



# ROBLOX

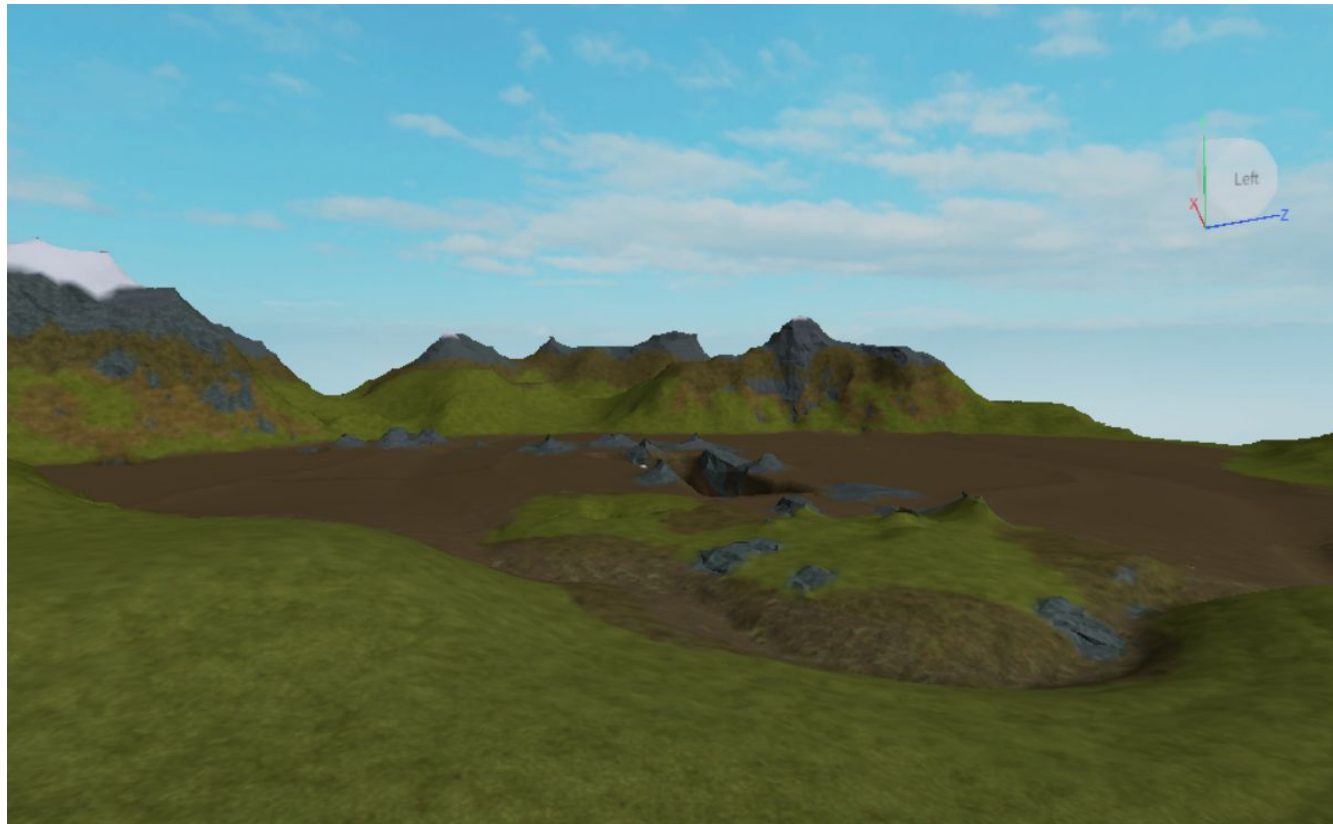
## Занятие 2

Чтобы жить дружно, нам нужно соблюдать следующие правила:

1. **Соблюдать тишину**, когда преподаватель говорит!
2. **Спрашивайте**, если не понятно!

# Terrain

**Terrain** - это игровая земля, которая состоит из грунта и других материалов. **Terrain** по своим размерам всегда больше, чем стандартное поле.

