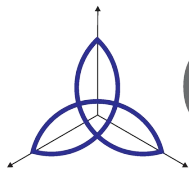


Aula 17/07:

Começaremos em breve!



GEOM



Universidade Federal
de São João del-Rei

Introdução a programação!

A Code with **Google** PROGRAM





Universidade Federal
de São João del-Rei

**Aprendizado por Reforço: Engenharia e
Estatística impulsionando a sociedade**

**Projeto financiado pelo Edital
001/2019/UFSJ/Reitoria**

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A Code with  PROGRAM

A equipe de professores:



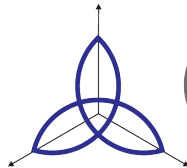
Jorge Luís



Matheus Golz



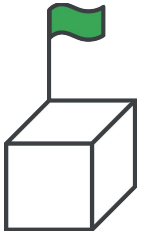
Túlio Ribeiro



Jogos, Programação e Motores Gráficos

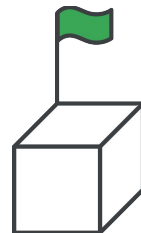
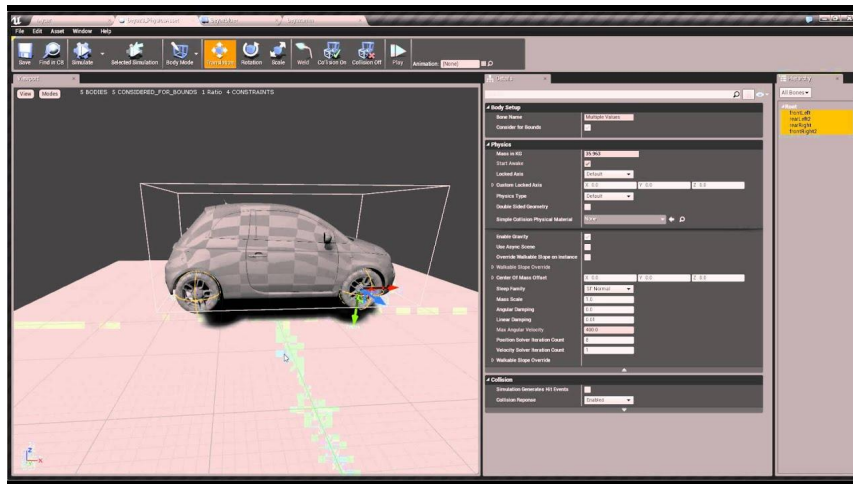
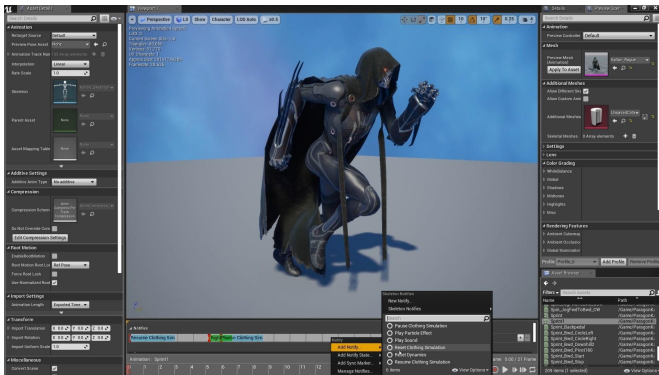


