



5. jubileumi
PROGRAMOZÓI
KONFERENCIA
2017

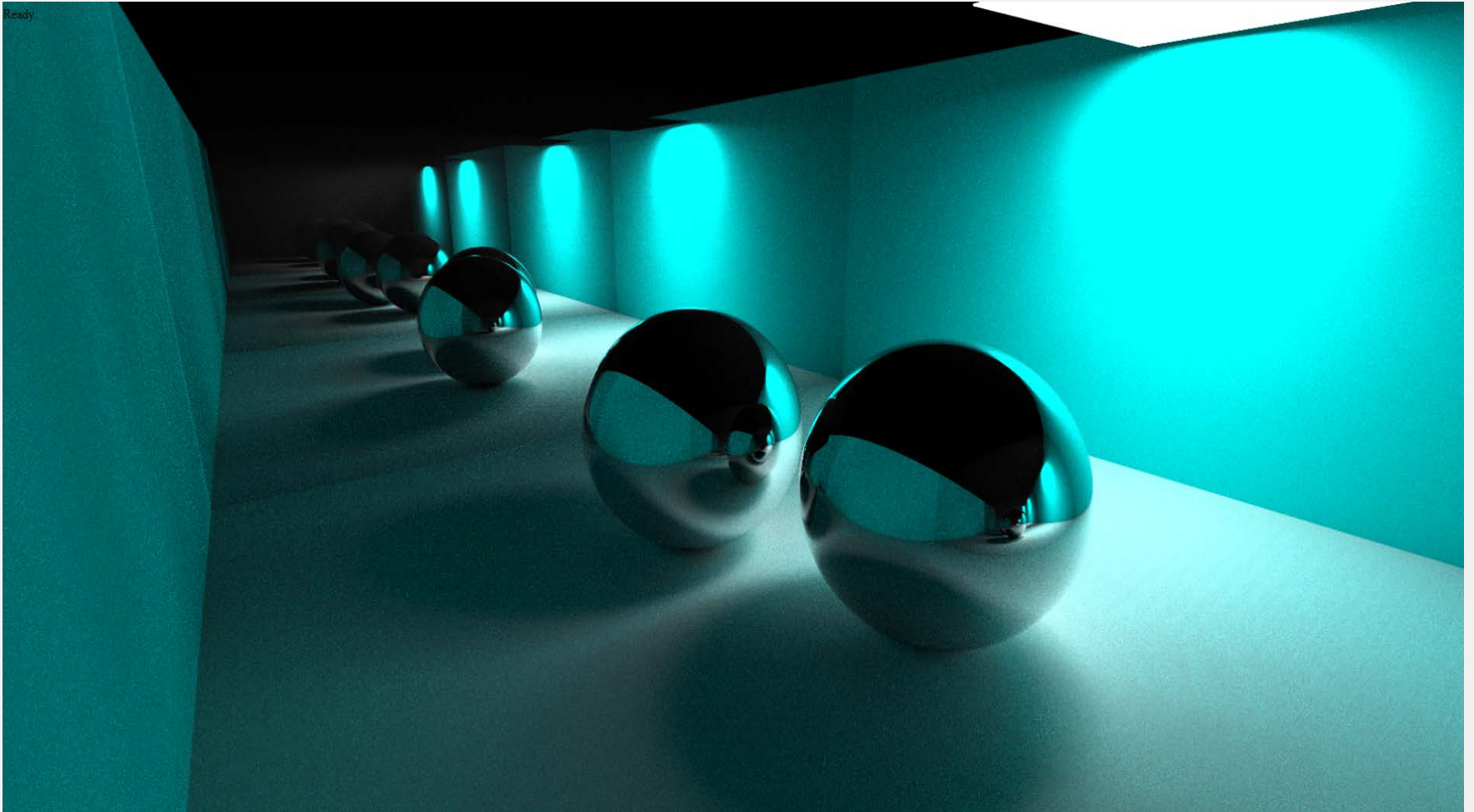
Játékmotor fejlesztés 3 hónap alatt.

Kormány Zsolt

Lejátszási lista a videókhöz:

