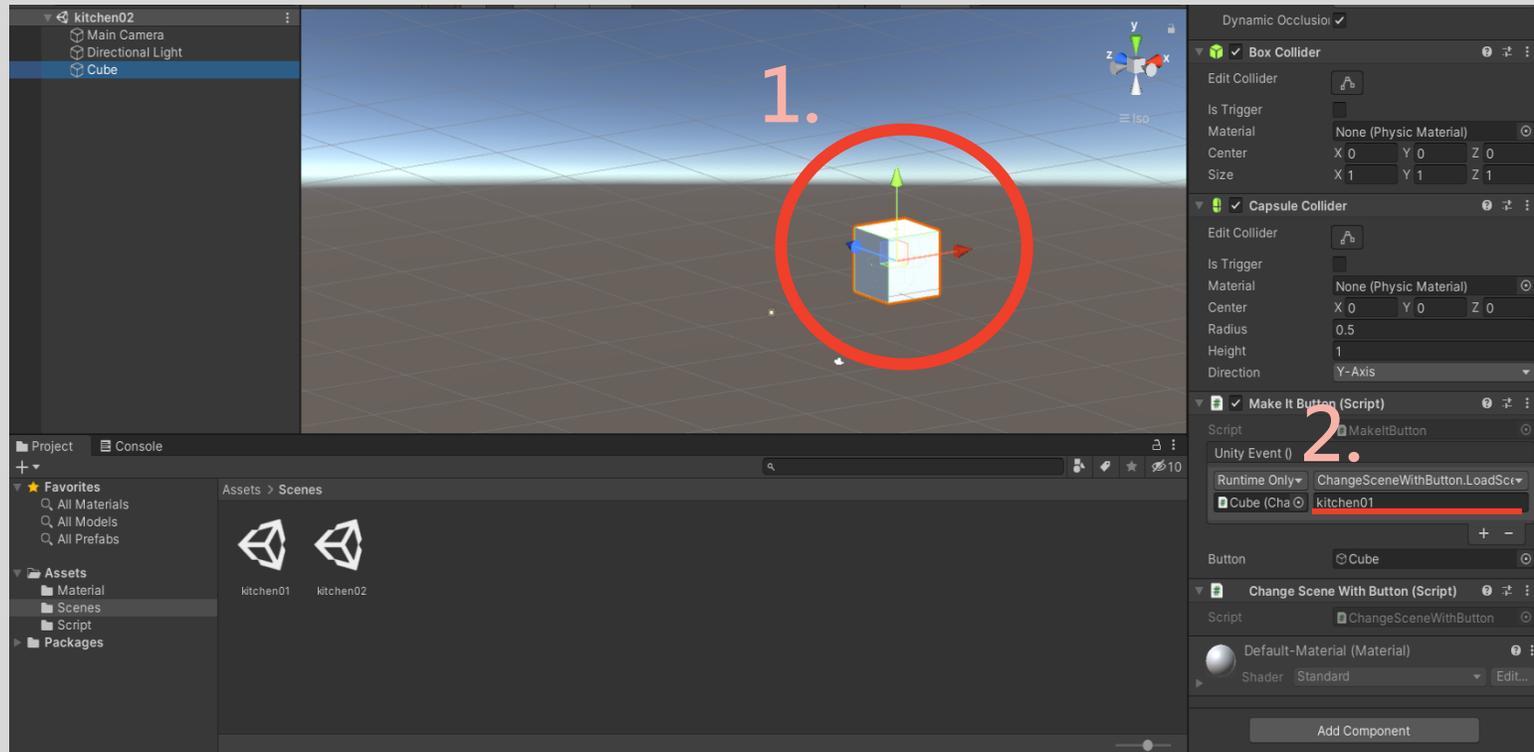
2. 按下Add Open Scenes

Tips: 他會設定好此時左側正在使用的場景  
請確保所有場景都有被setting到

現在你完成了由A場景到B場景的切換!!

