

GAME INTERFACE

EVENTS, BUILDER, FEEDBACK

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GAME MEDIA STUDIO



UI IN UNITY

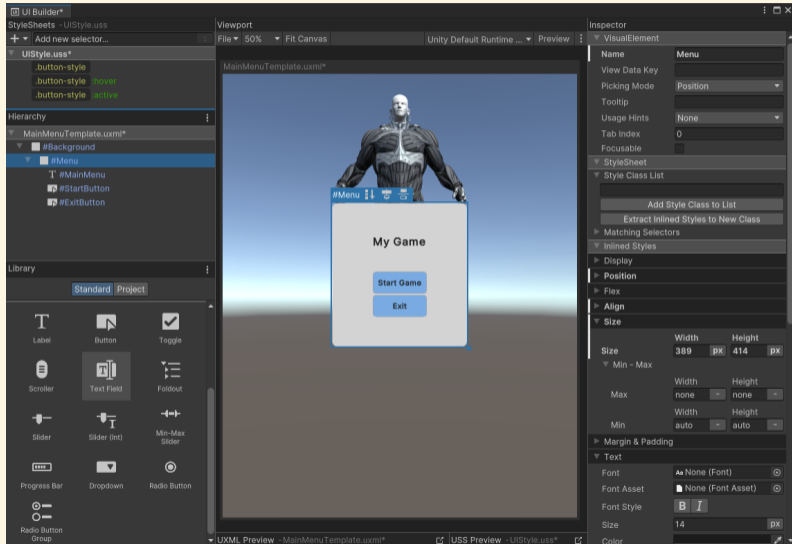
USER INTERFACE SYSTEM

- UI Fully Supported
- Various Modes
- Camera Stacking
- Three Options
 - ▶ UI Toolkit
 - ▶ Unity UI
 - ▶ ImGUI



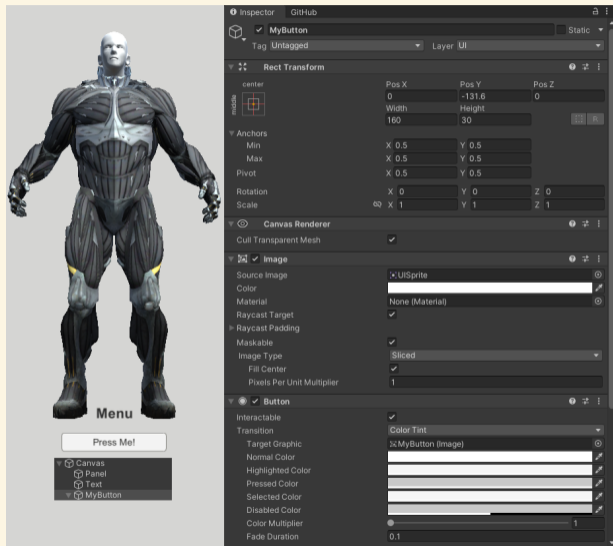
UNITY UI TOOLKIT

- Newest System
- “Classical UI”
- Integrated Editor
- HTML + XML + CSS
- Performance



UNITY UGUI

- Older System
- Based on GameObjects
- Utilizes Assets
- Code Integration



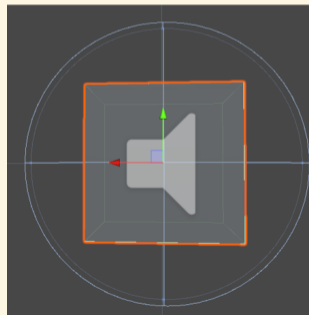
- Based on ImGui
- Immediate Mode
- Good for Programmers
- Debugging & Tools



AUDIO IN UNITY

AUDIO OVERVIEW

- Hierarchy Integration
- Audio Source & Listener
- 2D and Full 3D
- Audio Asset Support
- Profiler Section
- Tracker Modules



Audio Source

AudioClip: None (Audio Clip)

Output: None (Audio Mixer Group)

Mute:

Bypass Effects:

Bypass Listener Effects:

Bypass Reverb Zones:

Play On Awake:

Loop:

Priority: High 128 Low

Volume: 1

Pitch: 1

Stereo Pan: Left 0 Right

Spatial Blend: 0 3D

Reverb Zone Mix: 1

3D Sound Settings

Doppler Level: 1

Spread: 0

Volume Rolloff: **Logarithmic Rolloff**

Min Distance: 1

Max Distance: 500

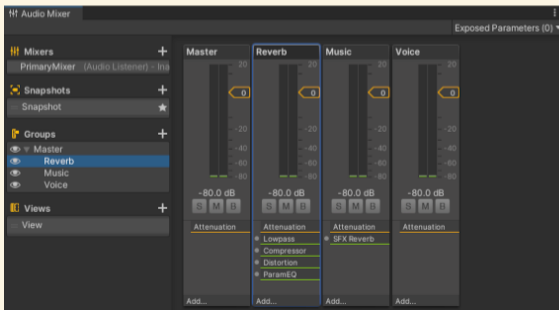
Listener

The graph shows four parameters over a distance of 0 to 500 units. The y-axis represents the parameter value from 0.0 to 1.0. The x-axis represents distance from 0 to 500. The Volume parameter (red line) starts at 1.0 and drops to 0.0 at approximately 50 units. The Spatial Blend parameter (green line) starts at 0.0 and rises to 1.0 at approximately 50 units. The Spread parameter (blue line) remains at 0.0. The Reverb Zone Mix parameter (yellow line) remains at 1.0.

Legend: Volume (red), Spatial Blend (green), Spread (blue), Reverb Zone Mix (yellow)

AUDIO MIXING

- Spatial Blending & Distance
- Equalizer → Groups
- Filters, Parametric Equalizer
- Effects: Reverb, Echo, ...



ADDITIONAL RESOURCES

- [Doc] Unity UI System Comparison
- [Doc] Unity ImGUI Elements
- [Doc] Unity Audio Effects



Source: Binary Domain

Thanks For Your Attention!

s: Search
Stray Turkey Hen (Tame) 0
Wagon
claystone Pebbles



Dwarf Fortress

Outside Light Above Ground

Enter: View E: Follow 1
ESC: Done +-*/: Scroll 3
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REFERENCES I