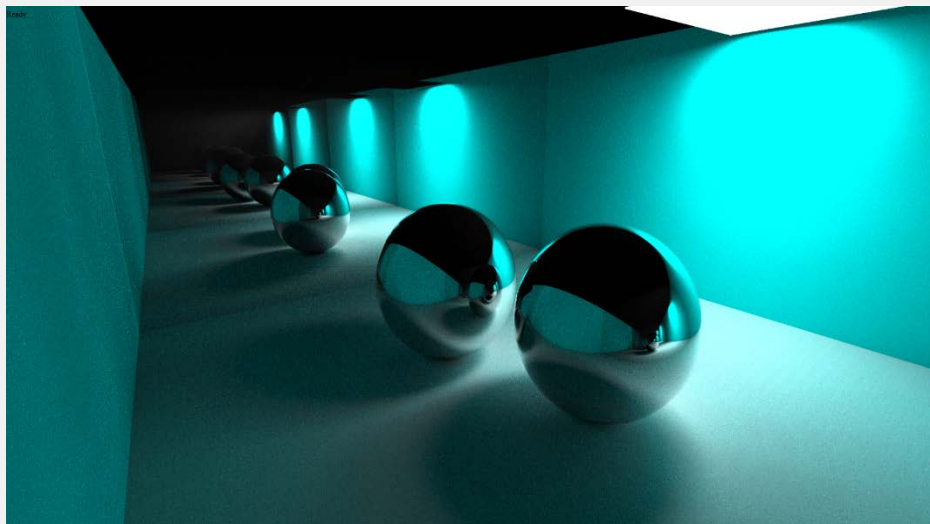
https://www.youtube.com/playlist?list=PLR0AoV6eJwdc_NUXKhXV_tnB6y8HMwbJg

Motivációm.



