



Сборка_



GoodLine

Оператор связи Кузбасса



АТВИНТА

Влад Поздняков - Erty Hackward

- Начальник отдела перспективных разработок - Good Line
- Автор р2р Клиента О-ГО 2
- р2р клиент в приставках Большое ТВ
- 10+ лет программирования, последние 2 года не писал код



БОЛЬШОЕ ТВ

WINECRAFT



[20:44:09] <server> joined.
[20:44:09] <server> Hello, I welcome to utopia! Have fun!
[20:51:50] <server> Time updated by Toca1

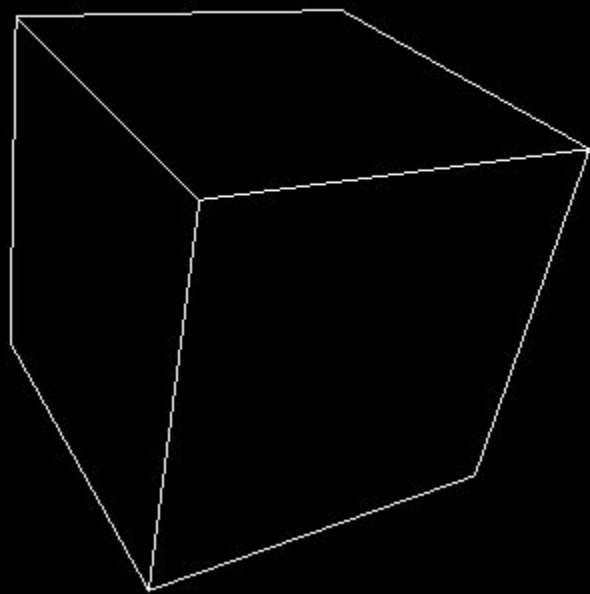


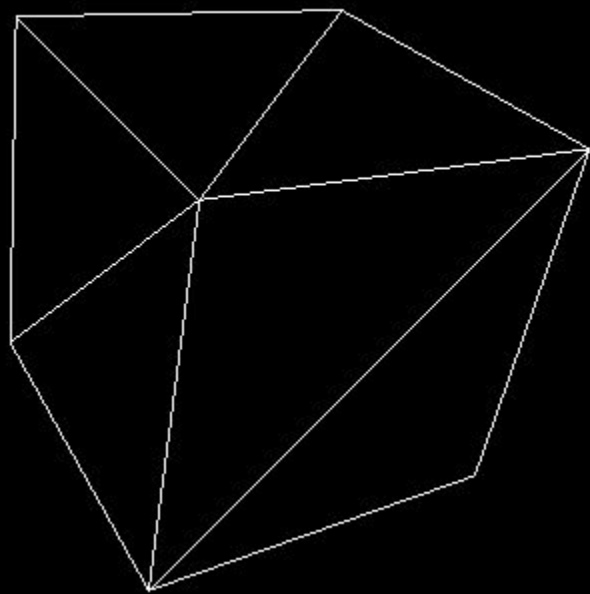
Что мы сделали?



3D ДВИЖОК







60 fps

$$1 / 60 = 0,016 \text{ s} = 16 \text{ ms}$$

16 ms

СКОЛЬКО ПОЛИГОНОВ НУЖНО?

$$16 * 16 * 64 = 16\,384 * 400 = 6\,553\,600 \text{ кубов} * 6 = \\ 39\,321\,600 \text{ ПОЛИГОНОВ}$$

Сколько полигонов нужно?

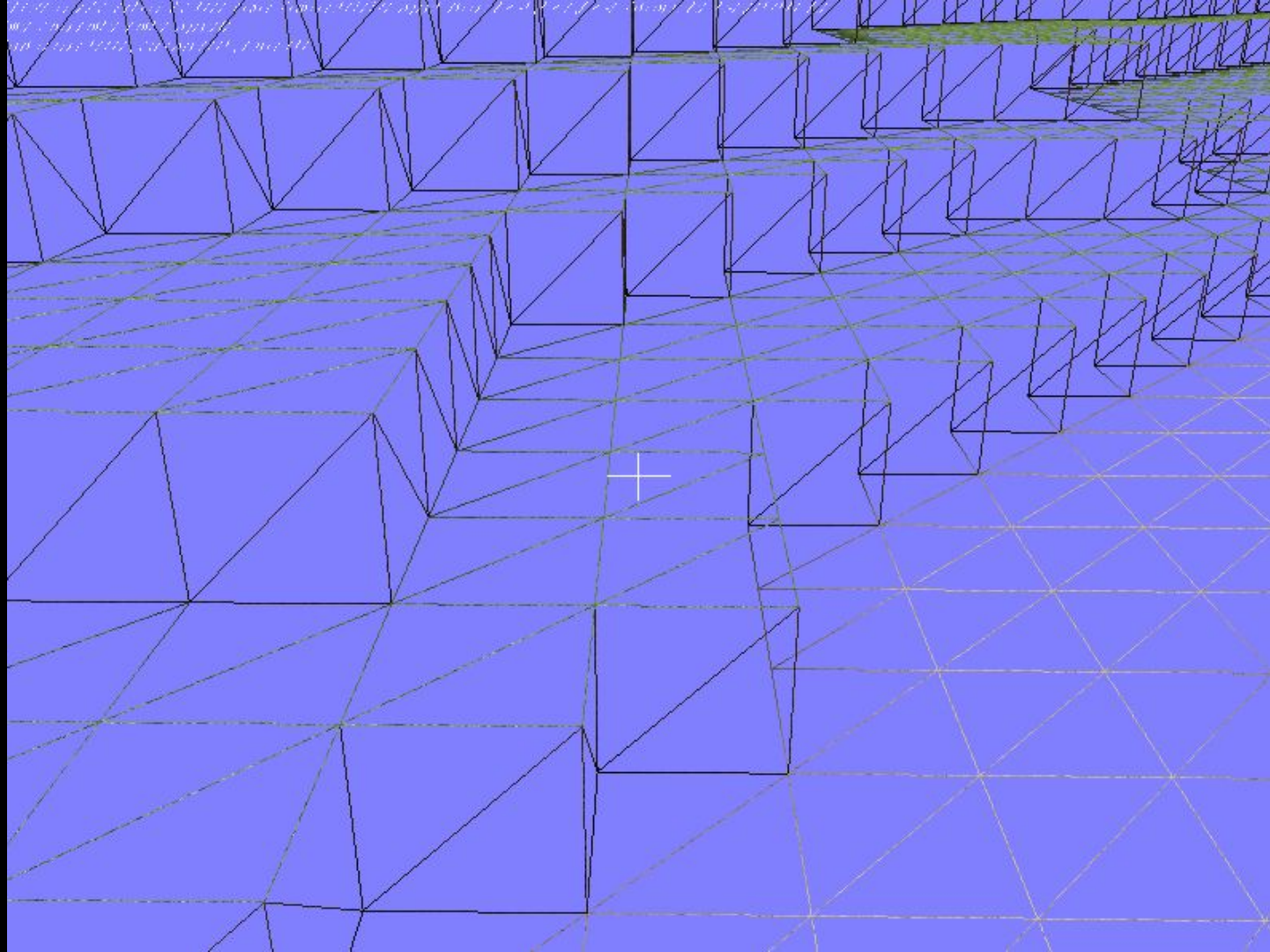
$16 * 16 * 64 = 16\,384 * 400 = 6\,553\,600$ кубов * 6 =
39 321 600 полигонов

