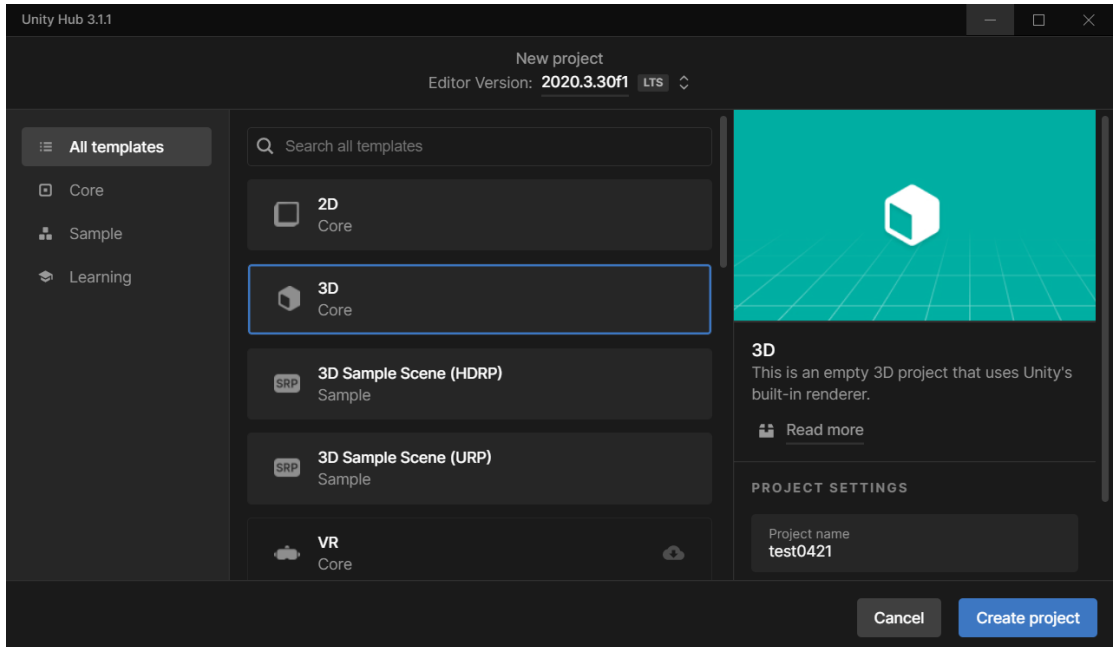


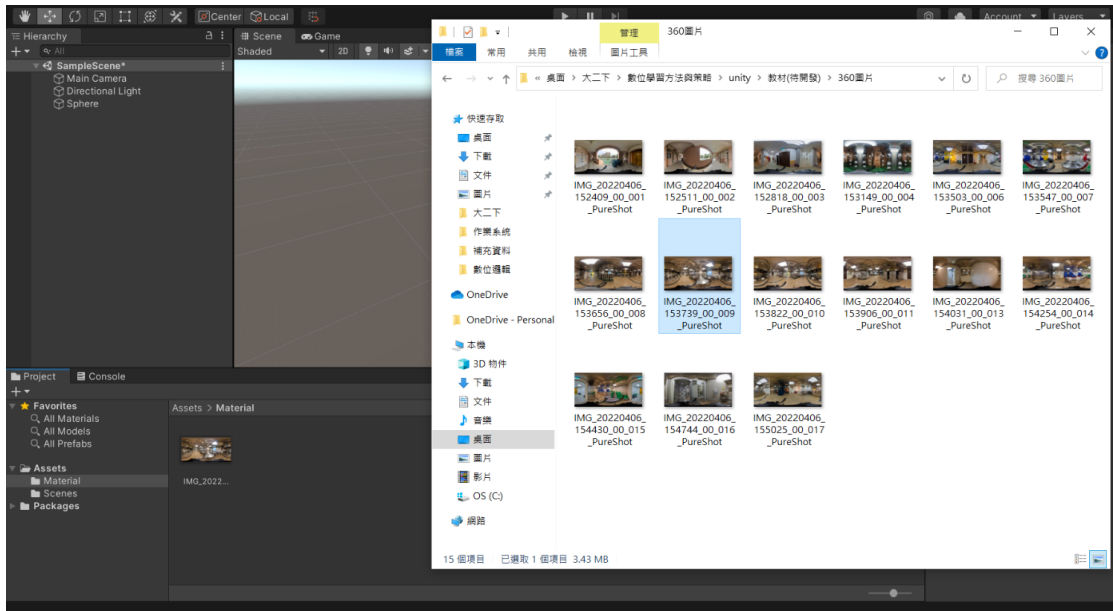
操作記錄

一、建立 VR360 場景

Step1. 選擇 3D 核心 -> 設定專案名字 -> Create project

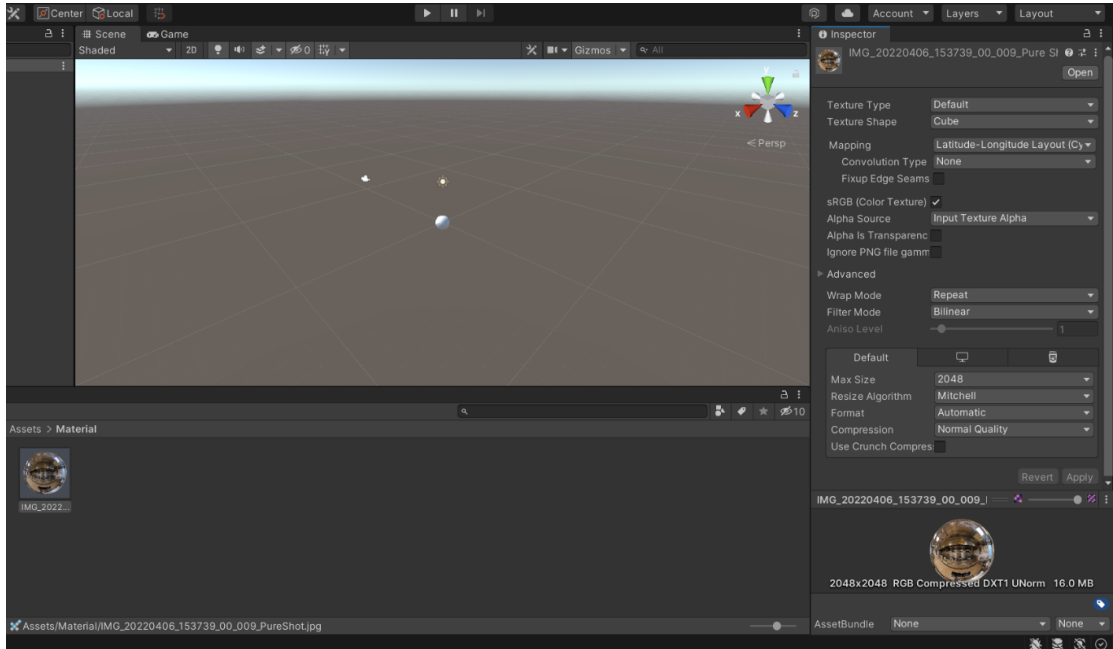


Step2. 拖入圖片（可以建新資料夾來放這些素材，如圖中的<Material>）

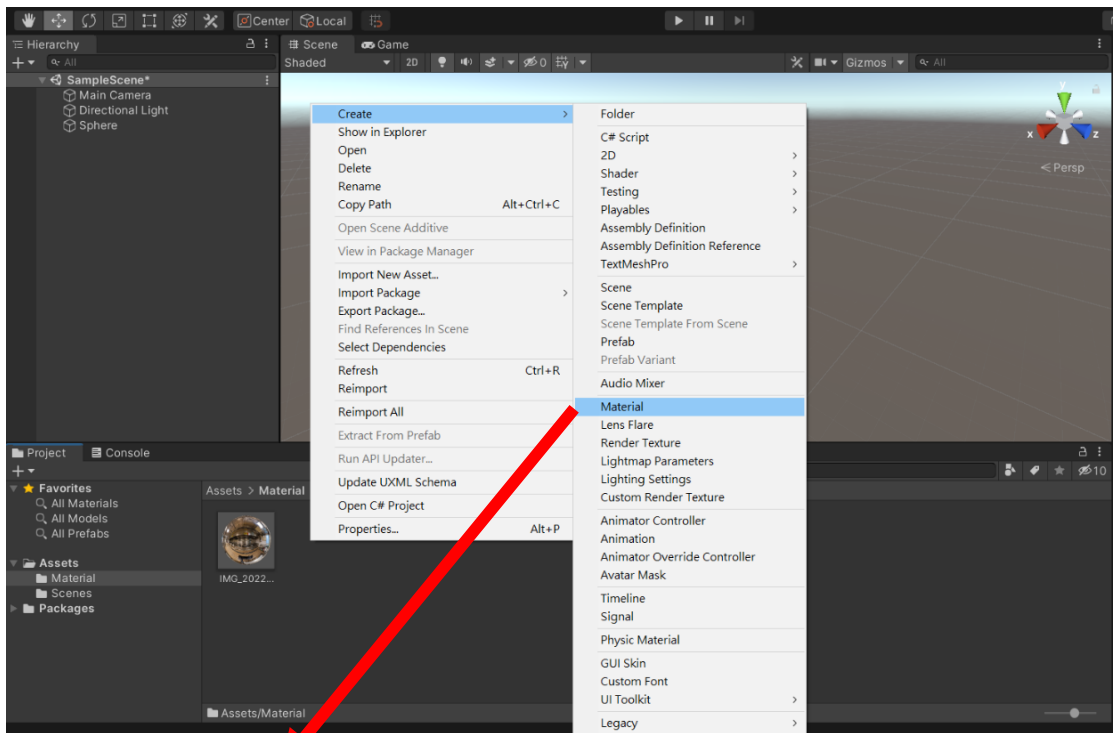


Step3. 點選圖片，在右側屬性欄完成以下設定