Motiváció

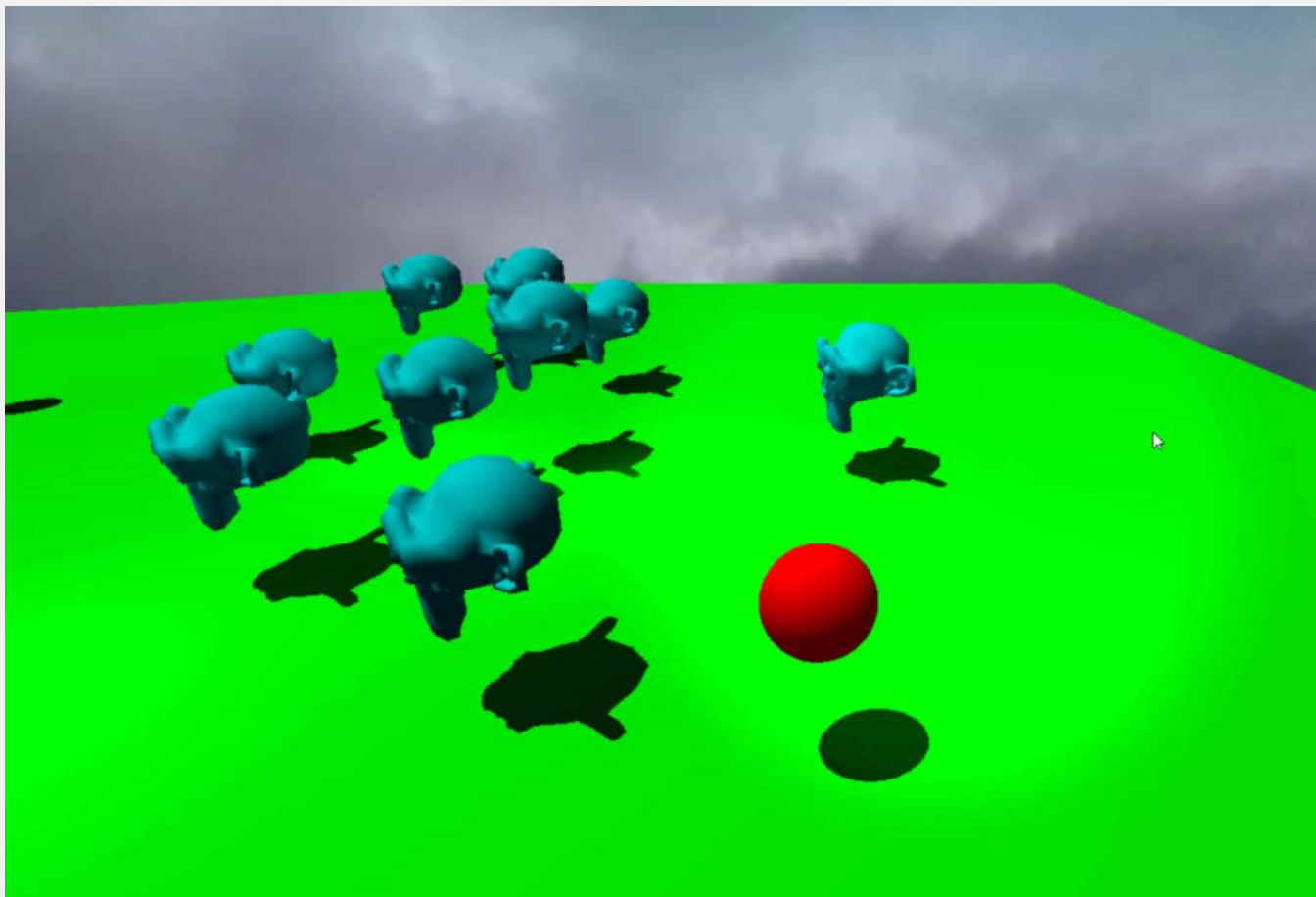
- Ezt tanultuk: 😊



- Ezt mar kevésbé: ☹️



Kezdetek



<https://www.youtube.com/watch?v=L4ehSQ1PZOc>

Karakter Animáció 😊



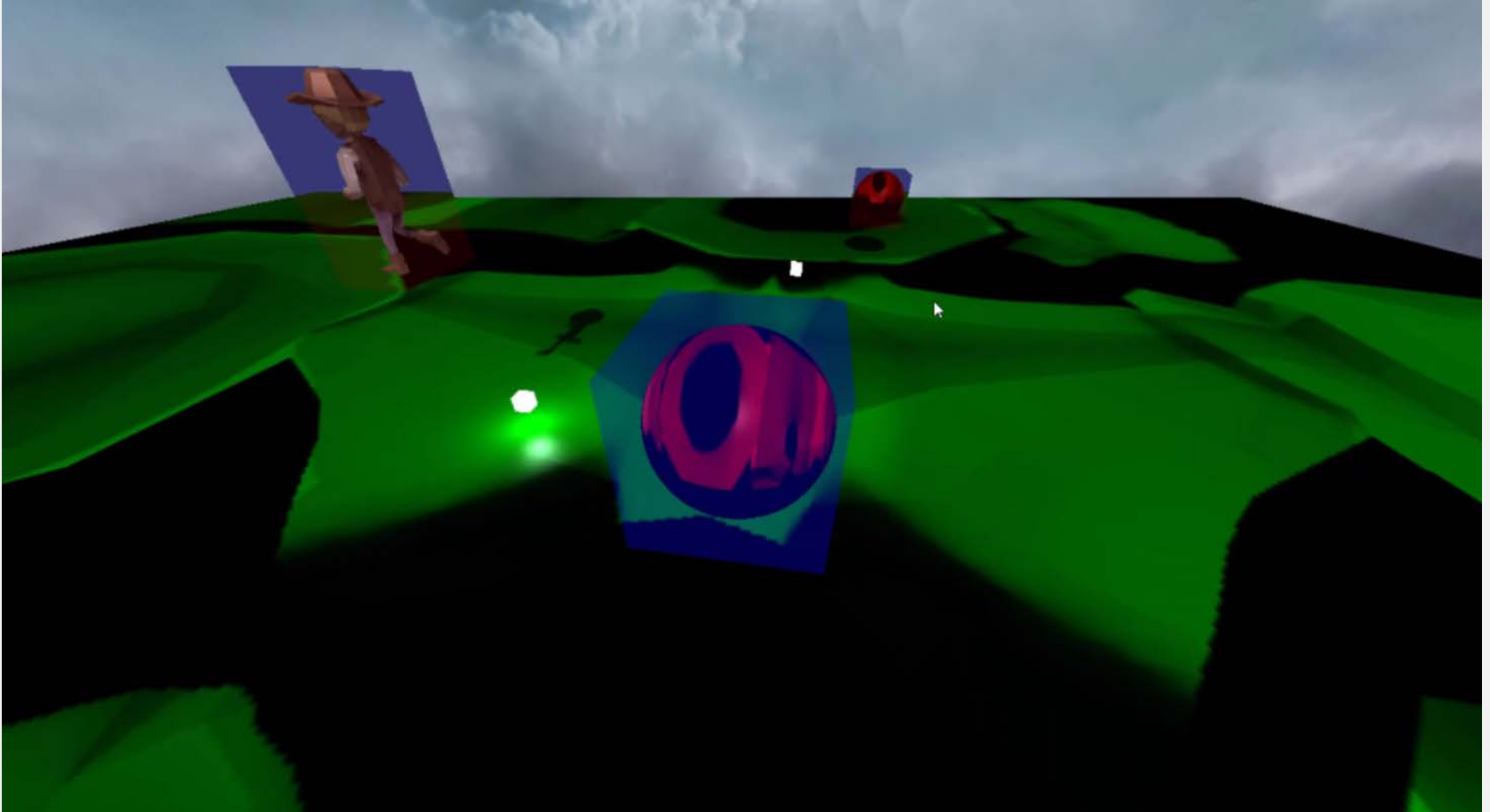
<https://www.youtube.com/watch?v=B1Sn4ILJv80>