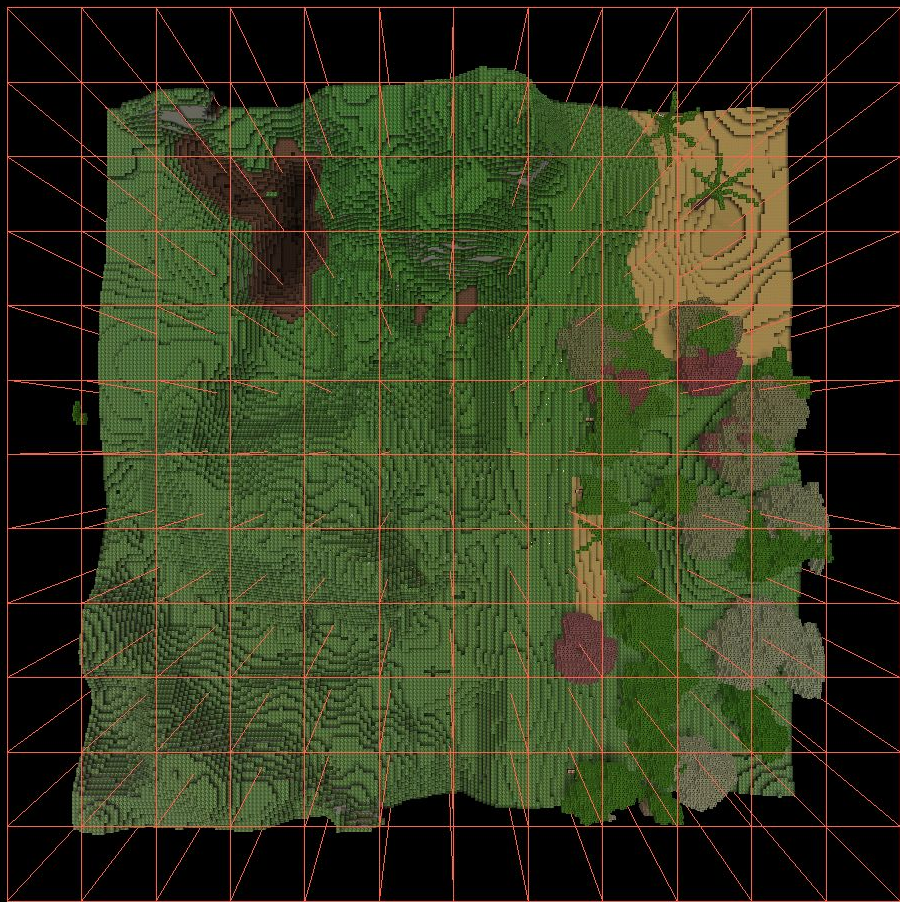
Crysis 3 = ~10 000 000 полигонов

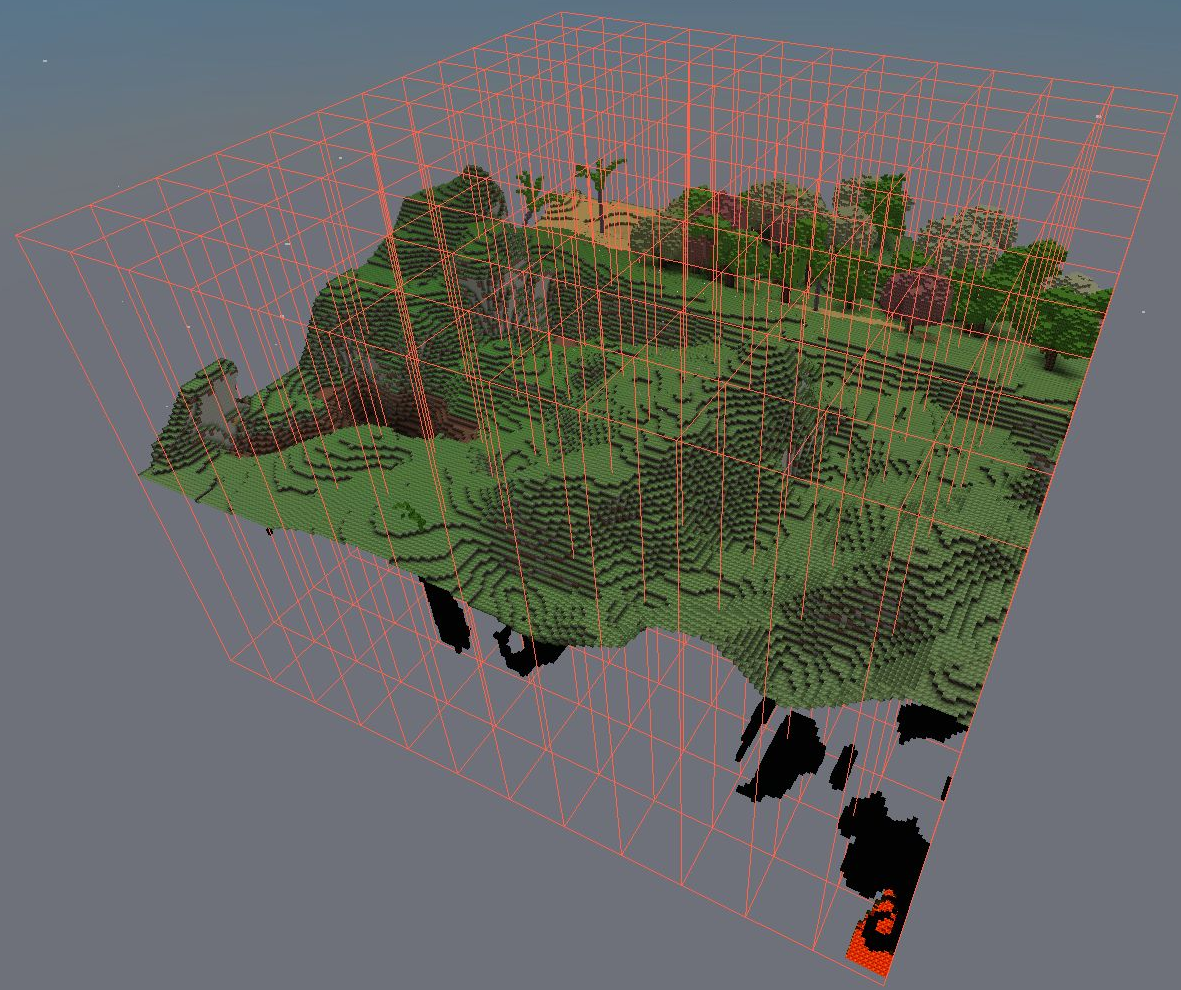
ВРЕМЯ ЕЩЁ НЕ ПРИШЛО, ЗАКРЫВАЕМСЯ?

