

今晚我想來點...?

Sumerian XR 期末展示

A0807013 陳 芊 22%
A0807019 胡綉文 23.5%
A0807108 李宛璘 11%
A0807123 蔡政廷 22%
A0807131 賴彥臻 21.5%



女孩

在半夜醒來的女孩
突然覺得肚子餓了

為了填飽肚子
闖入了餅乾工廠



薑餅人

餅乾工廠所生產的
量產型薑餅人

喜歡在夜間的工廠遊蕩





動機

結合同學正在發展的作品，延伸出全新的故事線

期望達成效益

利用AWS所提供的VR系統，做出沉浸式的遊戲。

玩家隨著尋找餅乾，漸漸地熟悉這個世界。

在無限的輪迴中挑戰最快速度達成目標。

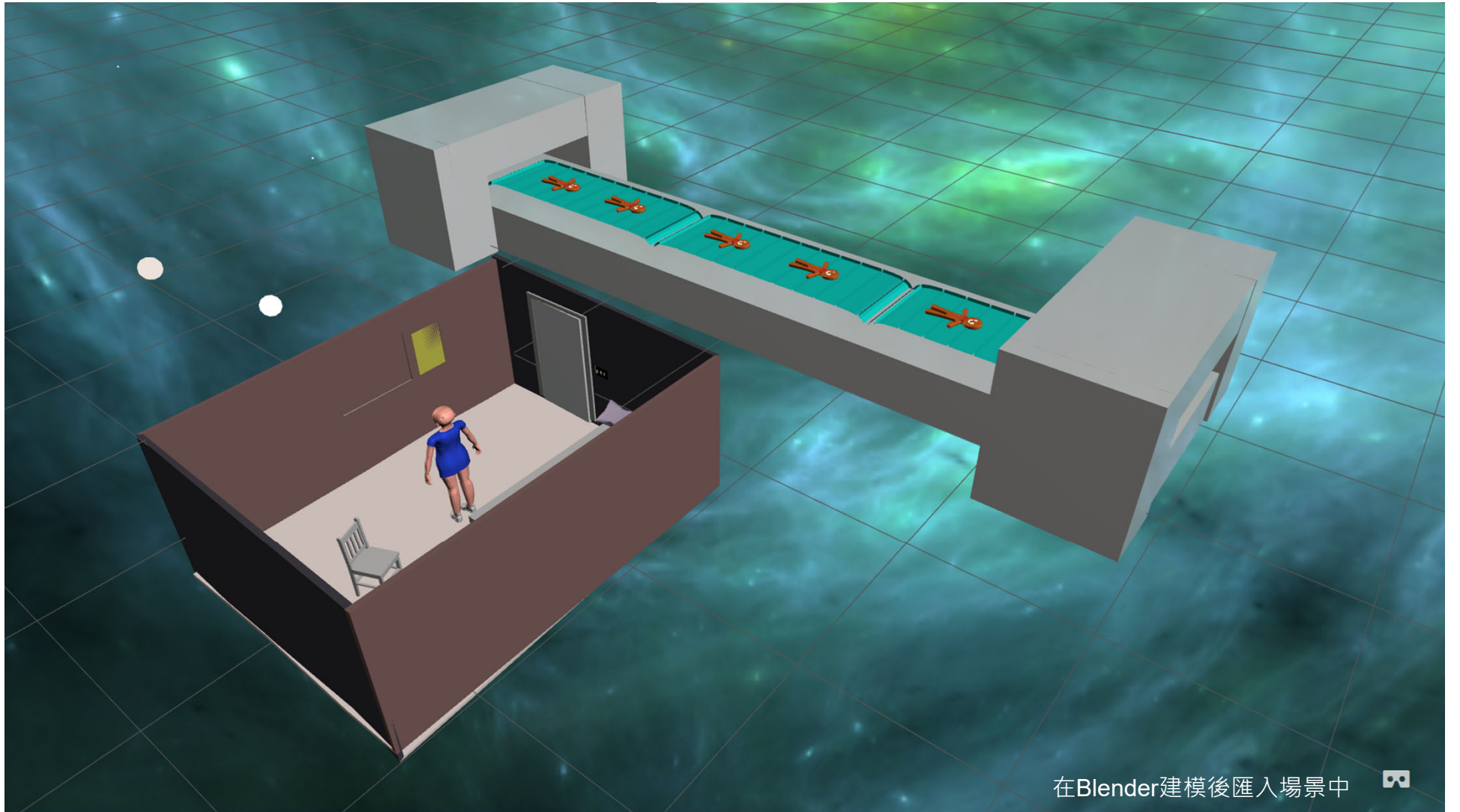
Sxeovk

<https://us-east-2.sumerian.aws/9078aef89a544562a8220b0aa9a6b693.scene>

製作方法

使用Sumerian完成玩家傳送、抓取物品與開關門等功能

The screenshot displays the Sumerian game engine interface. At the top, a 3D scene shows a simple room with a bed and a door. Below the scene is a control bar with play, pause, and stop buttons. The main area is a state machine editor with a grid background. It features a toolbar with '+ Add State' and 'Duplicate State(s)'. A dropdown menu shows 'Show current state for: All Entities'. The state machine diagram consists of four states: 'open' (On Tween Rotation Complete), 'close' (On Tween Rotation Complete), and two 'listen' (On "open" event) states. Arrows indicate transitions: from the left 'listen' state to the 'open' state, from the 'open' state to the right 'listen' state, from the right 'listen' state to the 'close' state, and from the 'close' state back to the left 'listen' state. On the right side, a settings panel for the selected 'open' state is visible, showing options for Tween Rotate (Rotation: 0, 30, 0; Time: 0.3; Easing type: Linear; Direction: In) and buttons for 'Set As Initial State', 'Add Action', 'Remove', and 'Toggle State Machine'.



在Blender建模後匯入場景中





Thank You