## 2.10 完成從另一個場景回來的按鈕(參考2.4~2.9)

你可以照著步驟在場景2再做一次，但不建議  
因為也有偷懶(但很快)的方法就是複製你做好的物件到場景2，之後再調整細項



要調整的細項

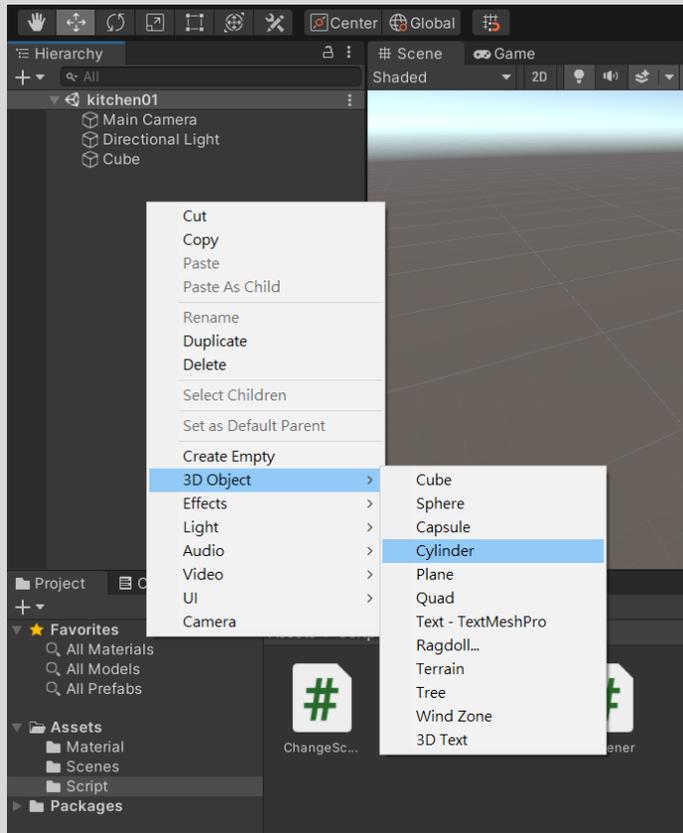
1. 物件的位置
2. 目標場景名稱

**Tips:** 隨時記得  
ctrl + s 儲存場景

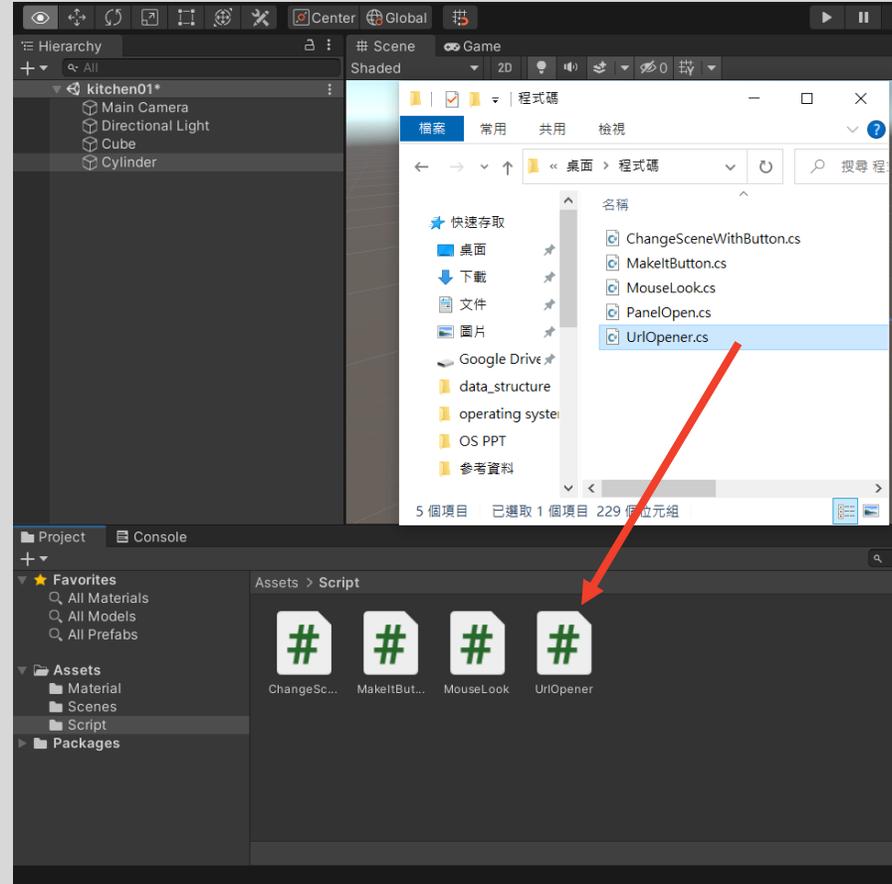