1. Texture Shape -> Cube (之後便會出現 Mapping 選項)
2. Mapping -> Latitude - Longitude -> Layout (Cylindrical)
3. Apply



Step4. 下方資料夾內右鍵 -> Create -> Material



New Material

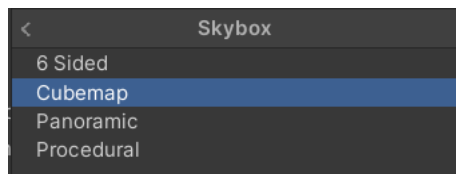
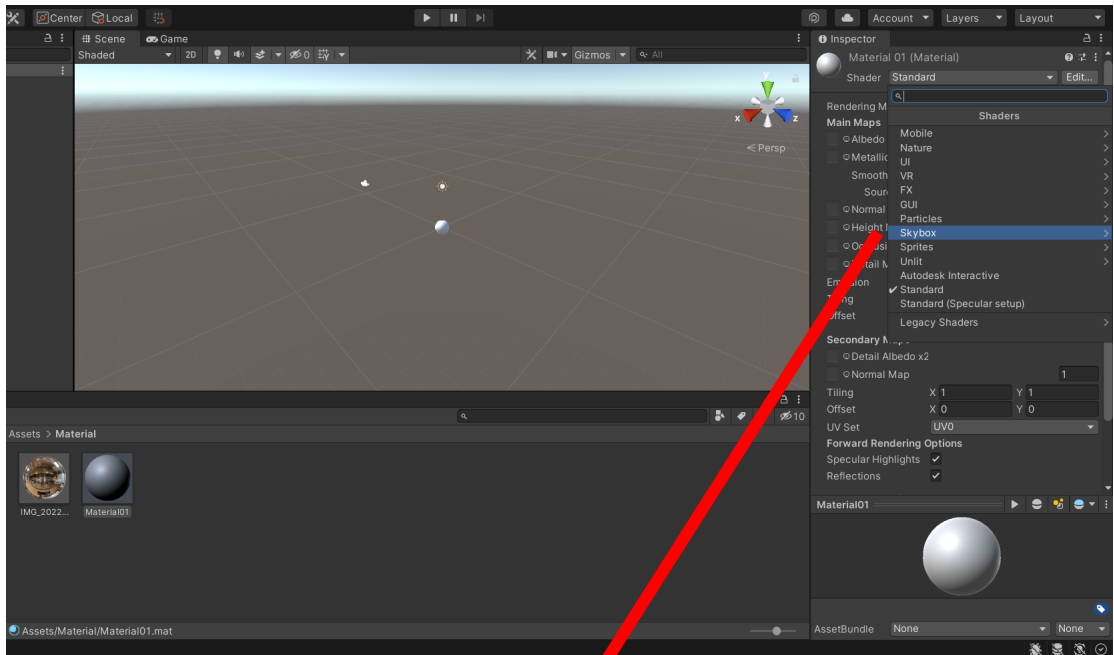


Material01

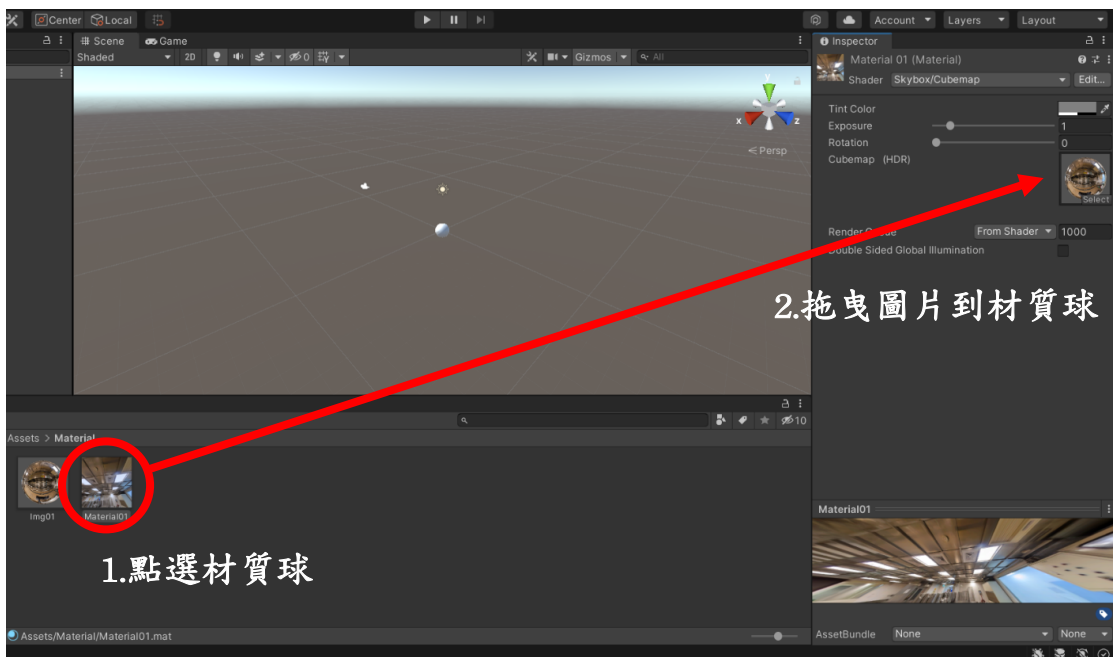
(你可以為其更名方便後續辨識)