Karakter Animáció



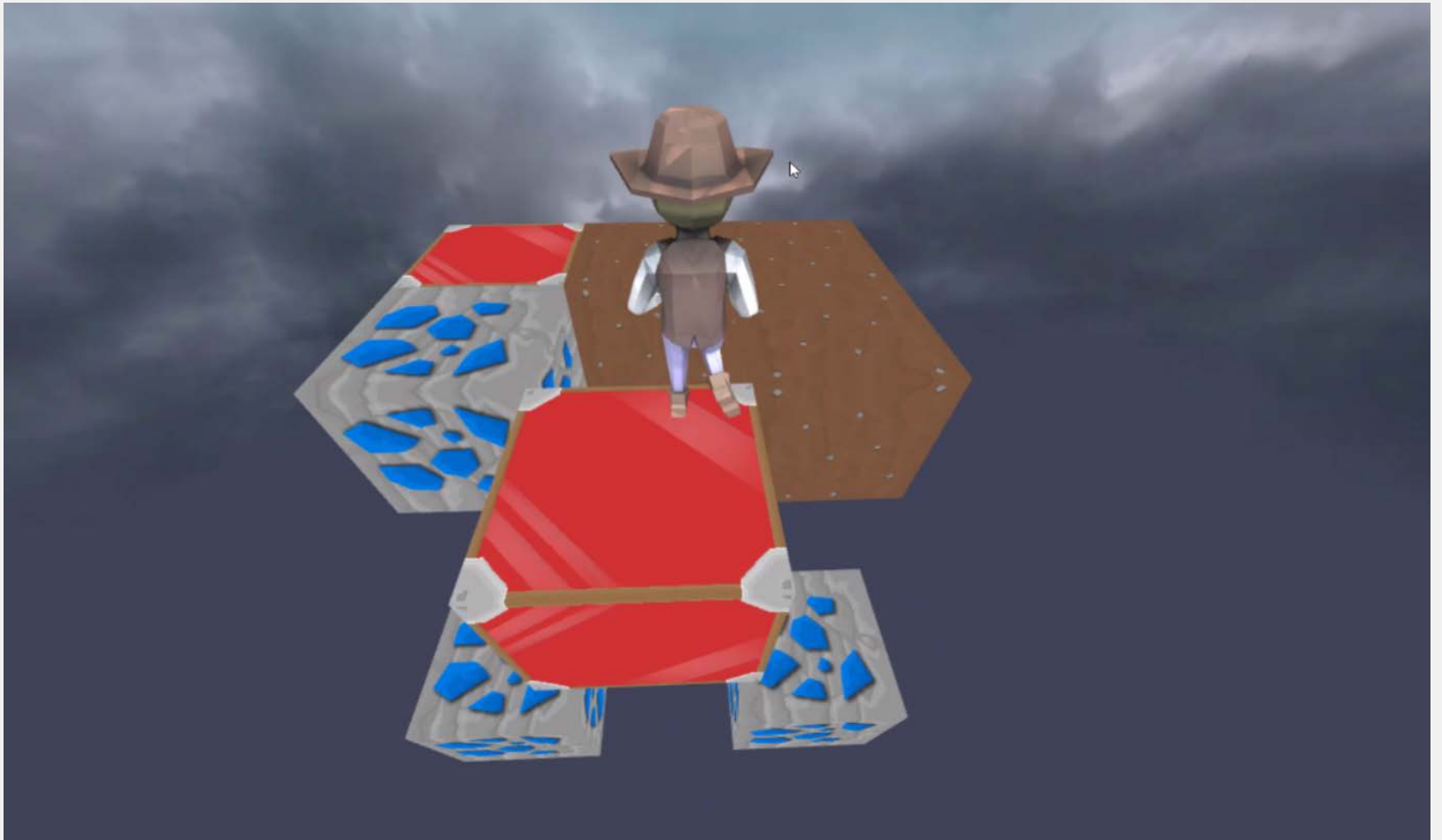
<https://www.youtube.com/watch?v=3zjyqZqn29o>