FPS:42 on AMD Radeon HD 7900 Series Vertices:1350540 Light:1 Block: X = -1, Y = 2, Z = -2 Velocity: X:0 Y:-0.9914179 Z:0
Fill:0 QuickBuild:0 Build:0 Light:0/0
Total chunks 12690, DrawList 2391, Bytes 879

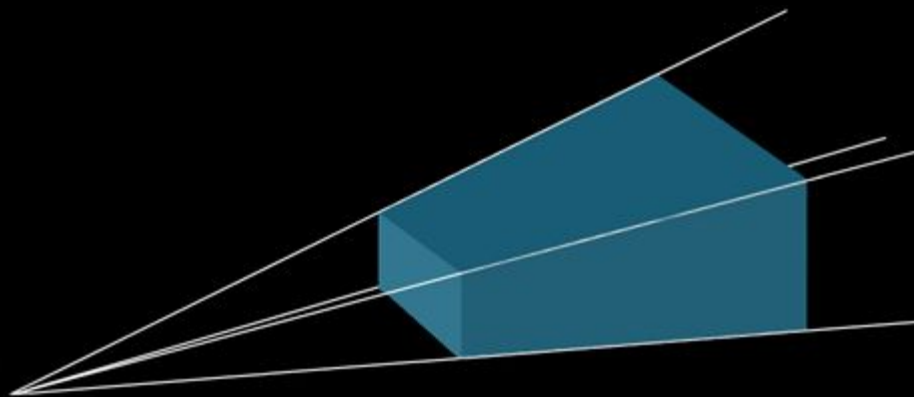








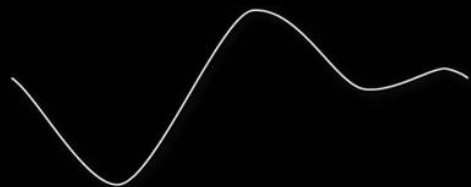
View frustum culling



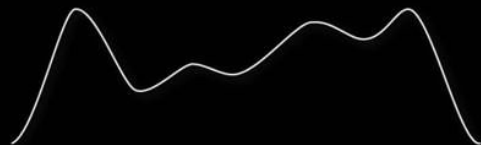


Шум Перлина

frequency = 4
amplitude = 1.0



frequency = 8
amplitude = 0.5



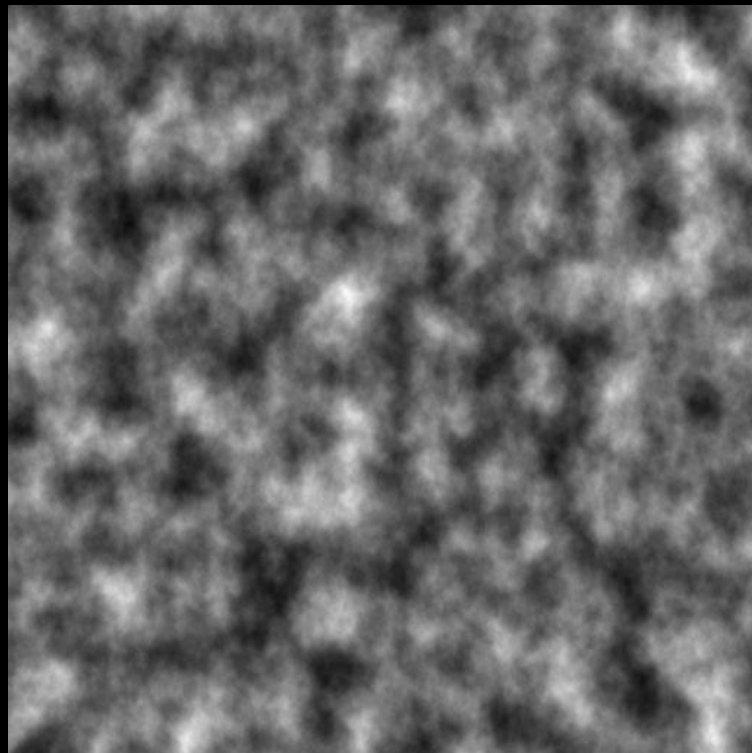
frequency = 16
amplitude = 0.25

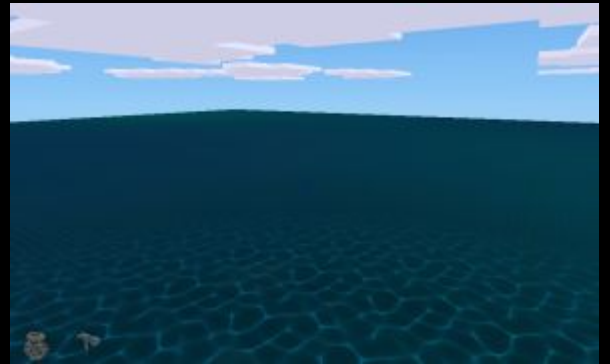
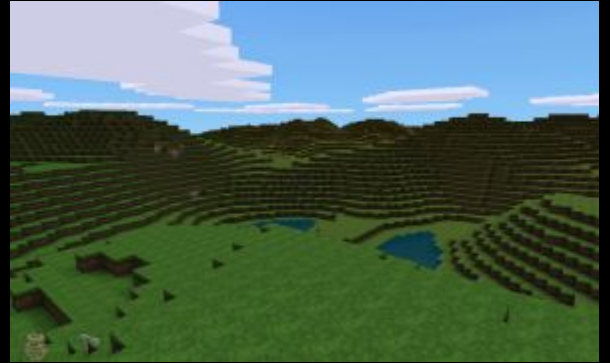
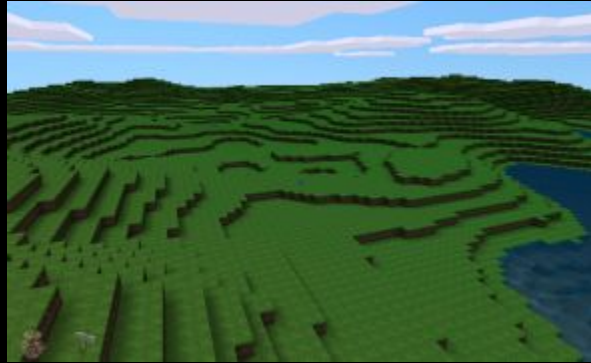
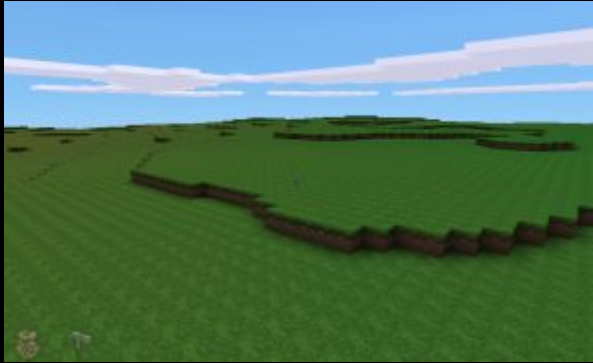