Step5. 點選 Material，在右側屬性欄完成天空盒設定

1. Shader -> Skybox -> Cubemap



Step6. 將剛剛設定好的圖片丟入材質球



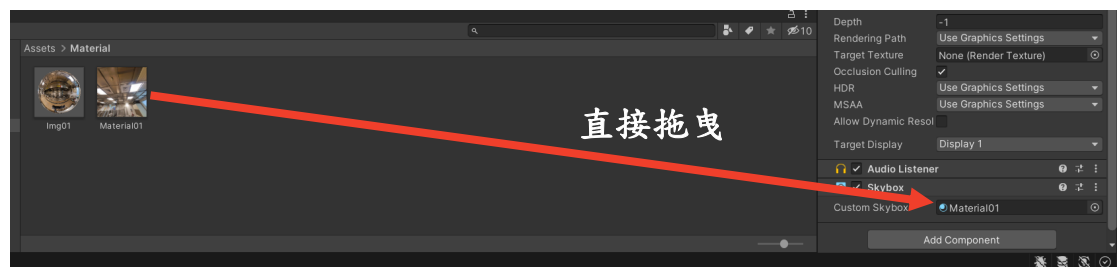
1. 點選材質球

2. 拖曳圖片到材質球

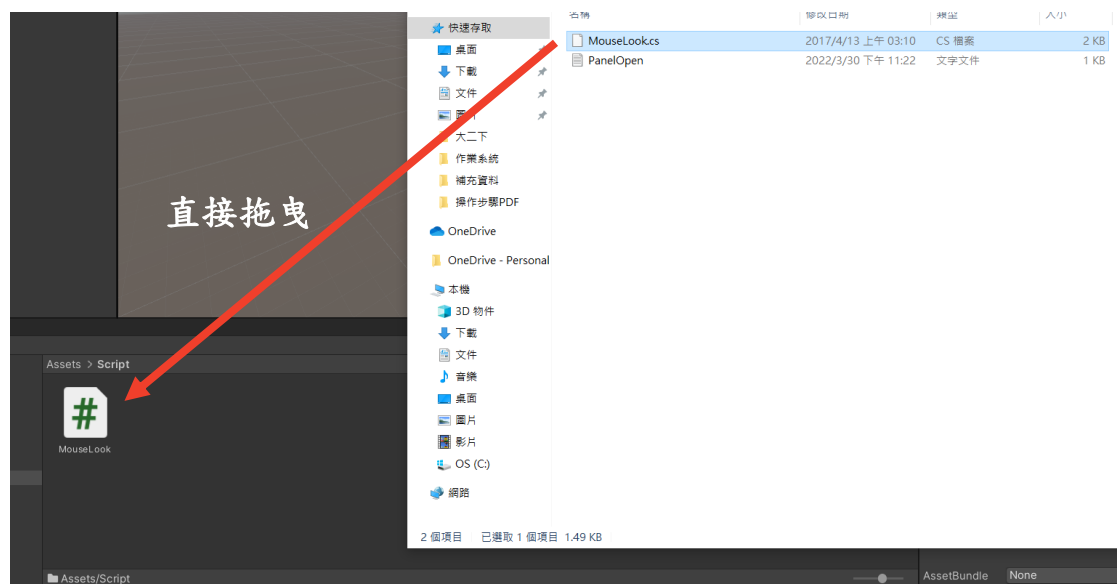
Step7. 設定 Main Camera 為天空盒



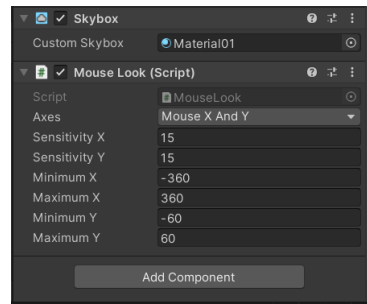
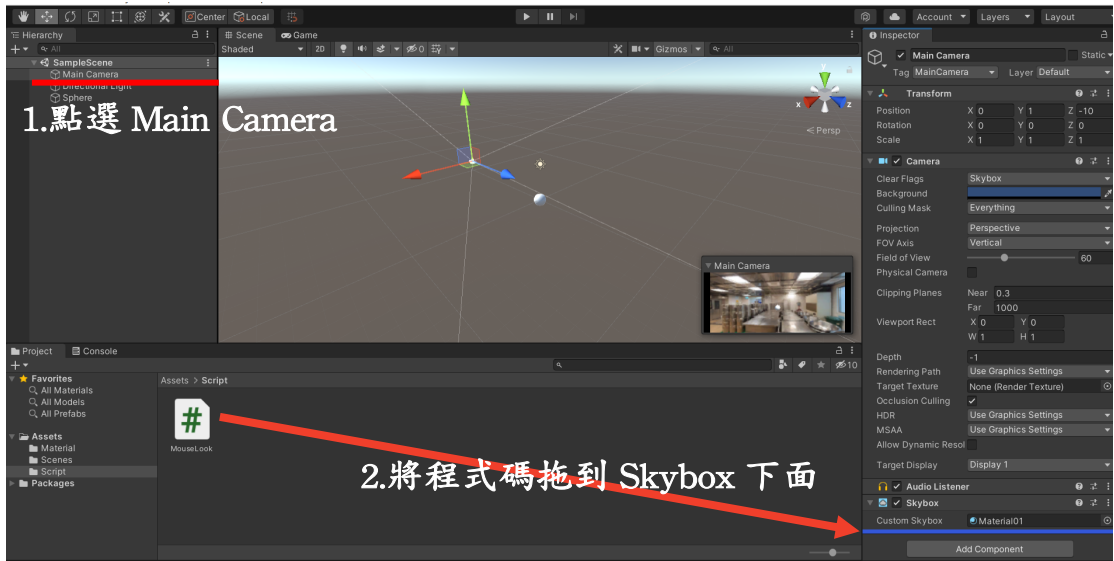
Step8. 將設定好的材質球拖入 Main Camera 的 Skybox



Step9. 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)

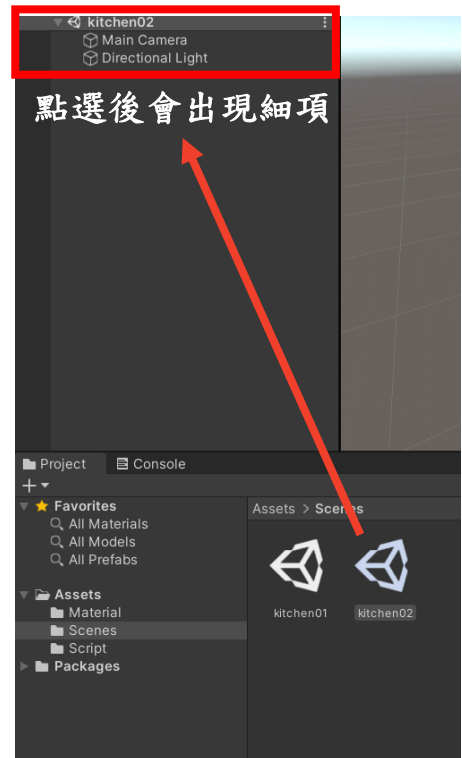
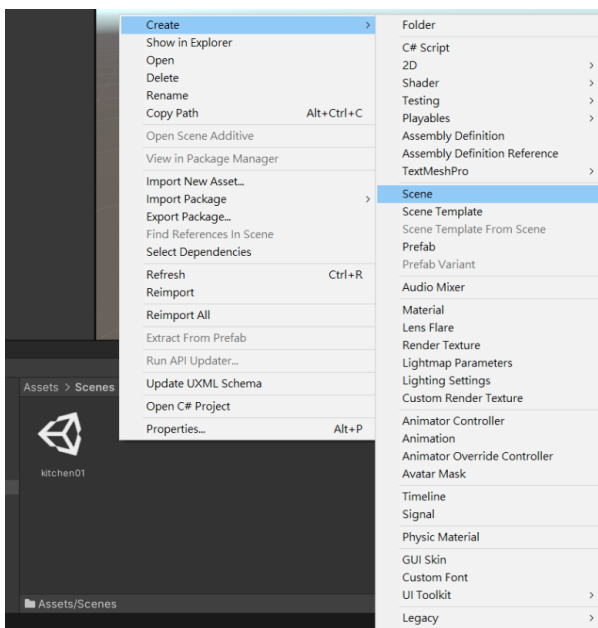


Step10. 將程式碼拖入 Main Camera 的附加功能欄

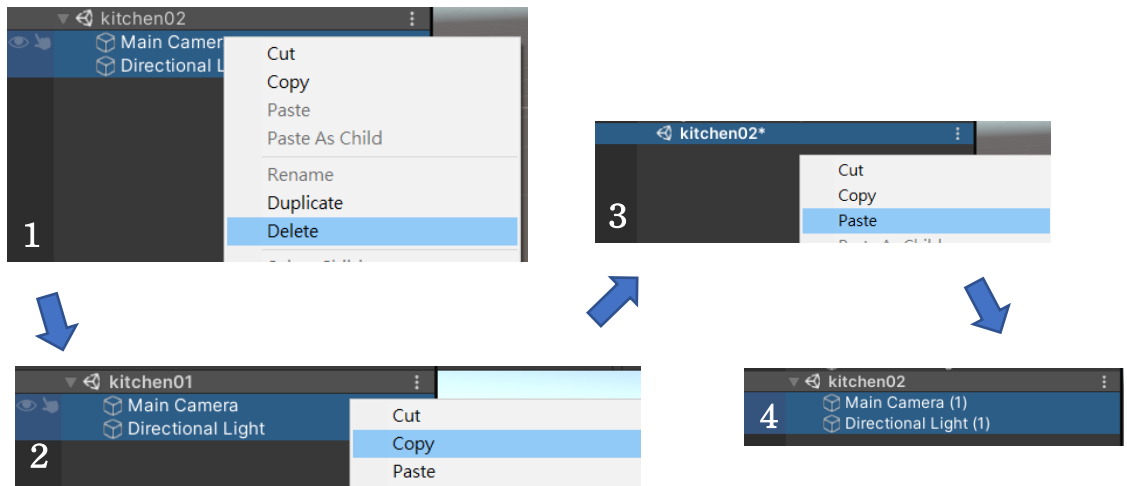


二、場景切換

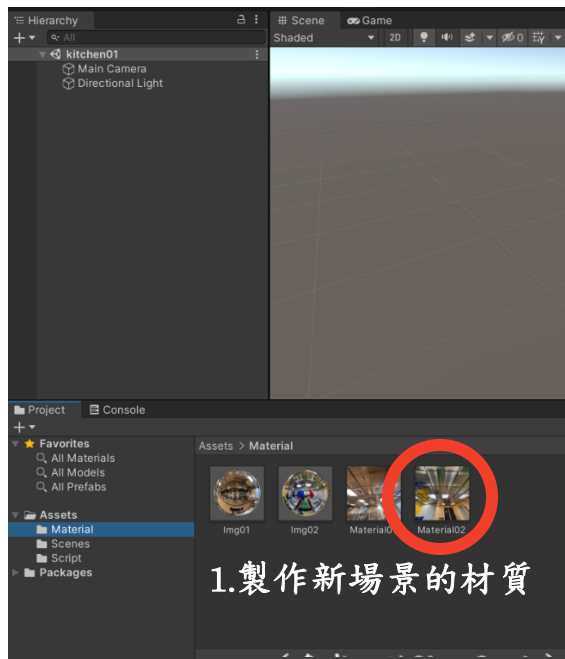
Step1. 建立新場景



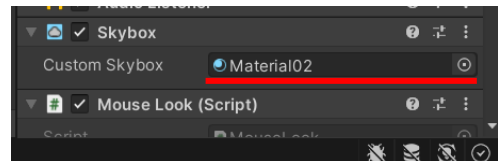
Step2. 複製前一個場景的子項到新場景後再調整細項的設定 (偷吃步)