# 3. 呼叫網頁

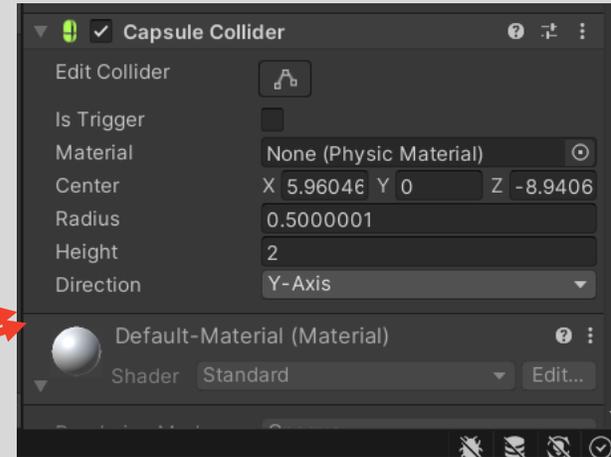
### 3.1 建立觸發物件並調整位置



### 3.2 丟入呼叫網頁程式碼



### 3.3 將所需程式碼拖入功能欄



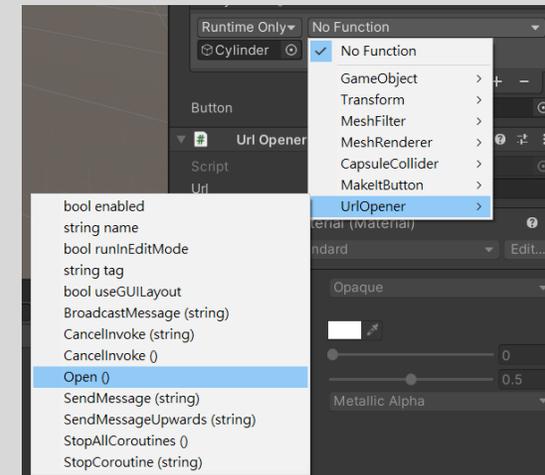
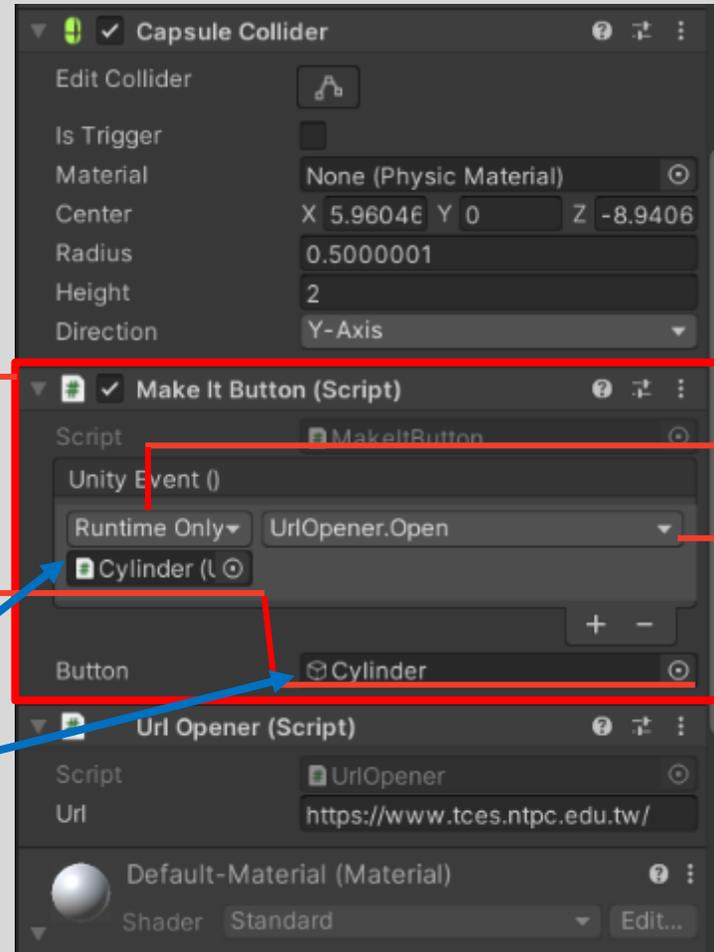
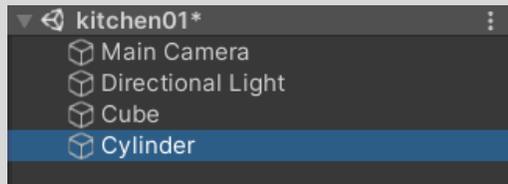
### 3.4 確認有完成程式碼設定