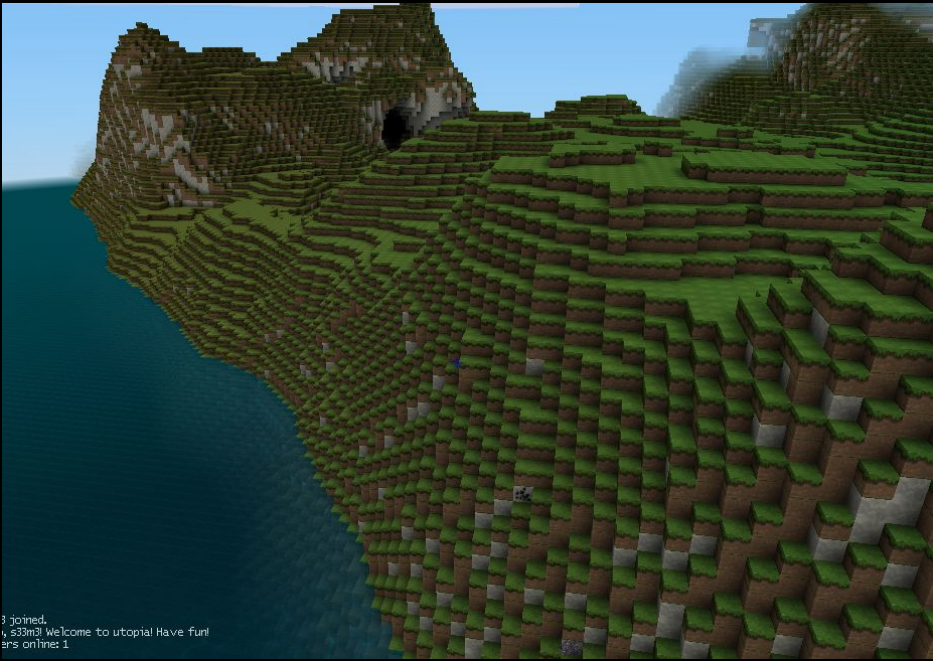
frequency = 32
amplitude = 0.125



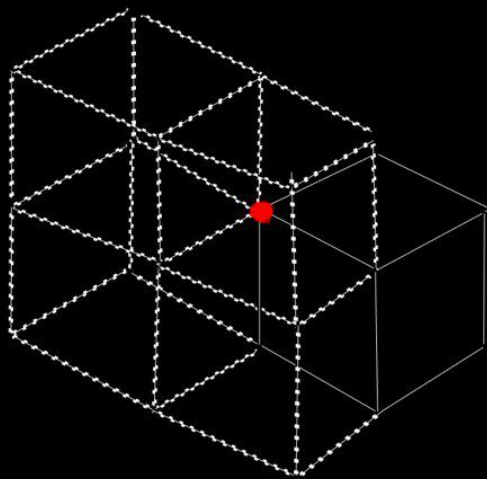
frequency = 64
amplitude = 0.0625

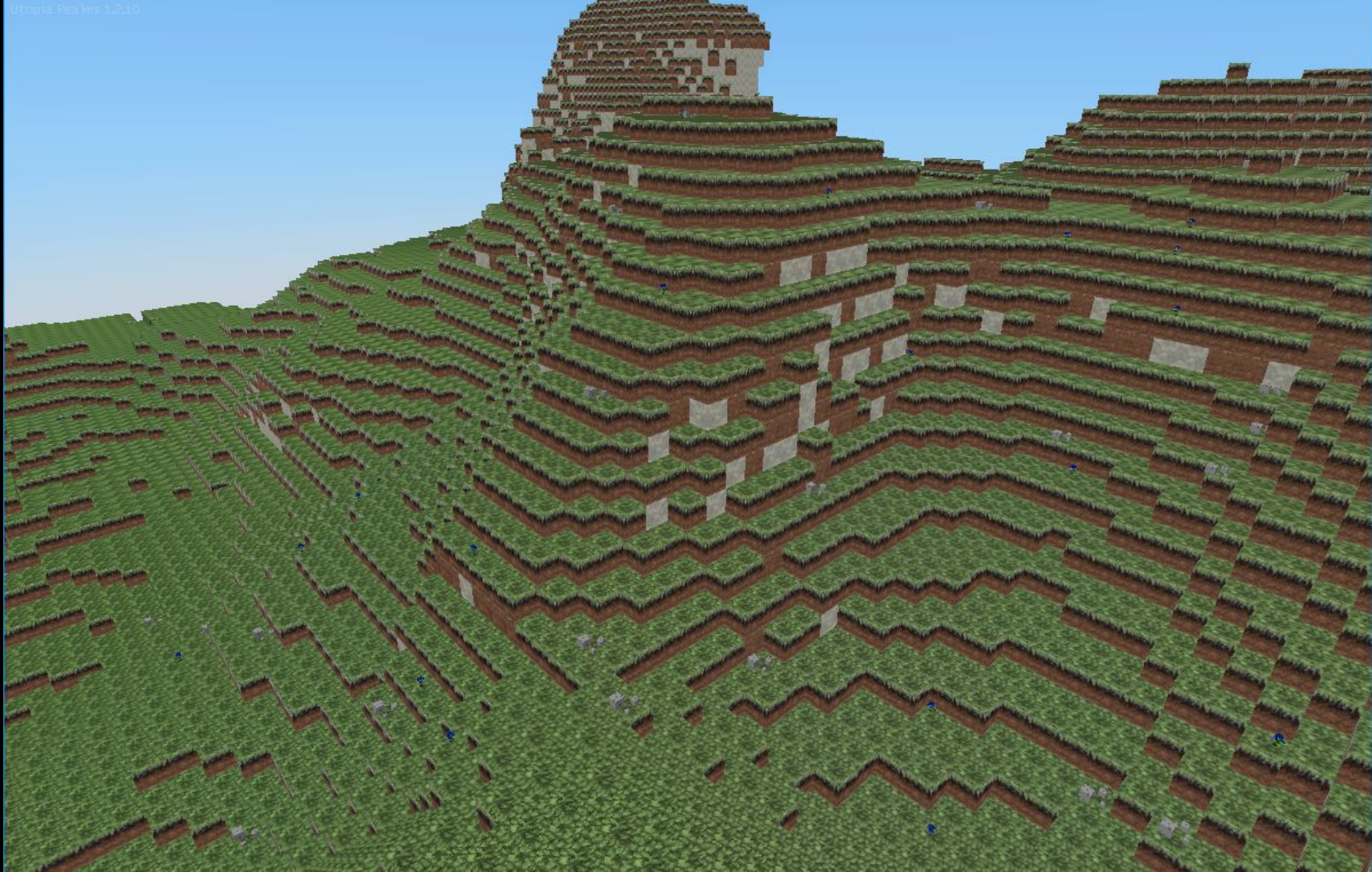








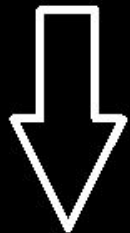














64	64	64	64	64	64









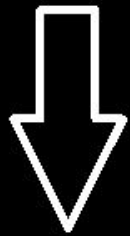
64	64	64	64	64	64