Step3. 製作新場景的材質球並丟到新場景的 Main Camera 中

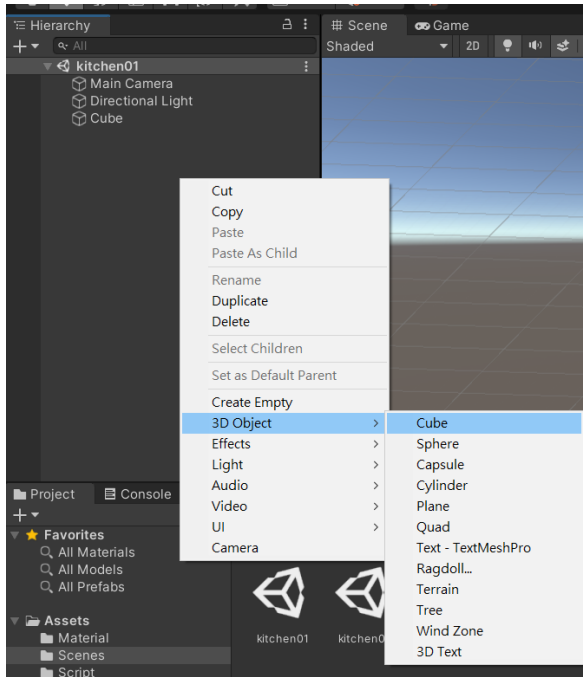


(記得 ctrl + s 儲存場景)



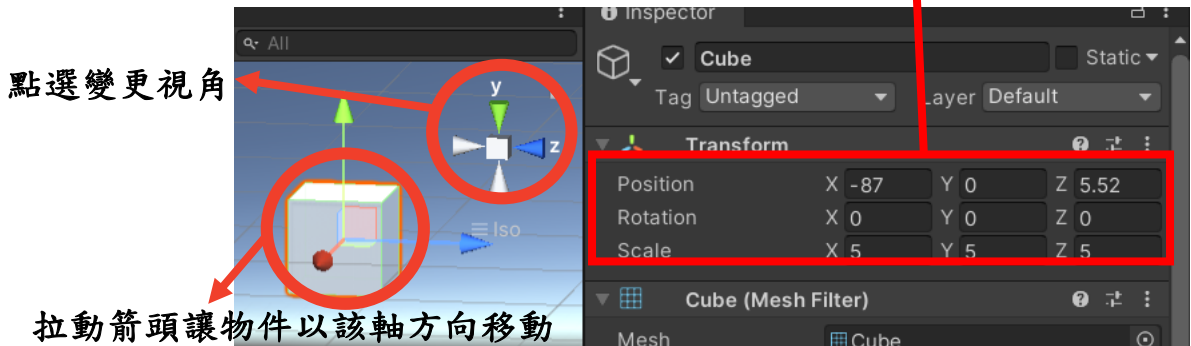
Step4. 建立物件並調整位置

(不一定要立方體，想把什麼當按鈕就建立什麼東西)