1. 確認已將MakeItButton丟入

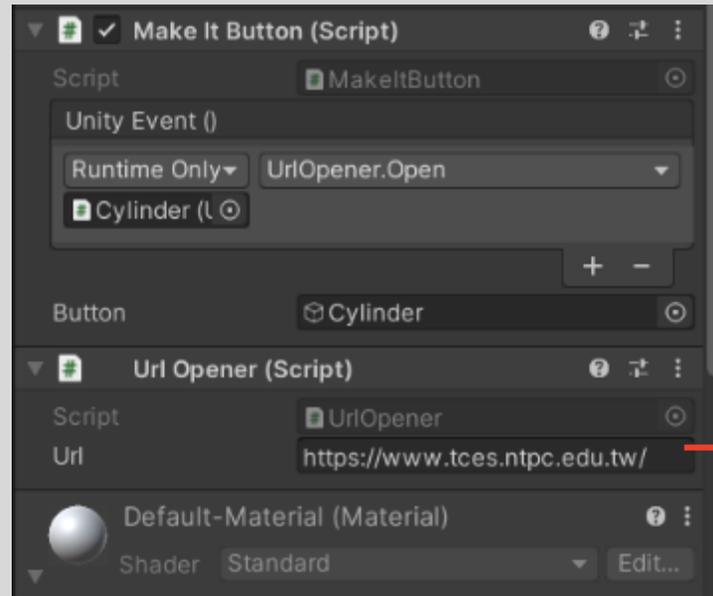
3. 把物件拖曳到這兩處

2. 設定為Runtime Only

4. 如同下圖選擇切換目標函式



### 3.4 確認有完成程式碼設定

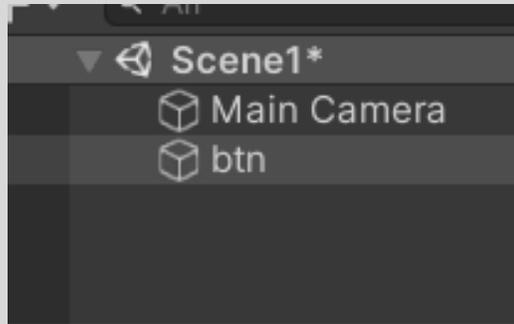


5.確認已將要呼叫的網址丟入

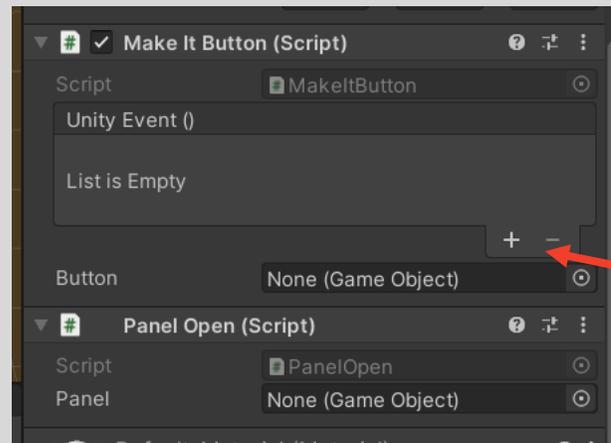