64	64	64	64	64	64









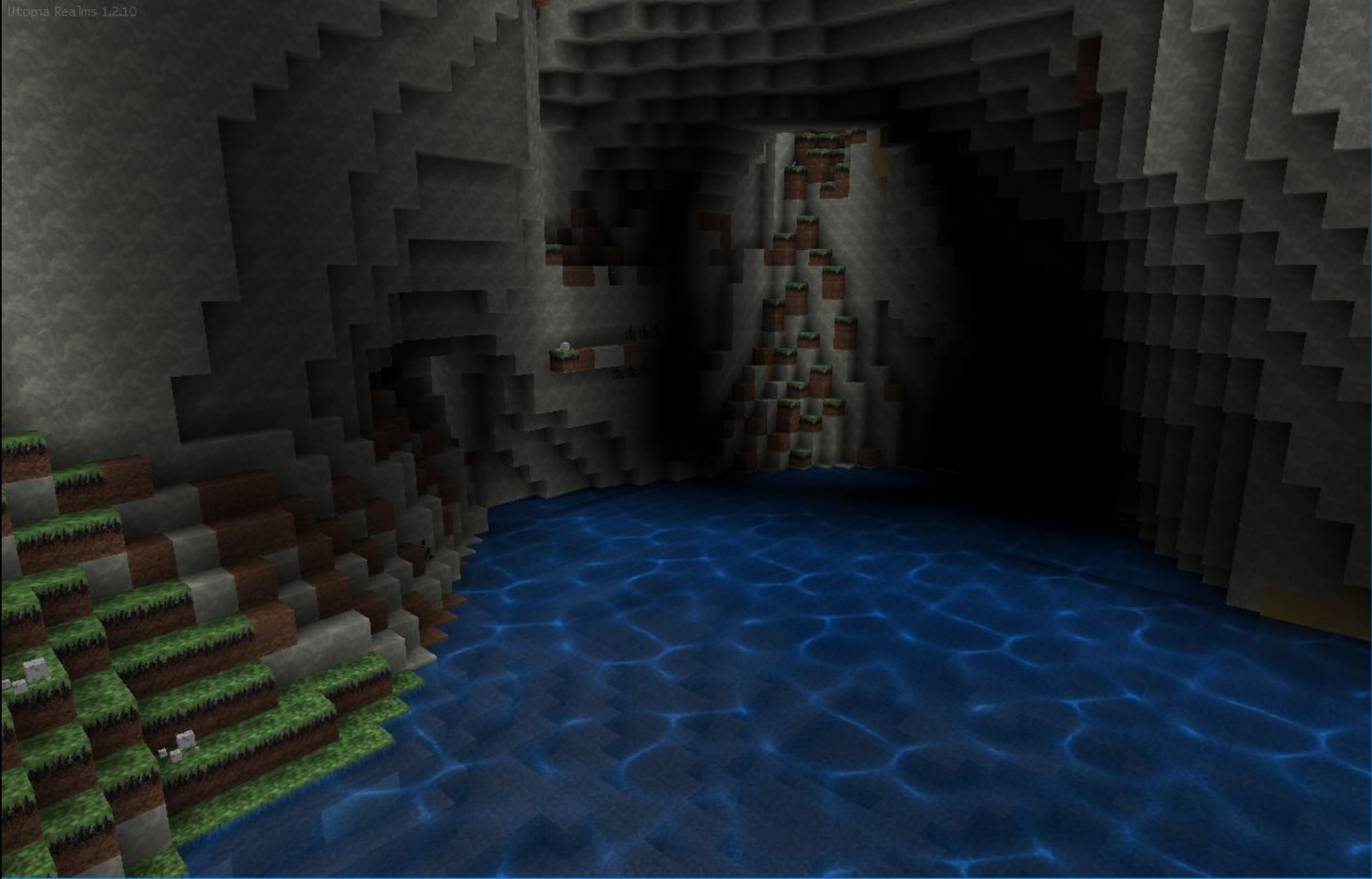
64	64	64	64	64	64
64	64	64	64	64	64
64	64				
					
					



64	64	64	64	64	64
64	64	64	64	64	64
64	64				
64	64	32	16	8	4
					2
					1



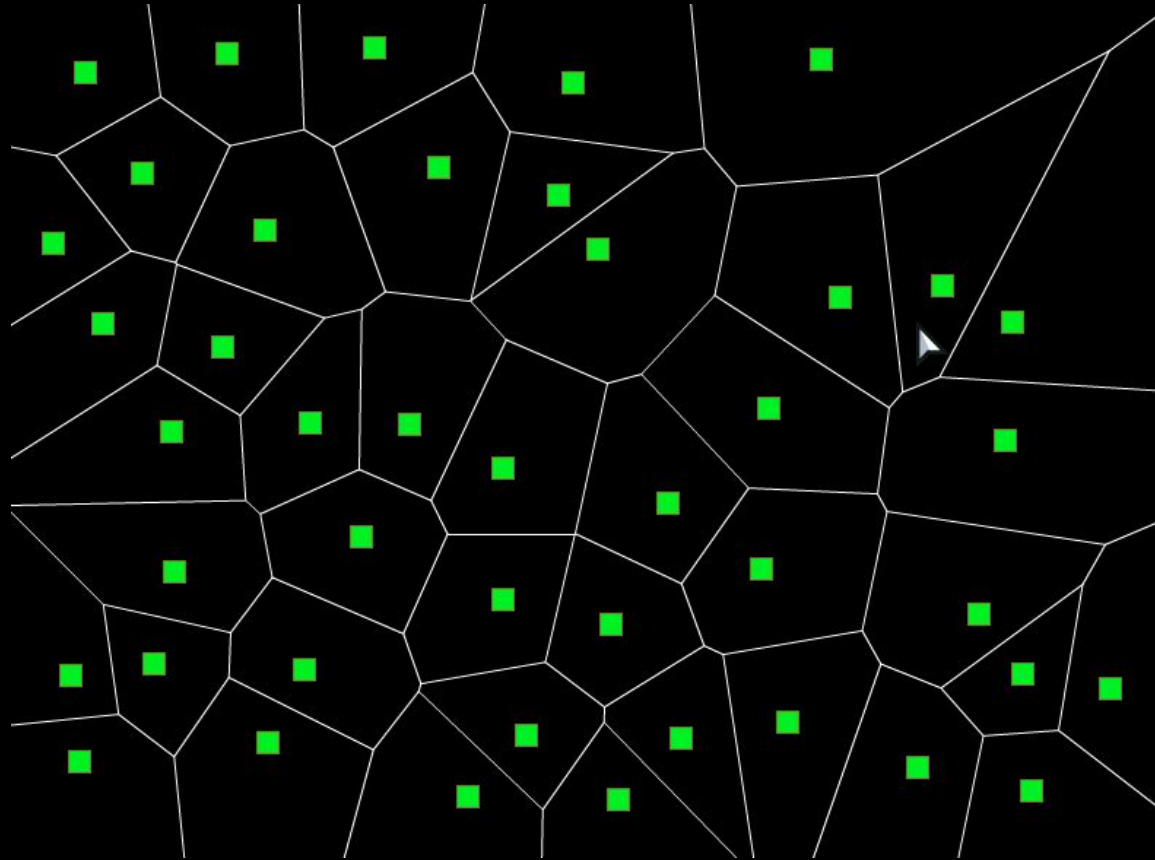
64	64	64	64	64	64
64	64	64	64	64	64
64	64				
64	64	32	16	8	4
64	64	32	16		2
64	64	32	16		1