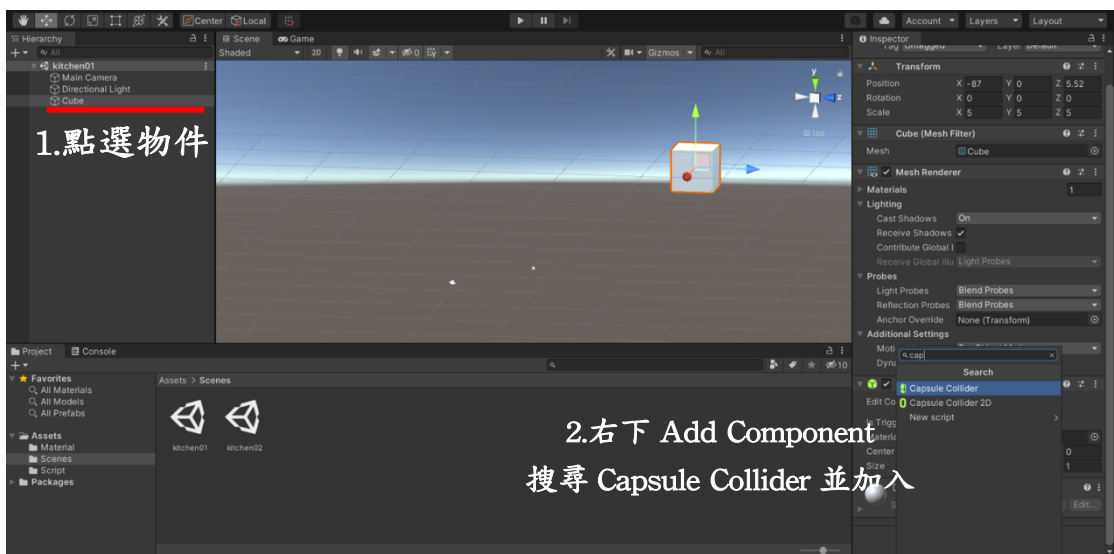


Tips
 右鍵按住：變更視角
 中鍵按住：拉動畫面
 左鍵按住：框選物件

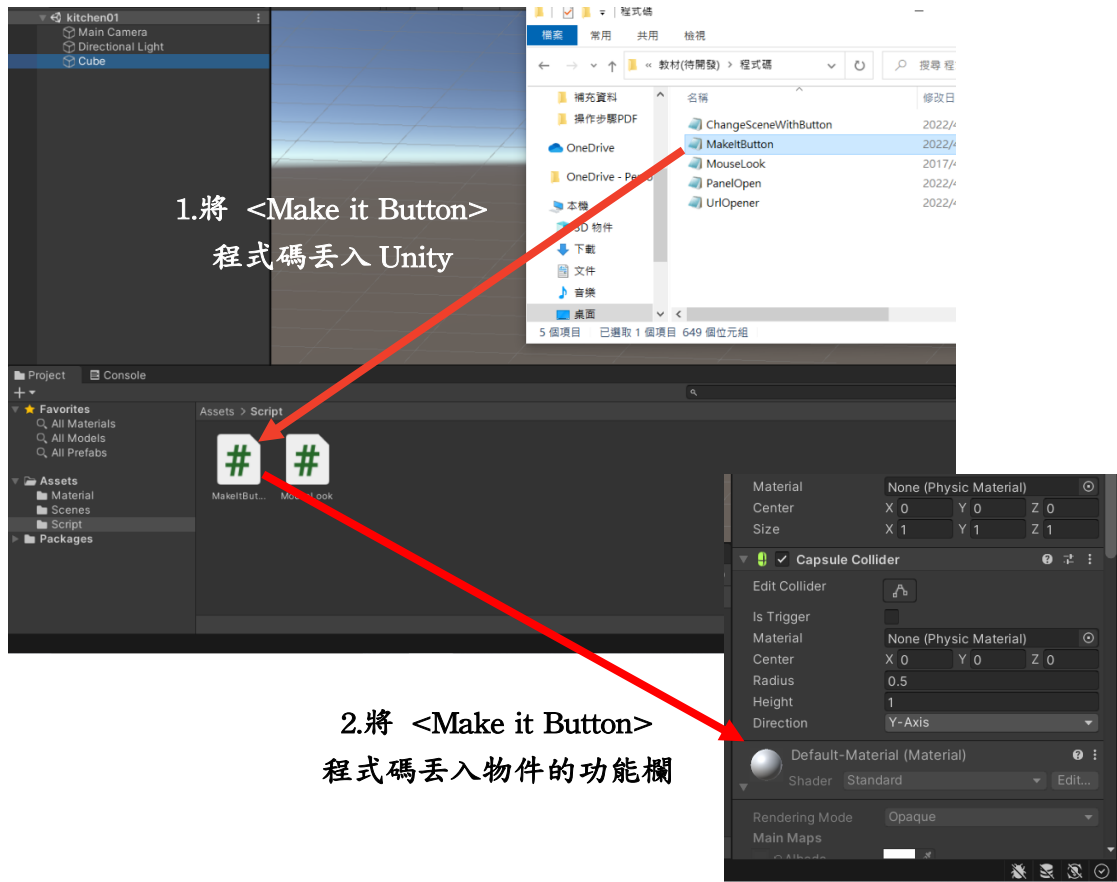
Position：調整位置
Rotation：旋轉角度
Scale：放大規模



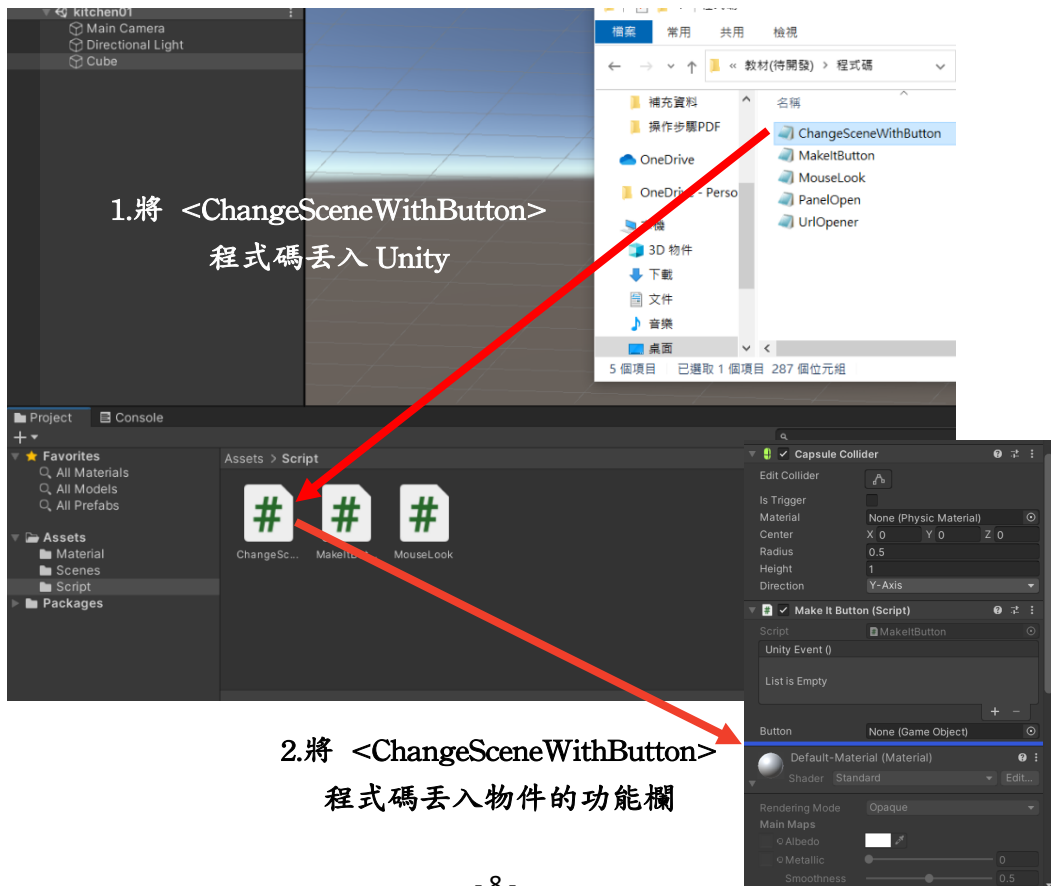
Step5. 觸發點程式加入物件功能



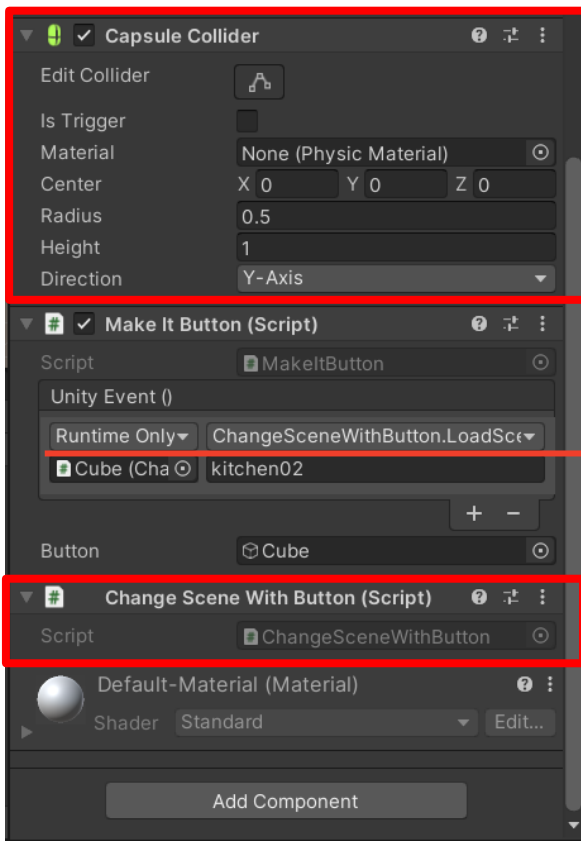
Step6. 丟入程式碼讓物件變按鈕



Step7. 丟入變換場景程式碼



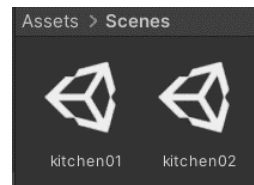
Step8. 完成程式碼設定並確認條件寫好 (按順序執行)



1. 確認已載入 Capsule Collider

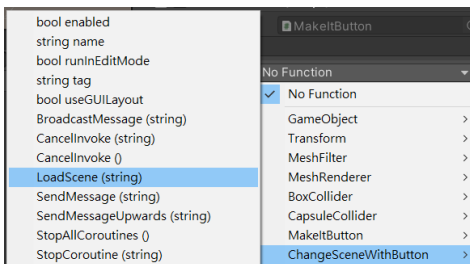
3. 設定為 Runtime Only

2. 確認已將變換場景程式碼丟入

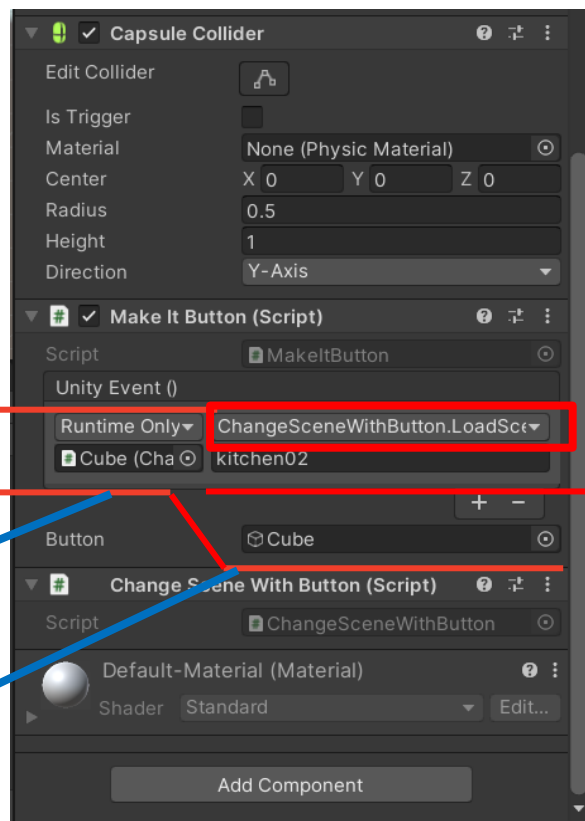


Tips
必須一模一樣

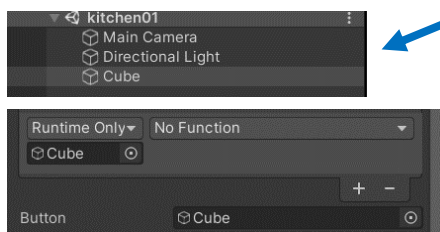
6. 設定切換目標的場景名稱



5. 如同上圖選擇切換目標函式



4. 把物件拖曳到這兩處

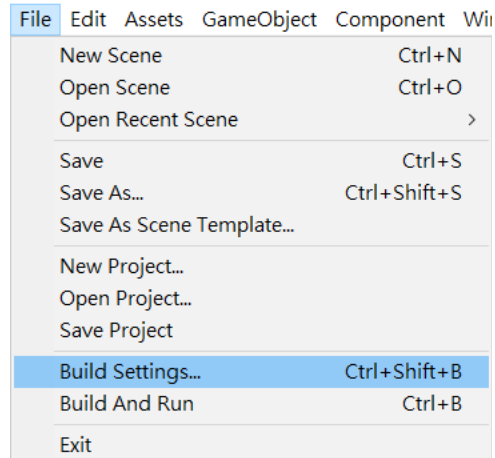


Tips
拖曳完長這樣

Step9. 場景 Build Setting

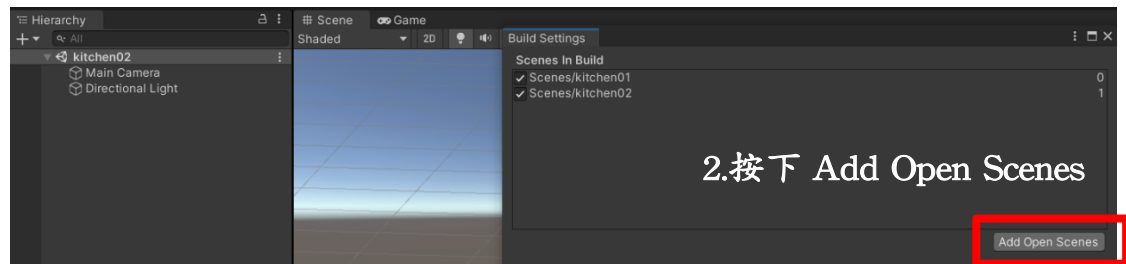
1. 設定完仍無法在 Runtime 模式裡達到切換效果？
2. 若出現了這行就是還沒將場景 setting ！