# 4. 用panel叫出圖片和影片

#### 4.1 建立cube並改名為btn (用來顯示/隱藏其他物件)

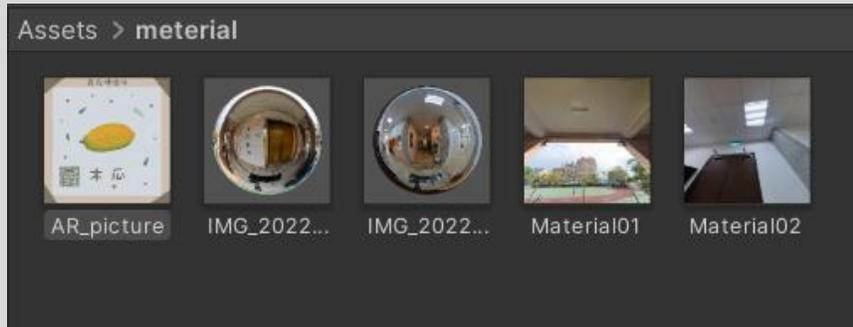


#### 4.2 丟入makeItButton及 panelOpen

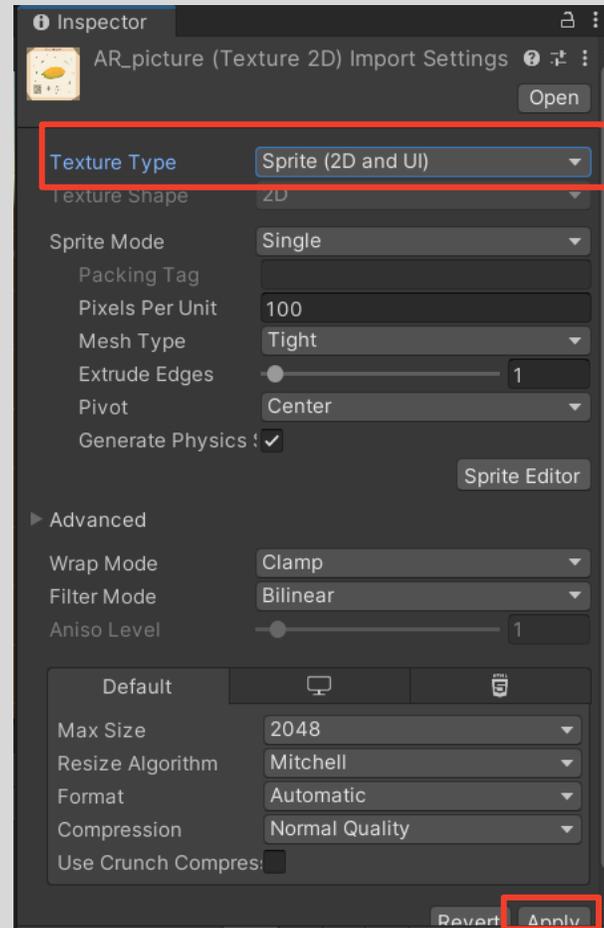


4.3 按下+

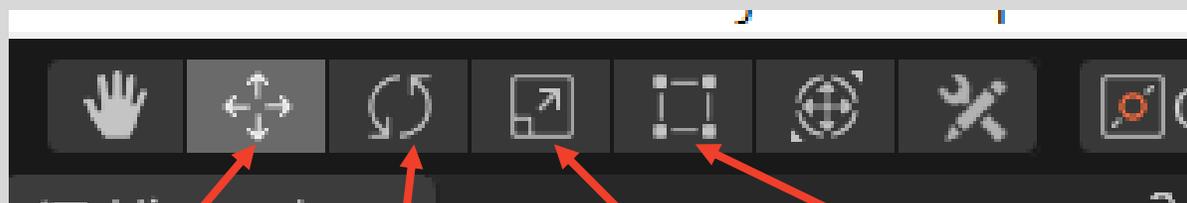
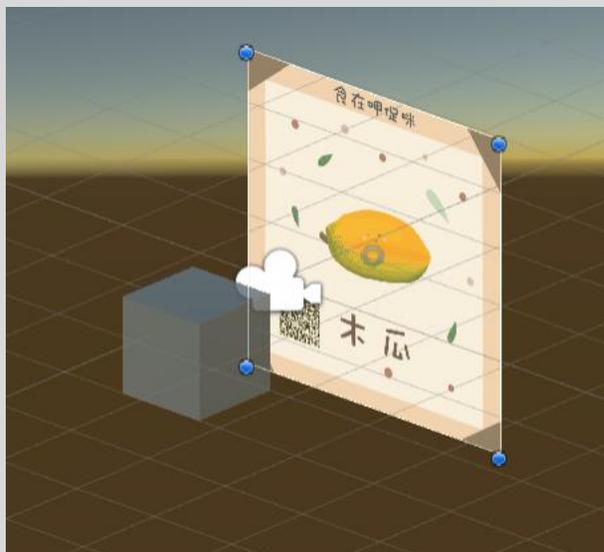
#### 4.4 拖入要被觸發的圖片