Kamera/Object Picking



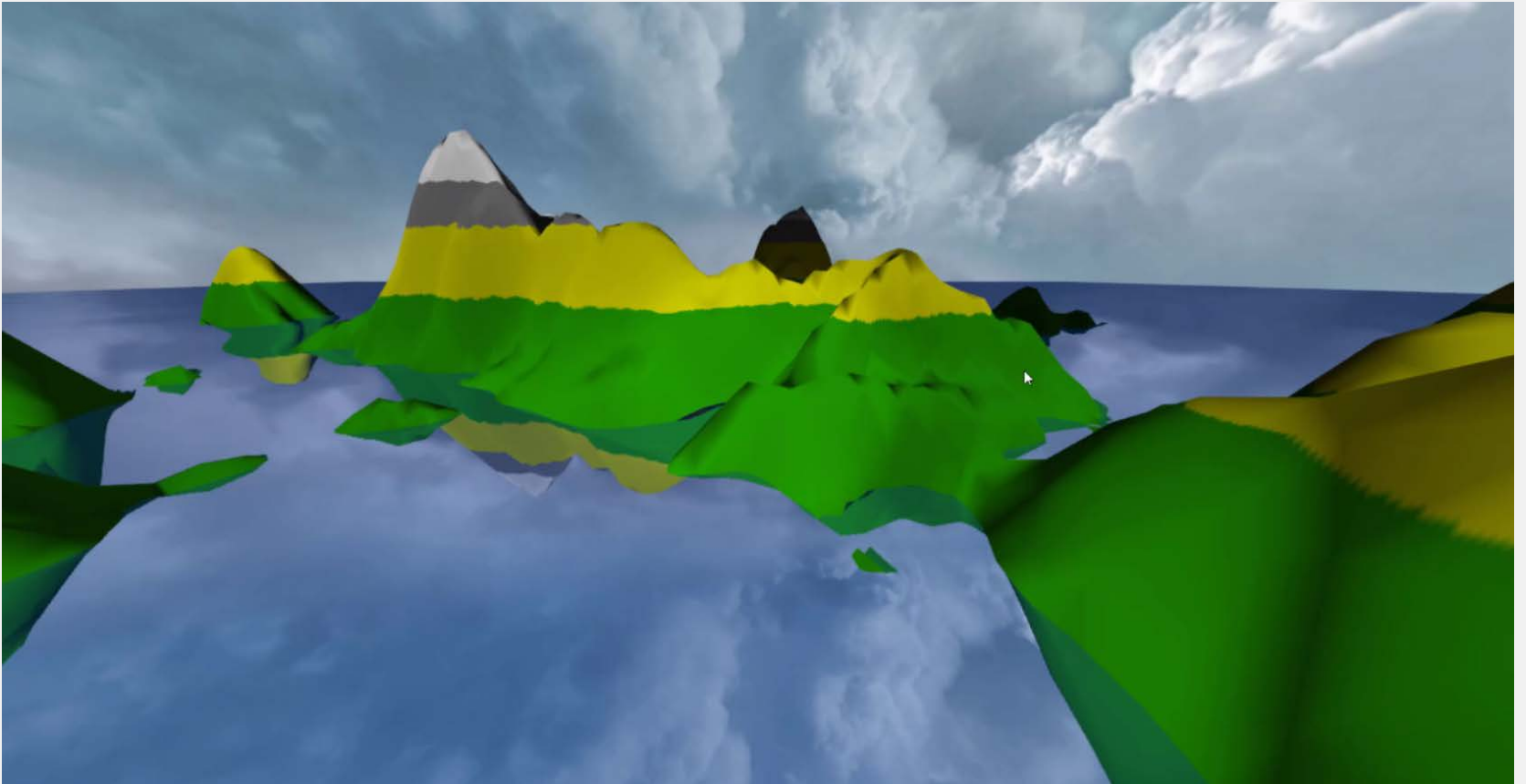
<https://www.youtube.com/watch?v=ig23l71vYKI>

Fizika (PhysX)



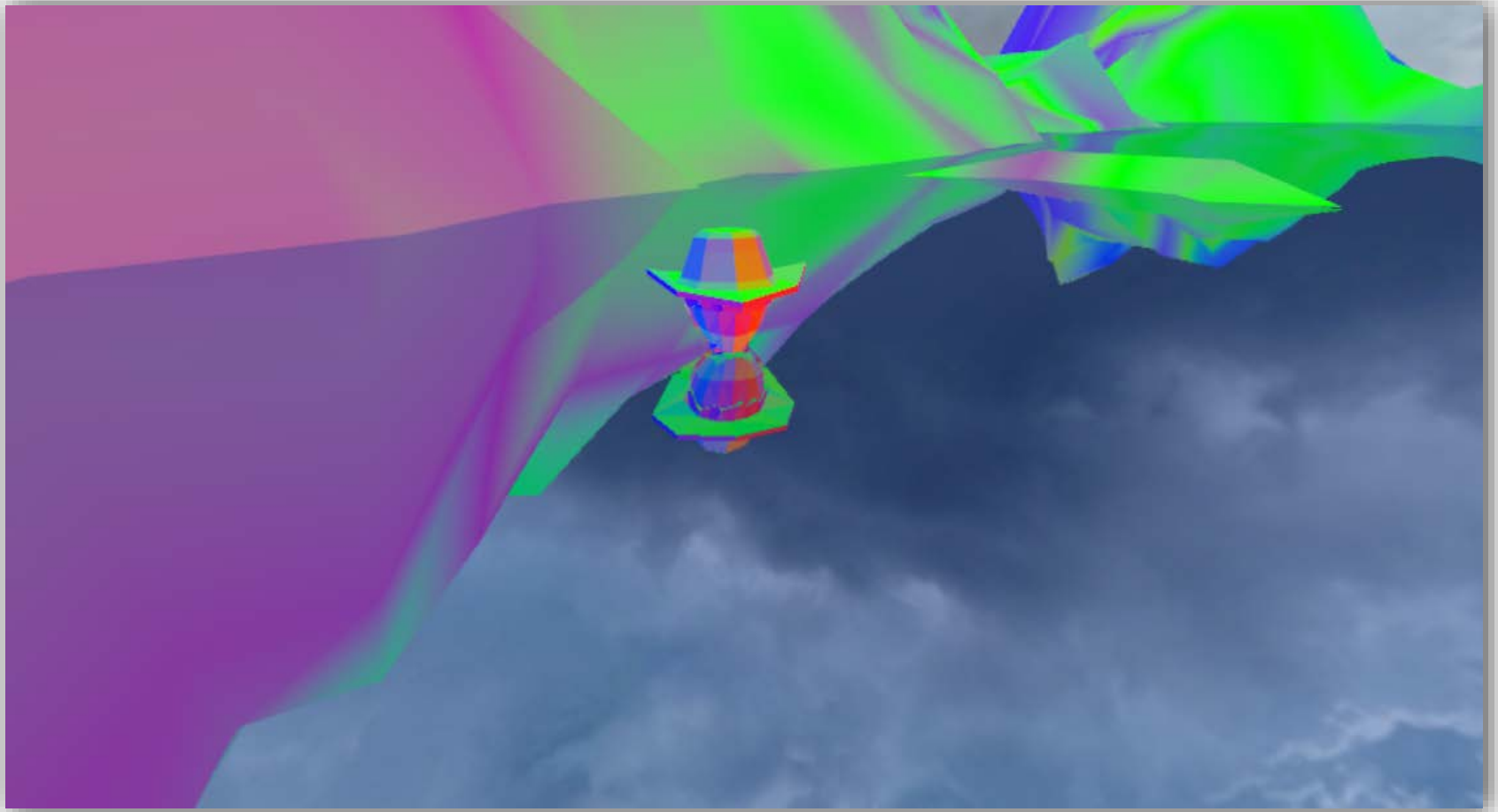
<https://www.youtube.com/watch?v=eTNcS45YcWs>