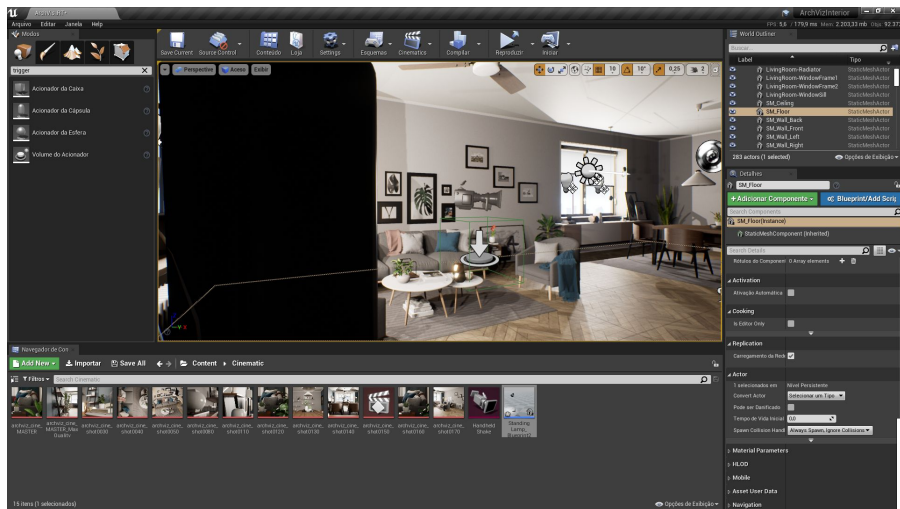
**UNREAL
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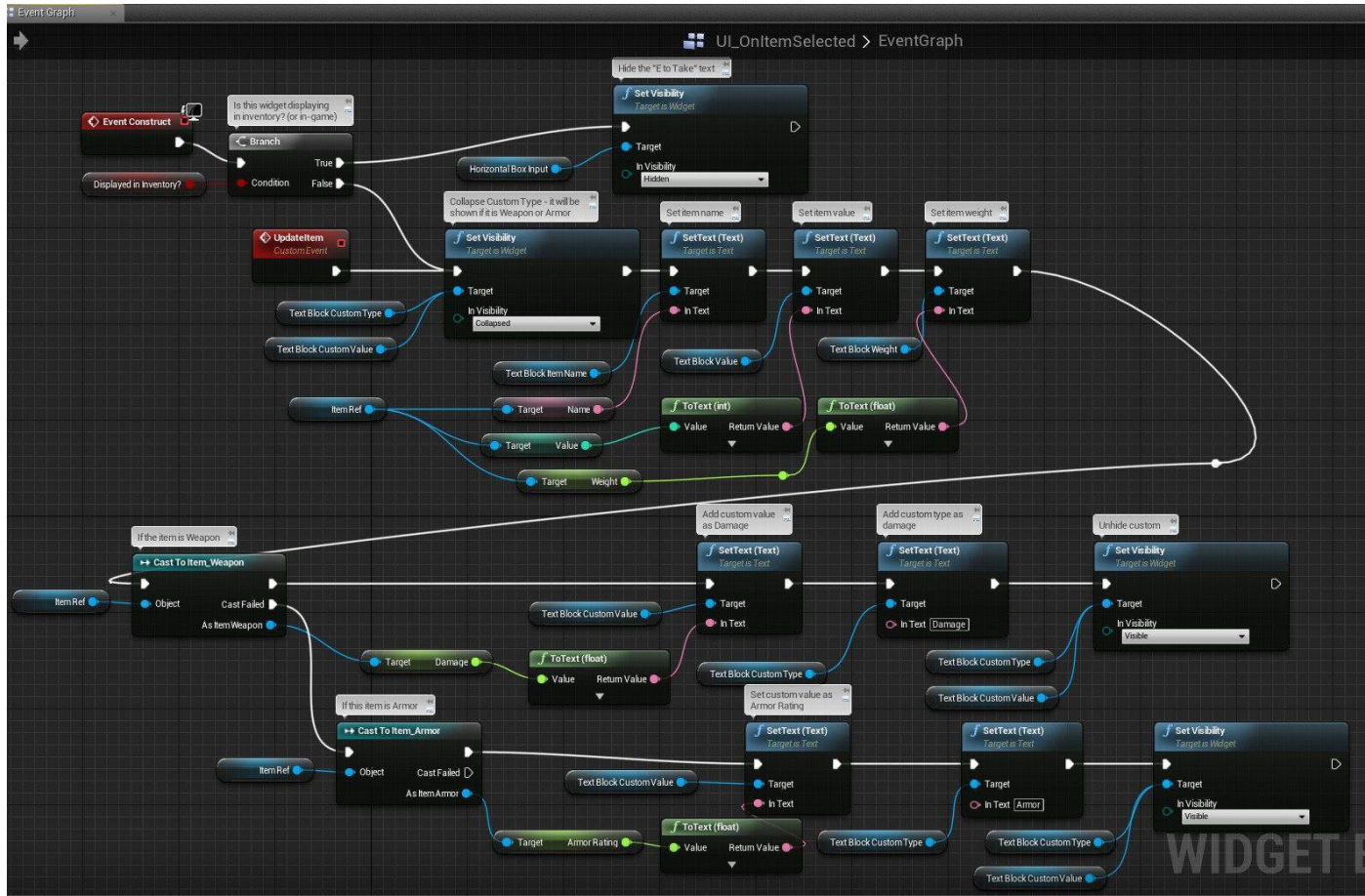