#### 4.5 點圖片跑出下方這個 改texture type 成下面這個 然後按下apply



## 4.6 將圖片往上拖並調整大小及位置



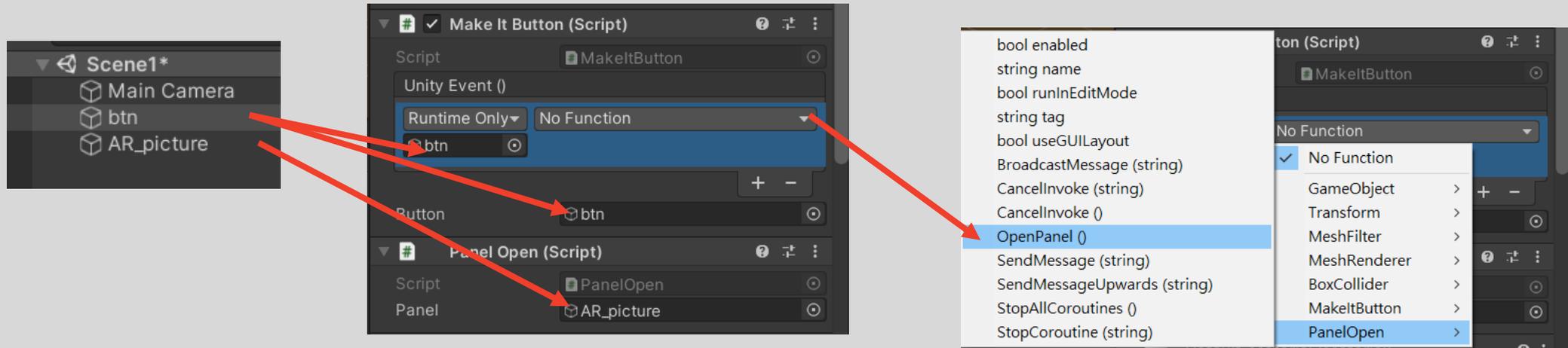