Víz.

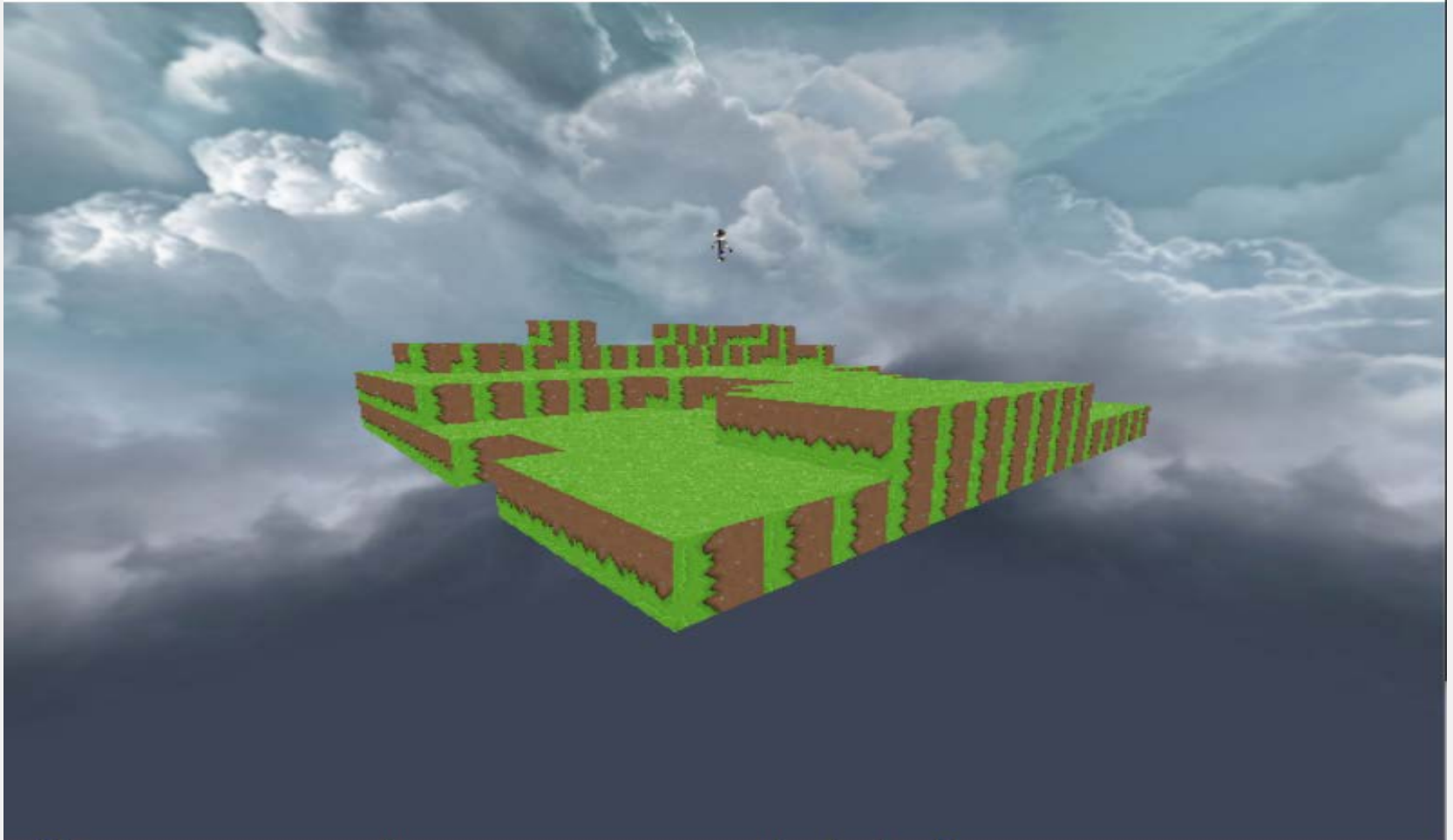


<https://www.youtube.com/watch?v=3WidpS6pdgk>

Cowboy és víz??