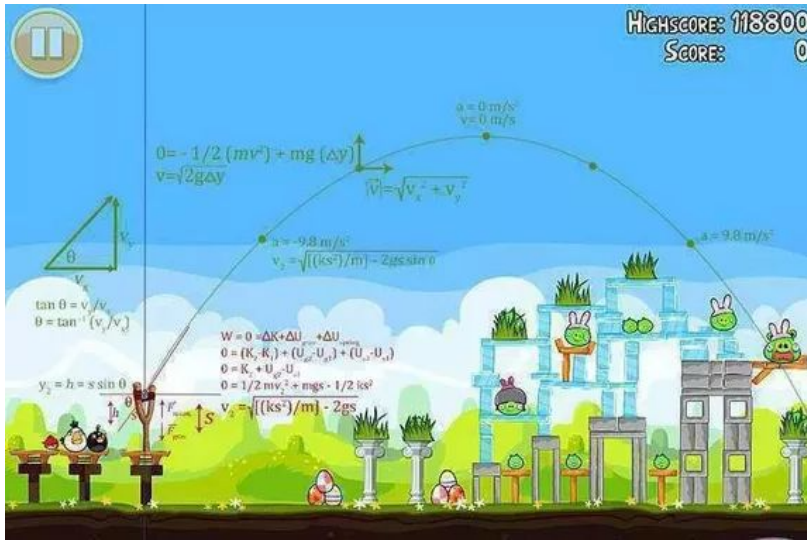
Para que servem ?

- Criar os gráficos (imagens)
- Adicionar a física do jogo (Ex: Colisões)
- Animações (movimento)









```

EpicGameDec - Microsoft Visual Studio
FILE EDIT VIEW VASSTX PROJECT BUILD DEBUG TEAM TOOLS TEST ANALYZE WINDOW HELP
EpicGameDec - Local Windows Debugger - Auto - Development Editor - Windows - EpicGameDec - "EpicGameDec\ProjectName"
EpicGameDecCharacter.cpp - EpicGameDecCharacter.h - EpicGameDecCharacterConst FObjectInitializer & ObjectInitializer
1 #include "EpicGameDecCharacter.h"
2 #include "EpicGameDecCharacterConst FObjectInitializer & ObjectInitializer"
3 #include "SuperObjectInitializer"
4
5 // Set size for player capsule
6
7 getCapsuleComponent()->SetCapsuleSize(42.f, 98.f);
8
9 // Don't rotate character to camera direction
10 HideControlRotationYaw = false;
11 HideControlRotationPitch = false;
12 HideControlRotationRoll = false;
13
14 // Configure character movement
15
16 getCharacterMovement()->SetJumpMaxHeight = 100.f; // Set max height of jumps
17 getCharacterMovement()->SetMaxSlopeAngle = 45.f; // Set max slope angle
18 getCharacterMovement()->SetMaxStepHeight = 10.f; // Set max step height
19 getCharacterMovement()->SetMaxSlopeAngle = 45.f; // Set max slope angle
20
21 // Create a named beam
22
23 CAerRome = ObjectInitializer::CreateDefaultSubobject<USpringArmComponent>(this, TEXT("CAerRome"));
24 CAerRome->AttachToComponent(this, EAttachLocation::AttachToRoot);
25 CAerRome->SetRelativeRotation(Rotator(0.f, 0.f, 0.f));
26 CAerRome->SetRelativePitch(0.f);
27 CAerRome->SetRelativeYaw(0.f);
28 CAerRome->SetRelativeRoll(0.f);
29 CAerRome->SetRelativePitch(0.f);
30 CAerRome->SetRelativeYaw(0.f);
31 CAerRome->SetRelativeRoll(0.f);
32
33 // Create a camera
34 TopDownCameraComponent = ObjectInitializer::CreateDefaultSubobject<UCameraComponent>(this, TEXT("TopDownCamera"));
35 TopDownCameraComponent->AttachToComponent(CAerRome, EAttachLocation::AttachToRoot);
36 TopDownCameraComponent->SetFieldOfView(90.f);
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Vídeo e demonstração

FIM!