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



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

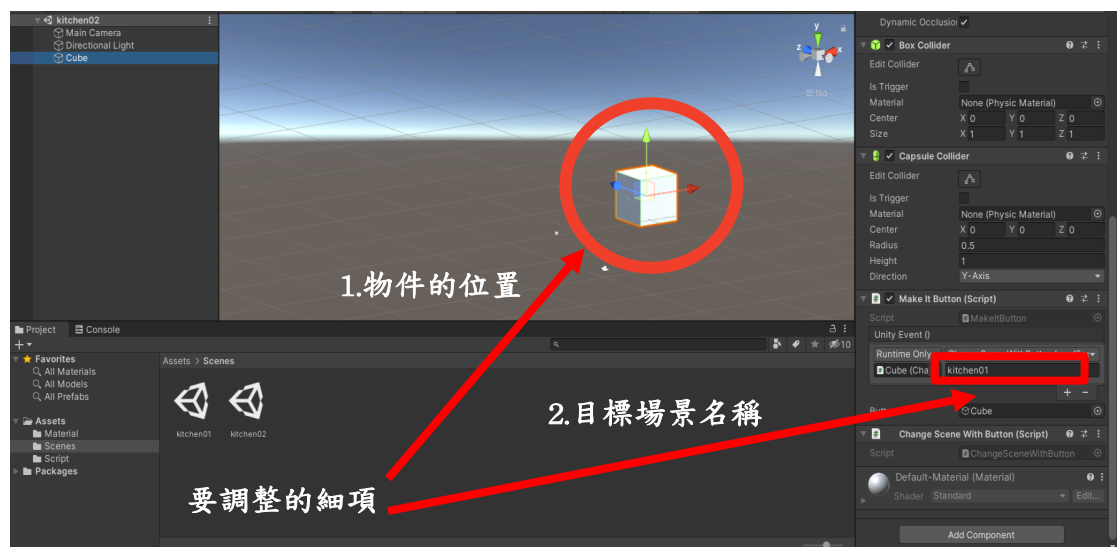
1.File -> Build Settings



現在你完成了由 A 場景到 B 場景的切換！！

Step10. 完成從另一個場景回來的按鈕 (參考二的 Step4.~9.)

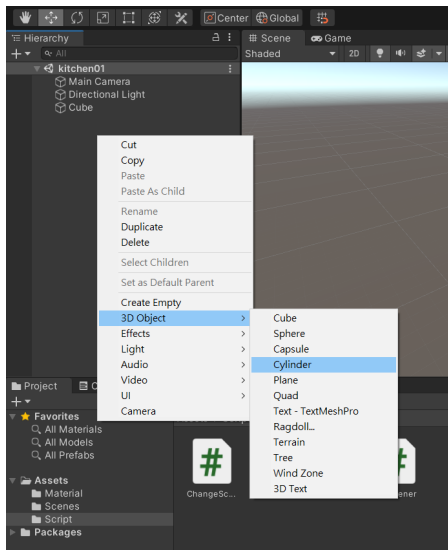
1. 可以照著步驟在場景 2 再做一次，但不建議
2. 有偷懶但很快的方法，就是複製做好的物件到場景 2，再調整細項