„A minecraft gyerekjáték”

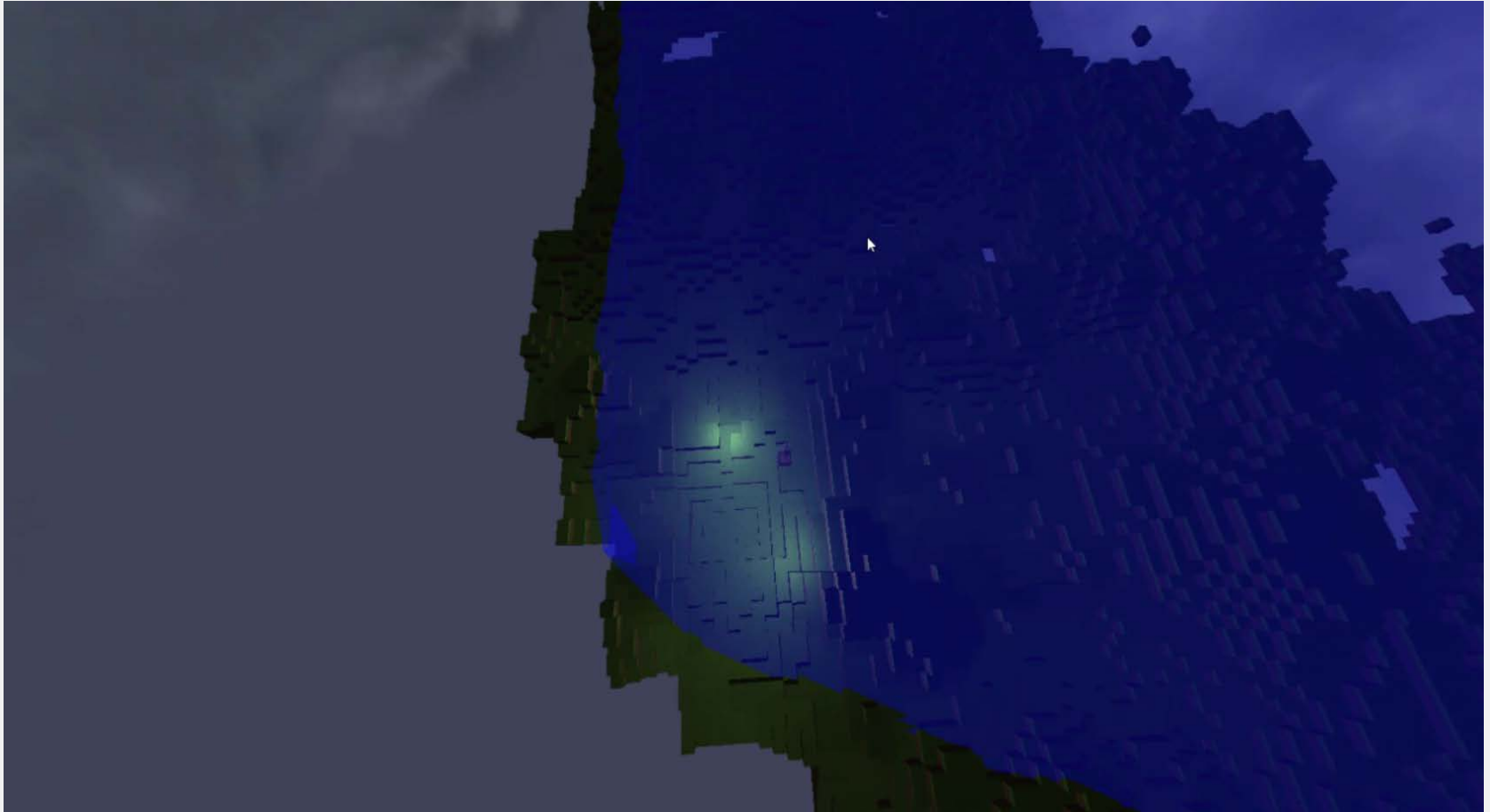


„Enginesítés.”