移動

旋轉

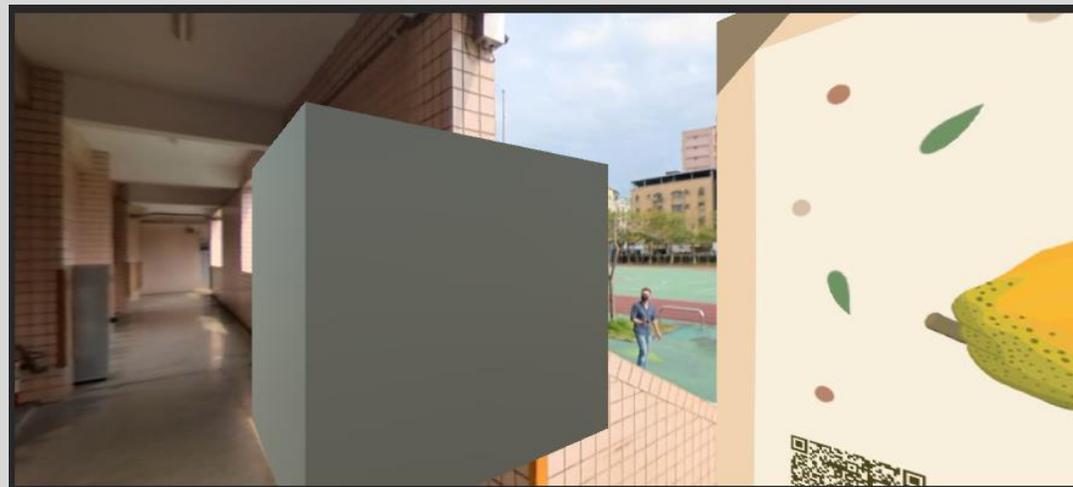
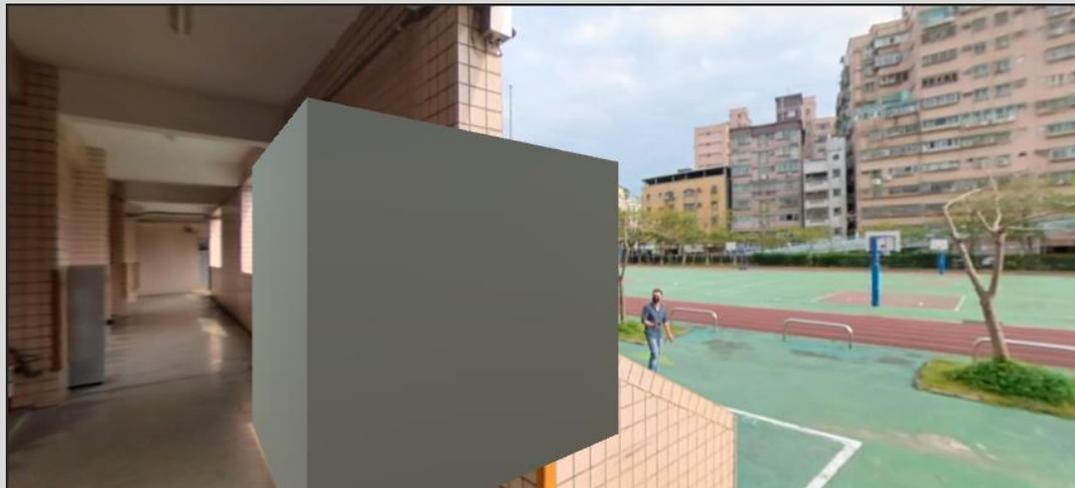
單軸縮放