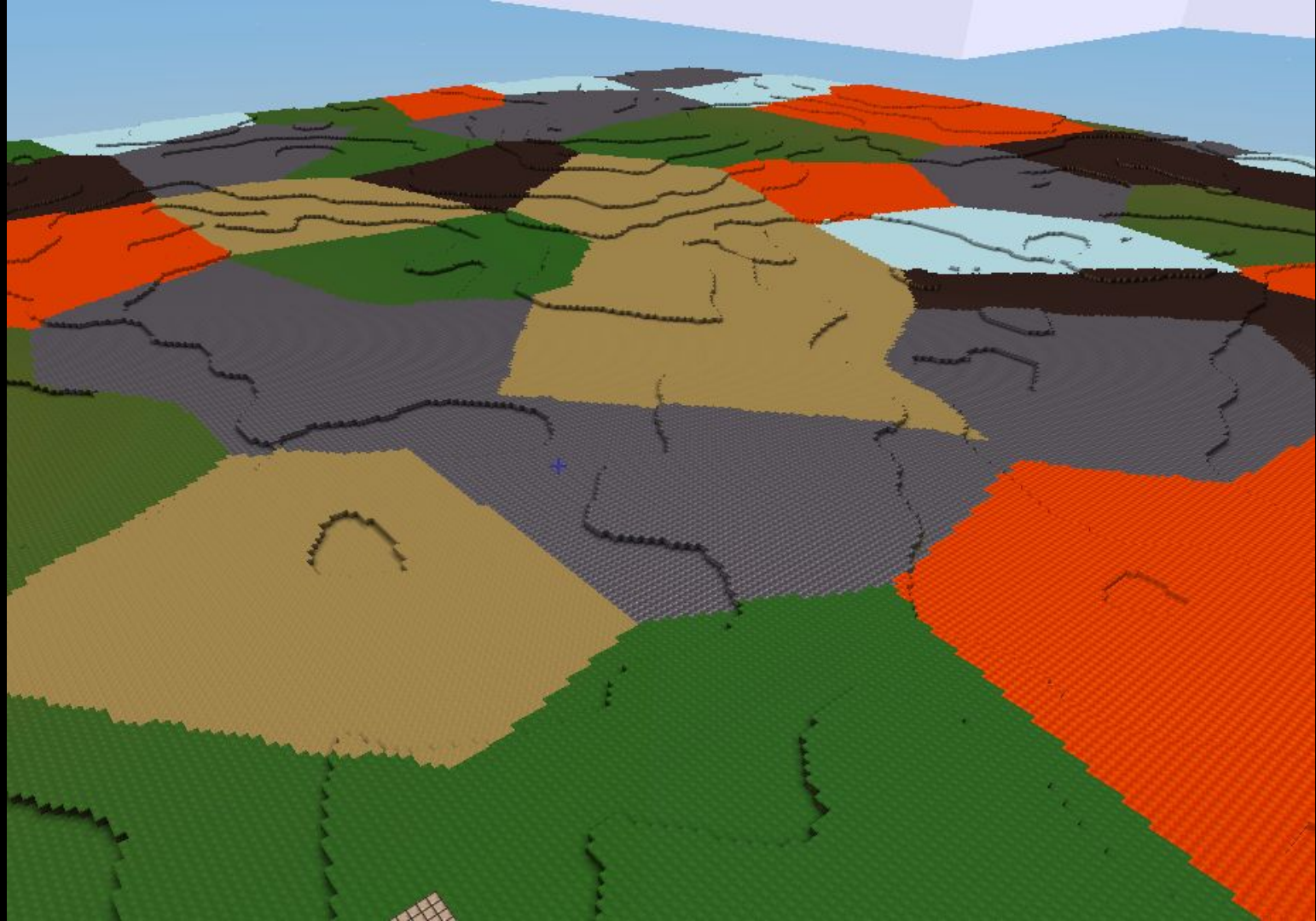


LTree



Диаграмма Вороного





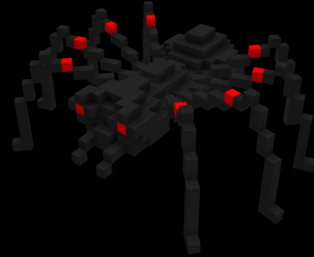
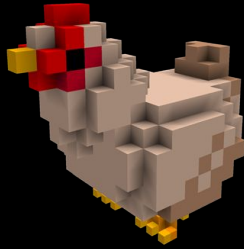
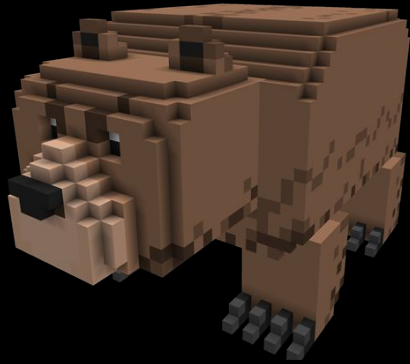
Health bar (red) and hunger bar (yellow) with icons.

FPS : 060 Wkng threads : 0 Used Ram : -MB Free Ram : -
Player Local player Pos: [006; 097; 037] Chunk : [000; 000; 002]
<Clock Info> Year : 1 Season : <Early Spring> Day : 1 [1245834]

1st of Early Spring from Year 1

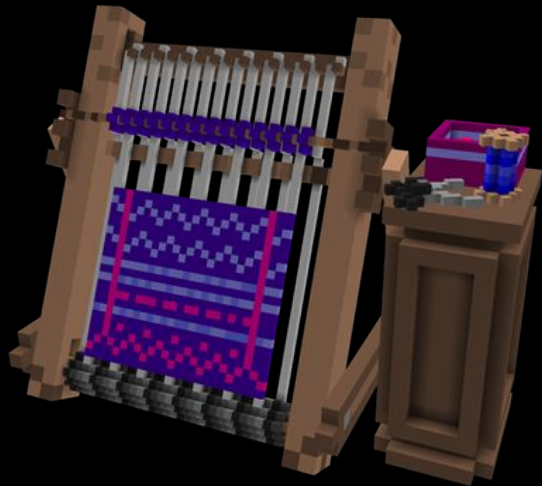
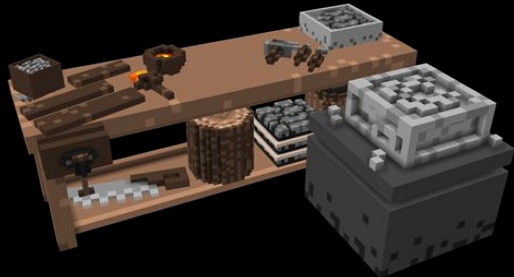


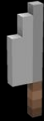
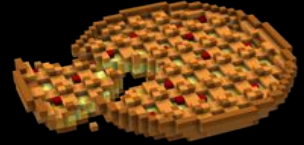
Редактор моделей