<https://www.youtube.com/watch?v=m0iTxD41GAg>

Frustum culling



<https://www.youtube.com/watch?v=03A3tYJue1c>

Frustum culling

20 FPS -> 120 FPS

Elkészült program



<https://www.youtube.com/watch?v=kHIFgEAs0wg>

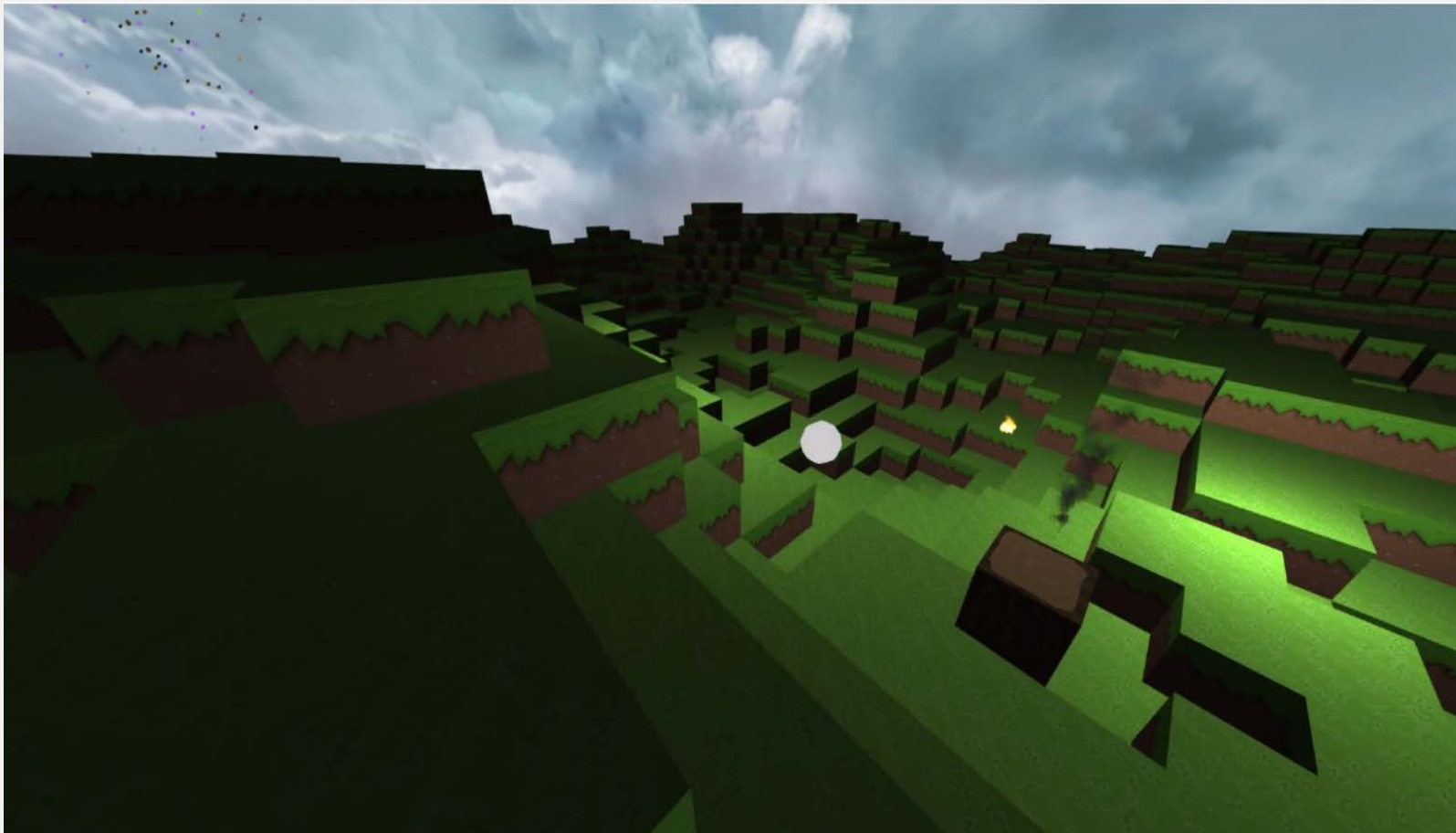
Timeline

- Start (May 23)
- Arnyekok (May 25)
- CowboyWorking (June 12)
- TPS Camera Object Picking fully works (June 20)
- Widget + Collision Detection PhysX (July 16) + Refactor
- Water Rendering (July 21)
- Refactor (July 31) -> 7500 sor
- Random terrain + Widgets (Aug 21)
- Particle System (Aug 28)
- Spline camera + Shadows (Aug 30) -> 10 000 sor

Technológiák

- [OpenGL](#) - Grafika
- [SDL](#) – Ablakozó Keretrendszer/Input
- [SDL_ttf](#) – Text rendering
- [GLM](#) – Matek
- [PhysX](#) – Fizika
- [Assimp](#) – Modell Betöltés
- [Libnoise](#) – Perlin noise
- [Boost](#) – Szerializáció

End



<https://www.youtube.com/watch?v=kHIFgEAs0wg>