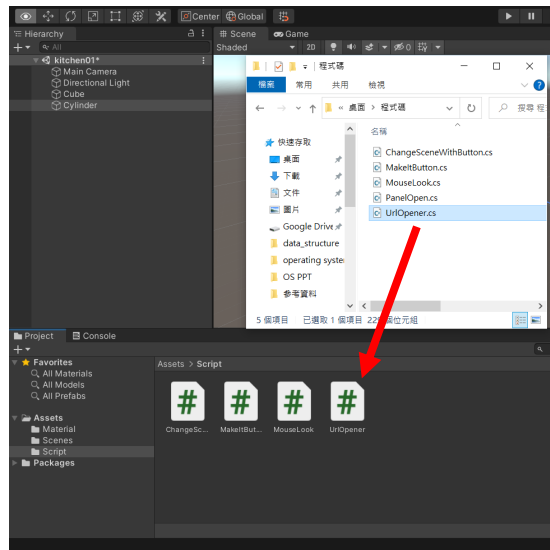
Tips
 隨時記得 ctrl + S 儲存場景

三、呼叫網頁

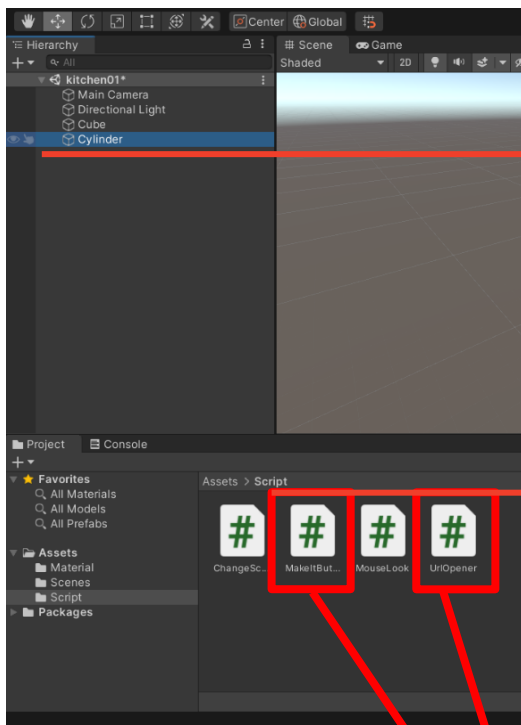
Step1. 建立觸發物件並調整位置



Step2. 丟入呼叫網頁程式碼

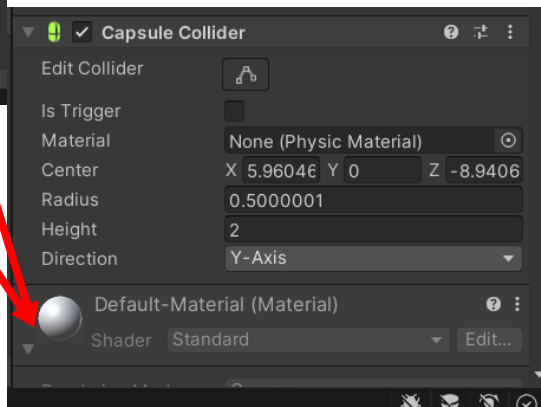


Step3. 將所需程式碼拖入功能欄

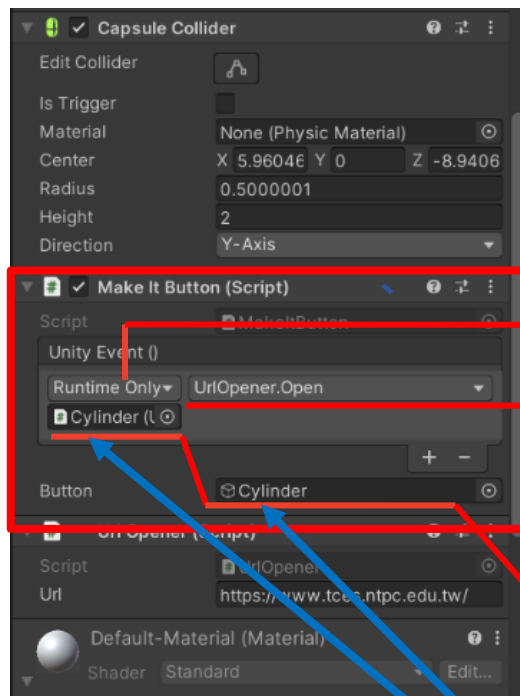


1. 點選觸發物件

2. 將 MakeItButton、UriOpener 丟入功能欄



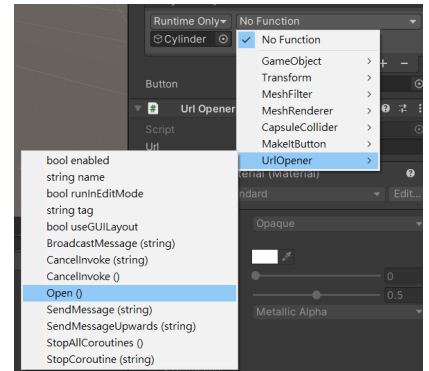
Step4. 確認有完成程式碼設定



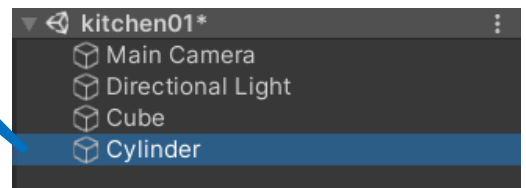
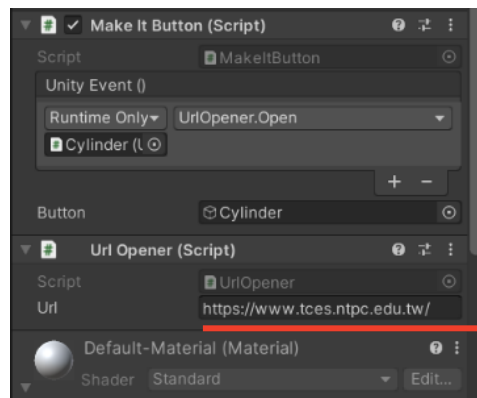
1. 確認已將 MakeItButton 丟入

2. 設定為 Runtime Only

4. 如同下圖選擇切換目標函式



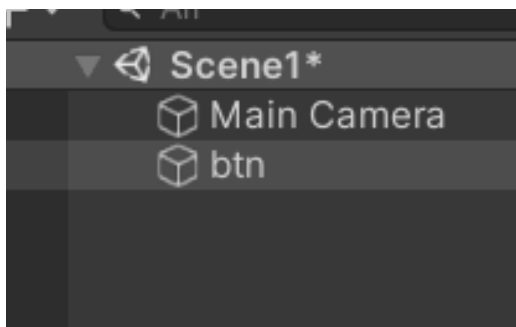
3. 把物件拖曳到這兩處



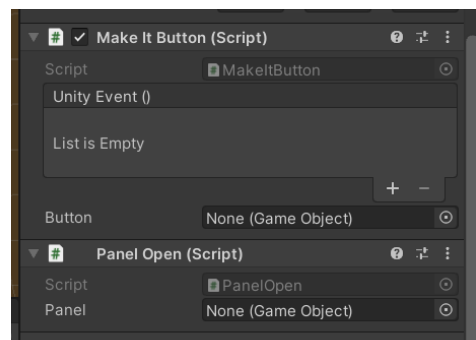
5. 確認已將要呼叫的網址丟入

四、用 panel 叫出圖片和影片

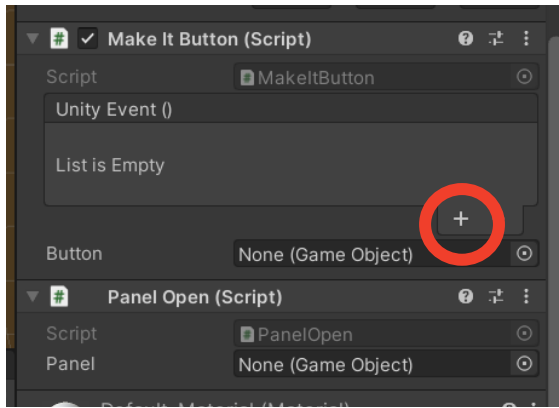
Step1. 建立 cube 並改名為 btn
(用來顯示 / 隱藏其他物件)



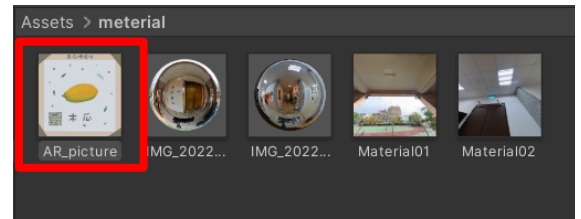
Step2. 丟入 makeItButton
及 panelOpen



Step3. 按下+

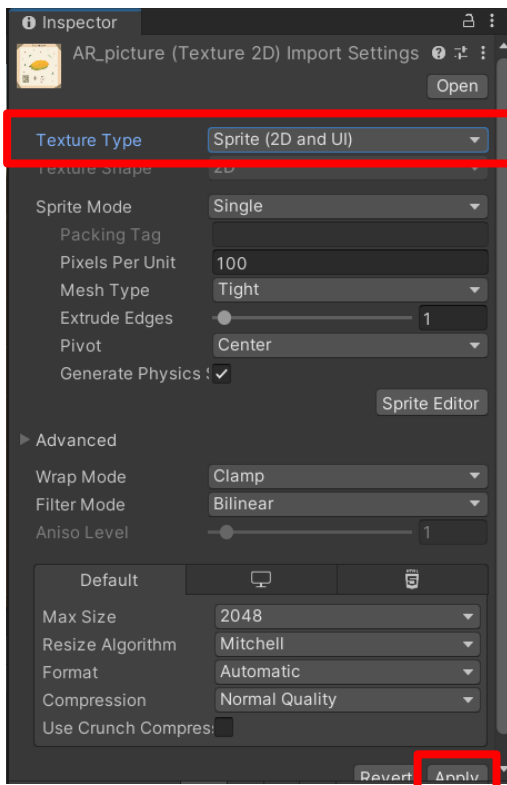


Step4. 拖入要被觸發的圖片

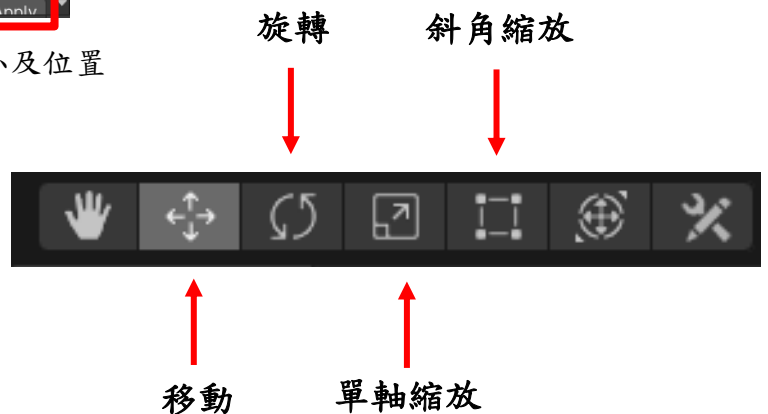
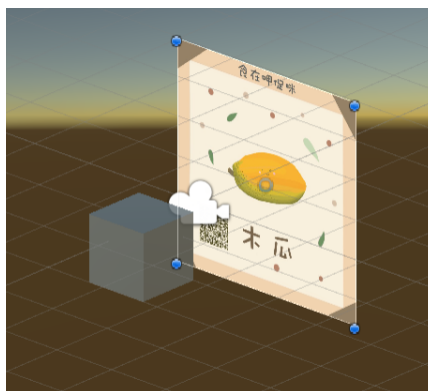