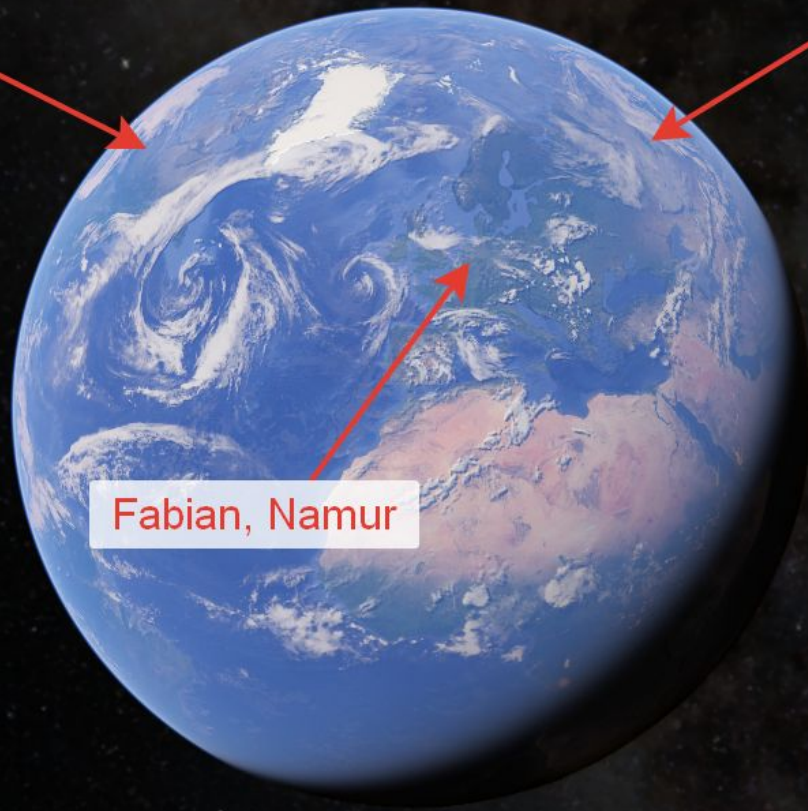


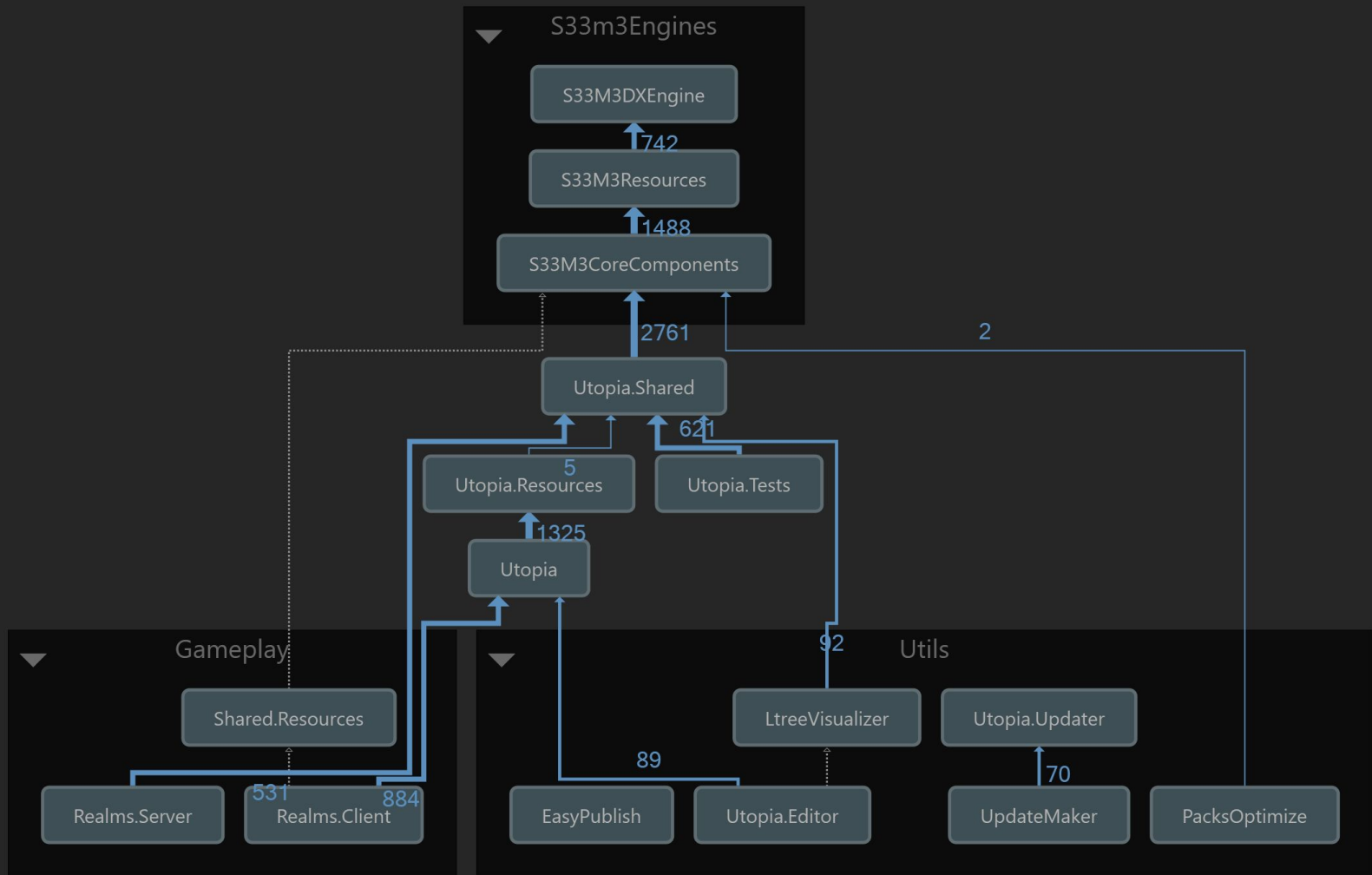
Команда

Simon, Квебек

Влад, Кемерово

Fabian, Namur





```
Utopia.Shared
Utopia.Shared.Entities.Entity

10 {
11     /// <summary>
12     /// Represents a base entity
13     /// </summary>
14     [ProtoContract]
15     [ProtoInclude(100, typeof(DynamicEntity))]
16     [ProtoInclude(101, typeof(StaticEntity))]
17     36 references
18     public abstract class Entity : IEntity
19     {
20
21         private string _name = "No name";
22
23         7 references
24         public enum EntityCollisionType : byte
25         {
26             BoundingBox,
27             Model
28         }
29
30         /// <summary>
31         /// Gets or sets Entity ID used in configuration to distinguish entities of the same final type
32         /// </summary>
33         [ReadOnly(true)]
34         [Category("Entity")]
35         [ProtoMember(1)]
36         39 references
37         public ushort BlueprintId { get; set; }
38
39         /// <summary>
40         /// Entity maximum size
41         /// </summary>
42         [Category("Appearance")]
43         [ProtoMember(3)]
44         17 references
45         public Vector3 DefaultSize { get; set; }
46
47         /// <summary>
48         /// Gets or sets entity position
49         /// </summary>
```

Хронология

июнь 2011 - старт разработки

январь 2013 - первый закрытый публичный тест

февраль 2014 - последний релиз

август 2015 - последний коммит

Как я бы сделал сейчас

1. Цепочка продаж, расшивание воронок
2. Работа с пользователями (кастдев)
3. Видение и границы проекта
4. Короткие итерации - неделя