斜角縮放

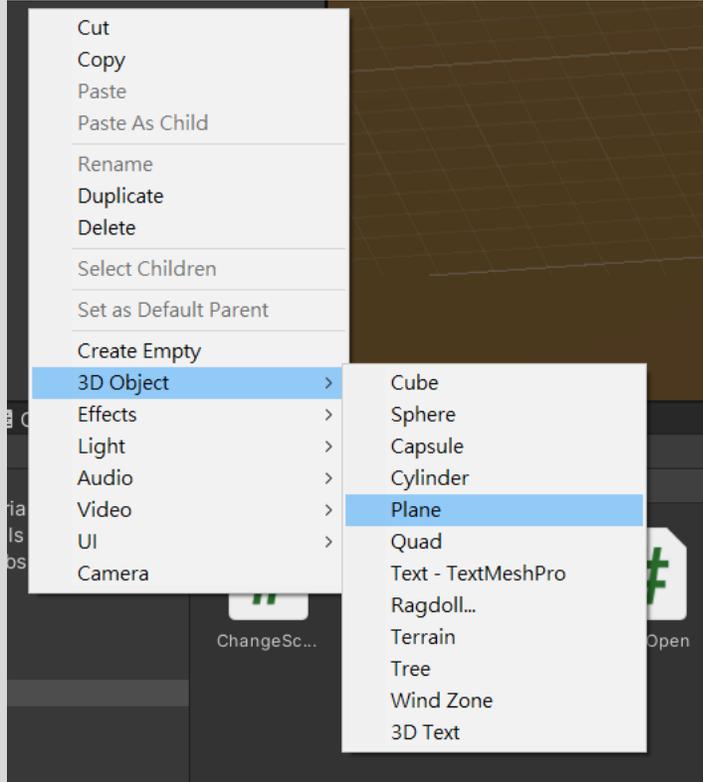
## 4.7 選btn並在scripts內拖入 btn及圖片



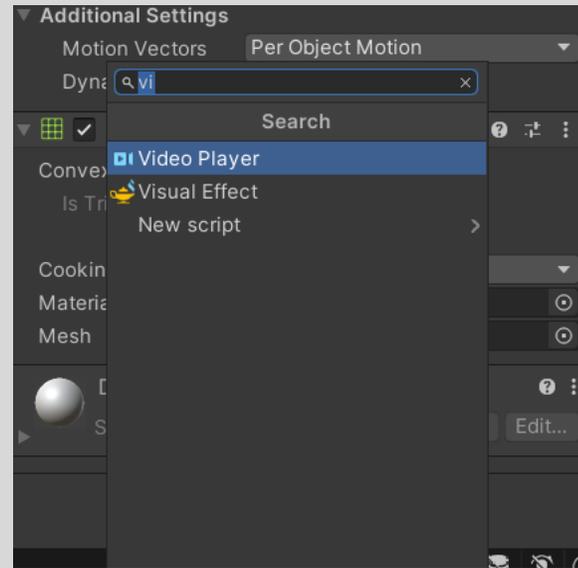
按鈕就完成啦



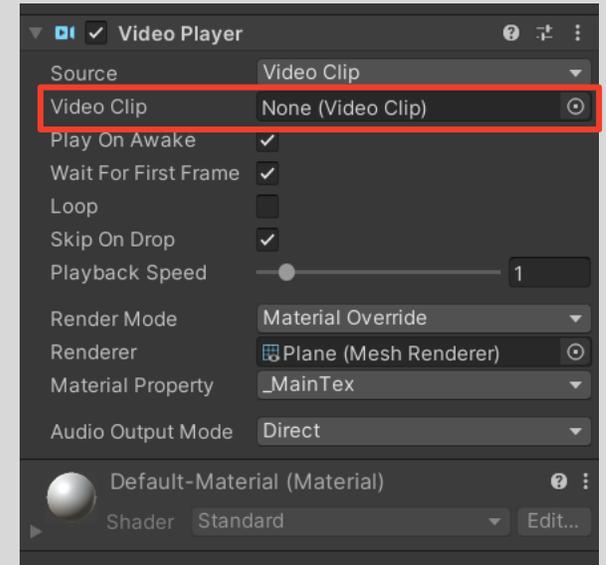
## 4.8 先建立出一個plane



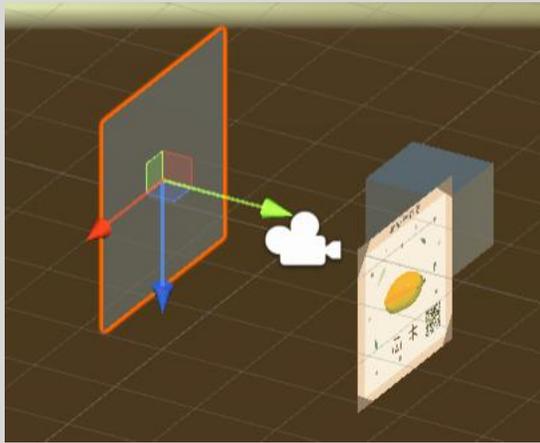
## 4.9 選取plane在右邊add component>video player



## 4.10 將素材拖到video clip



## 4.11 將平面移至適當的位置



## 4.12 建立Sphere並命名為 btn2

## 4.13 拖入兩個script和物件

## 4.14 選取panel open