Step5. 點圖片跑出 Inspector

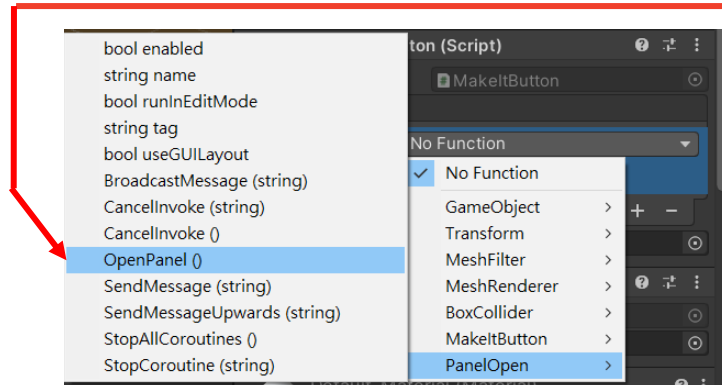
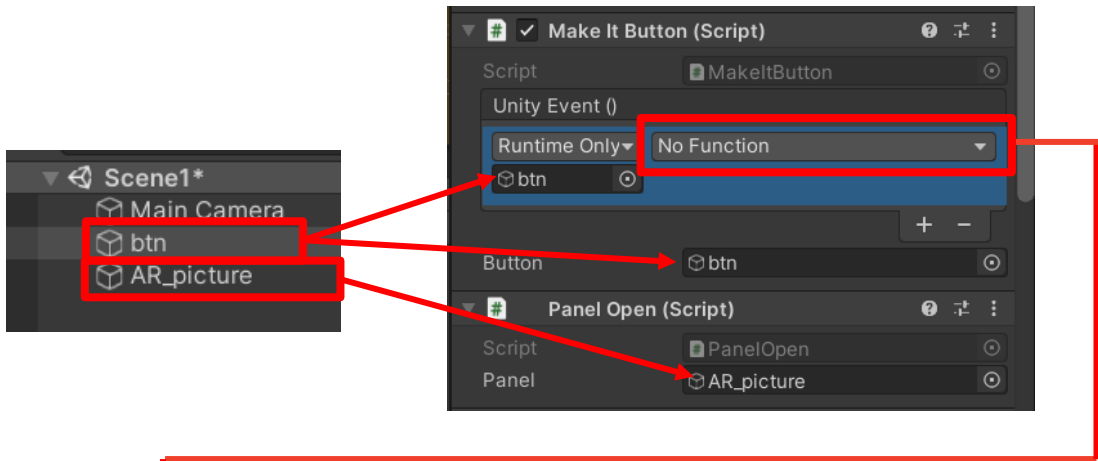
1. 將 Texture Type 改成 Sprite (2D and UI)
2. 然後按下 Apply



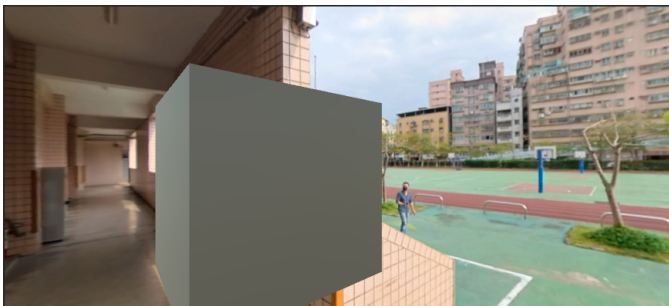
Step6. 將圖片往上拖並調整大小及位置



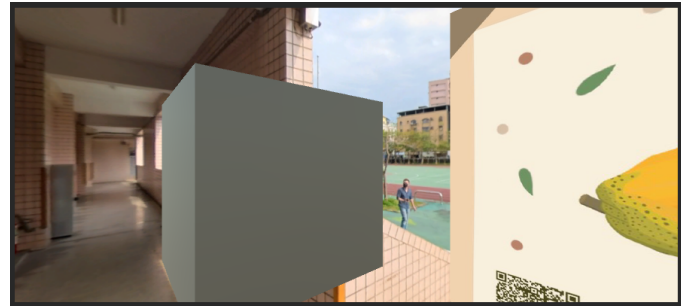
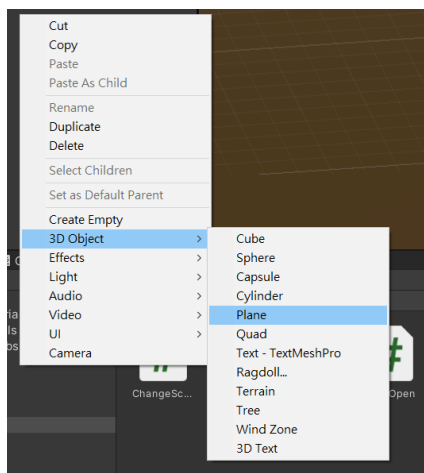
Step7. 選 btn 並在 scripts 內拖入 btn 及圖片



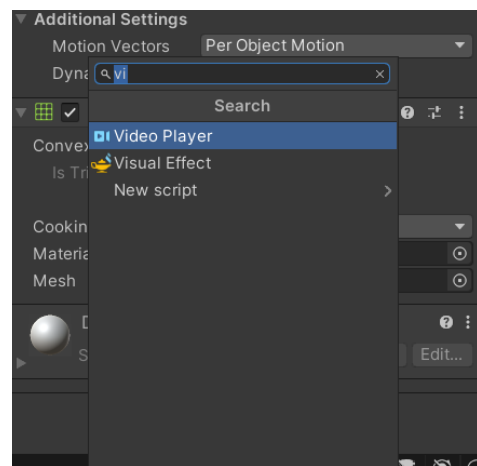
按鈕就完成啦！！



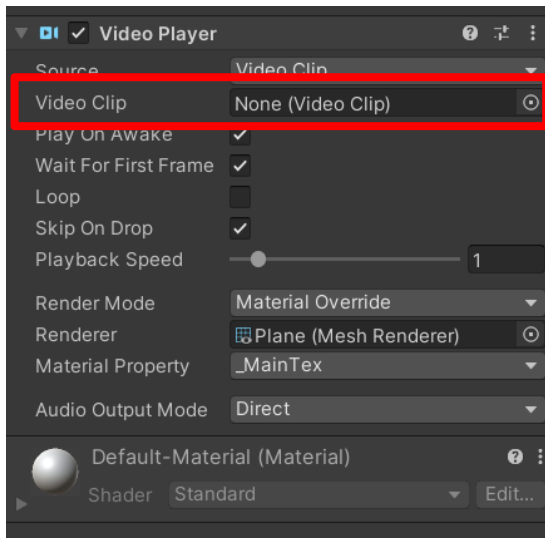
Step8. 先建立出一個 Plane
(3D Object -> Plane)



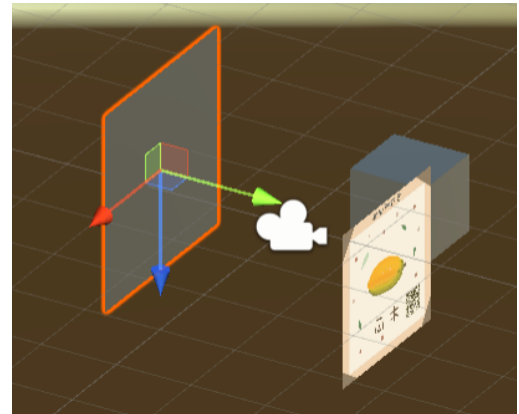
Step9. 選取 Plane 在右邊
Add Component -> Video Player



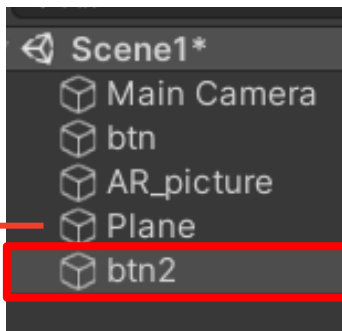
Step10. 將素材拖到 video clip



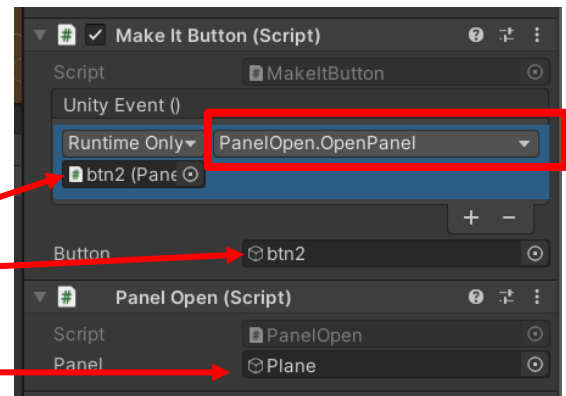
Step11. 將平面移至適當的位置



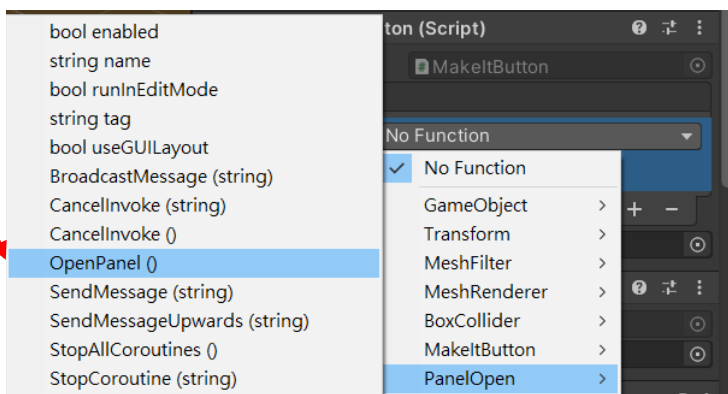
Step12. 建立 Sphere 並命名為 btn2



Step13. 插入兩個 script 和物件



Step14. 選取 Openpanel () -> PanelOpen



大功告成啦！！

製作 | 古景睿、黃敏智、戴子棋、曾裕承、許力文