Сборка_

СЛЕДИТЕ ЗА НАМИ



t.me/sborkacamp



vk.com/sborkacamp



АТВИНТА

Продвижение

- Форумы игроделов
- Каталоги игр
- Обзорщики
- indiedb.com



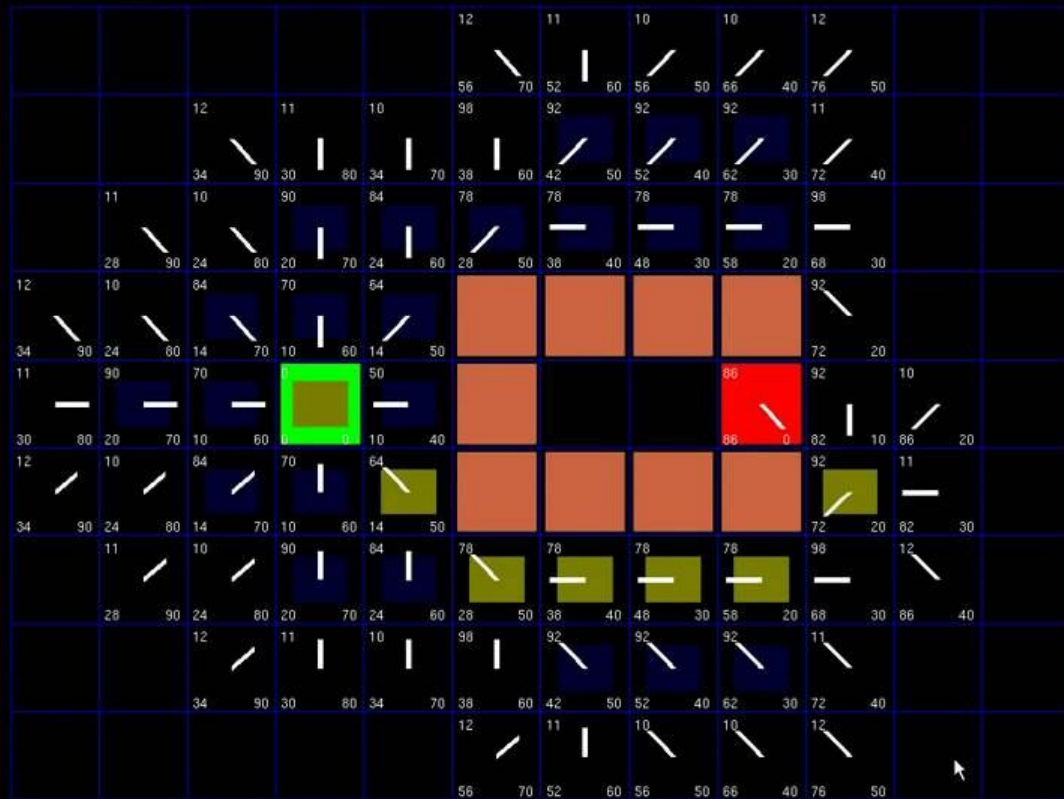
Inspector: [Object Name]

- Position: [X] [Y] [Z]
- Rotation: [X] [Y] [Z]
- Scale: [X] [Y] [Z]
- Material: [Material Name]
- Texture: [Texture Name]
- Color: [Color Picker]
- Opacity: [Slider]
- ... [Other Properties]

Hierarchy: [Tree View]

- [Object 1]
- [Object 2]
- [Object 3]
- [Object 4]
- [Object 5]
- [Object 6]
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- [Object 99]
- [Object 100]

AStar



File Tools Help

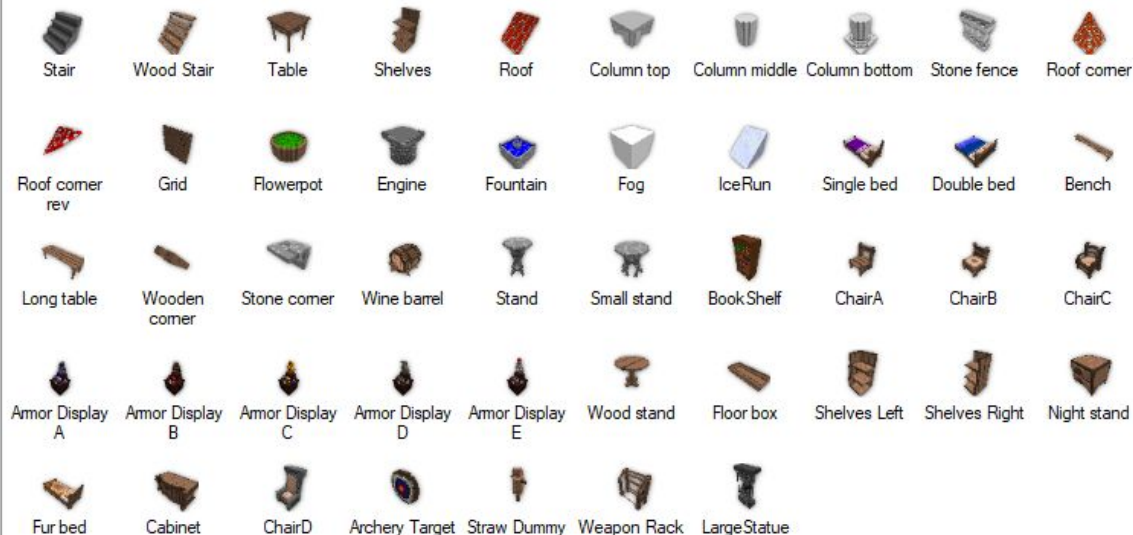
Realm explorer

- [-] General
- [-] Entities
 - [-] Plants
 - [-] OrientedBlockItems
 - [-] OrientedBlockLinkedItems
 - [-] Doors
 - [-] LinkedLightSources
 - [-] Tools
 - [-] Pick Axe
 - [-] Axe
 - [-] Trowel
 - [-] Shovel
 - [-] Foods
 - [-] Stuffs
 - [-] Npcs
 - [-] Containers
 - [-] Other
 - [-] Ladders
 - [-] Weapons
 - [-] System entities
 - [-] Animals
 - [-] PlantGrowingEntities
 - [-] Pictures
- [-] Landscape Entities
- [-] Cubes
- [-] WorldProcessor Params
- [-] Container sets
- [-] Recipes
- [-] Services

Plants



OrientedBlockItems




















OrientedBlockLinkedItems



News

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TOPICS	REPLIES	VIEWS	LAST POST
 TeamSpeak on Athena Gaming by ErtyHackward » Sun Mar 02, 2014 10:50 am	0	2902	by ErtyHackward  Sun Mar 02, 2014 10:50 am
 Requests for Utopia Realms beta access by ErtyHackward » Fri Jan 18, 2013 2:19 am	 1 ... 5 6 7	69 38929	by ErtyHackward  Sat Mar 01, 2014 8:20 am
 Utopia Realms Update 1.1.9 by ErtyHackward » Thu Feb 27, 2014 4:43 pm	0	1430	by ErtyHackward  Thu Feb 27, 2014 4:43 pm
 Utopia Realms Update 1.1.1 by ErtyHackward » Thu Feb 06, 2014 2:47 pm	1	2020	by ErtyHackward  Sat Feb 08, 2014 9:30 am
 Utopia Realms update [1.1.0] by ErtyHackward » Tue Feb 05, 2013 2:02 pm	0	2896	by ErtyHackward  Tue Feb 05, 2013 2:02 pm
 Utopia Realms closed alpha test by ErtyHackward » Sat Jan 12, 2013 10:10 am	0	1850	by ErtyHackward  Sat Jan 12, 2013 10:10 am
 Sandbox update [1.0.2] by ErtyHackward » Fri Jan 11, 2013 6:49 am	0	1580	by ErtyHackward  Fri Jan 11, 2013 6:49 am
 Sanbox new release [1.0.1] by s33m3 » Thu Jan 10, 2013 10:29 am	0	1584	by s33m3  Thu Jan 10, 2013 10:29 am

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