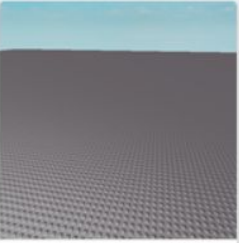














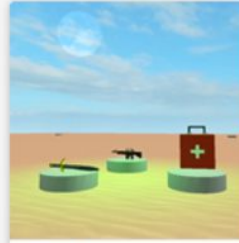




# Выбор карты

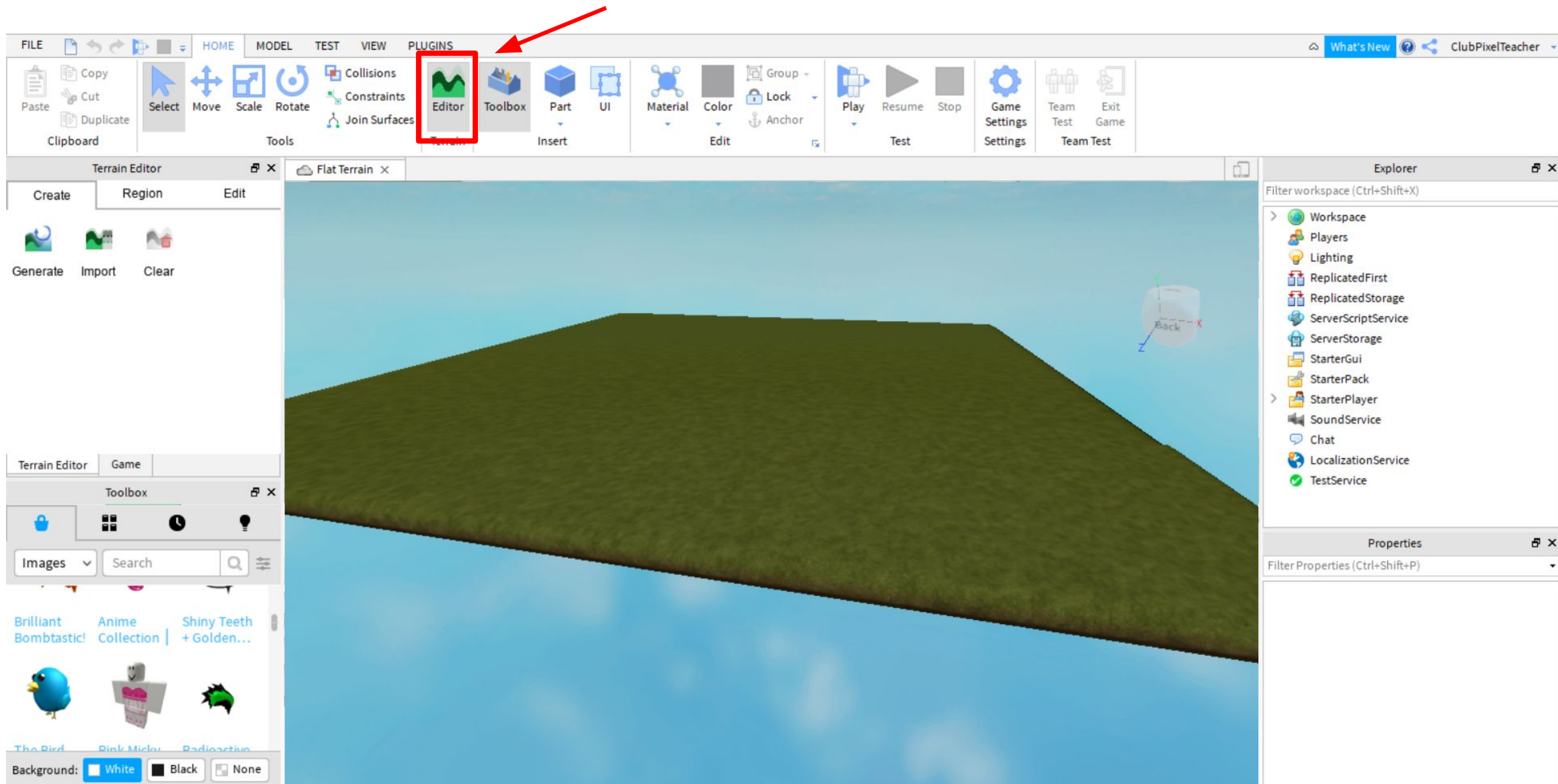
FILE What's New ClubPixelTeacher

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 <p>Baseplate</p>	 <p>Flat Terrain</p>	 <p>Village</p>	 <p>Castle</p>	 <p>Suburban</p>	 <p>Racing</p>	 <p>Pirate Island</p>	 <p>Western</p>
 <p>City</p>	 <p>Obby</p>	 <p>Starting Place</p>	 <p>Line Runner</p>	 <p>Infinite Runner</p>	 <p>Capture The Flag</p>	 <p>Team/FFA Arena</p>	 <p>Combat</p>
 <p>Create and Destroy</p>	 <p>Galactic Speedway</p>						

# Знакомство с Terrain



# Terrain Editor

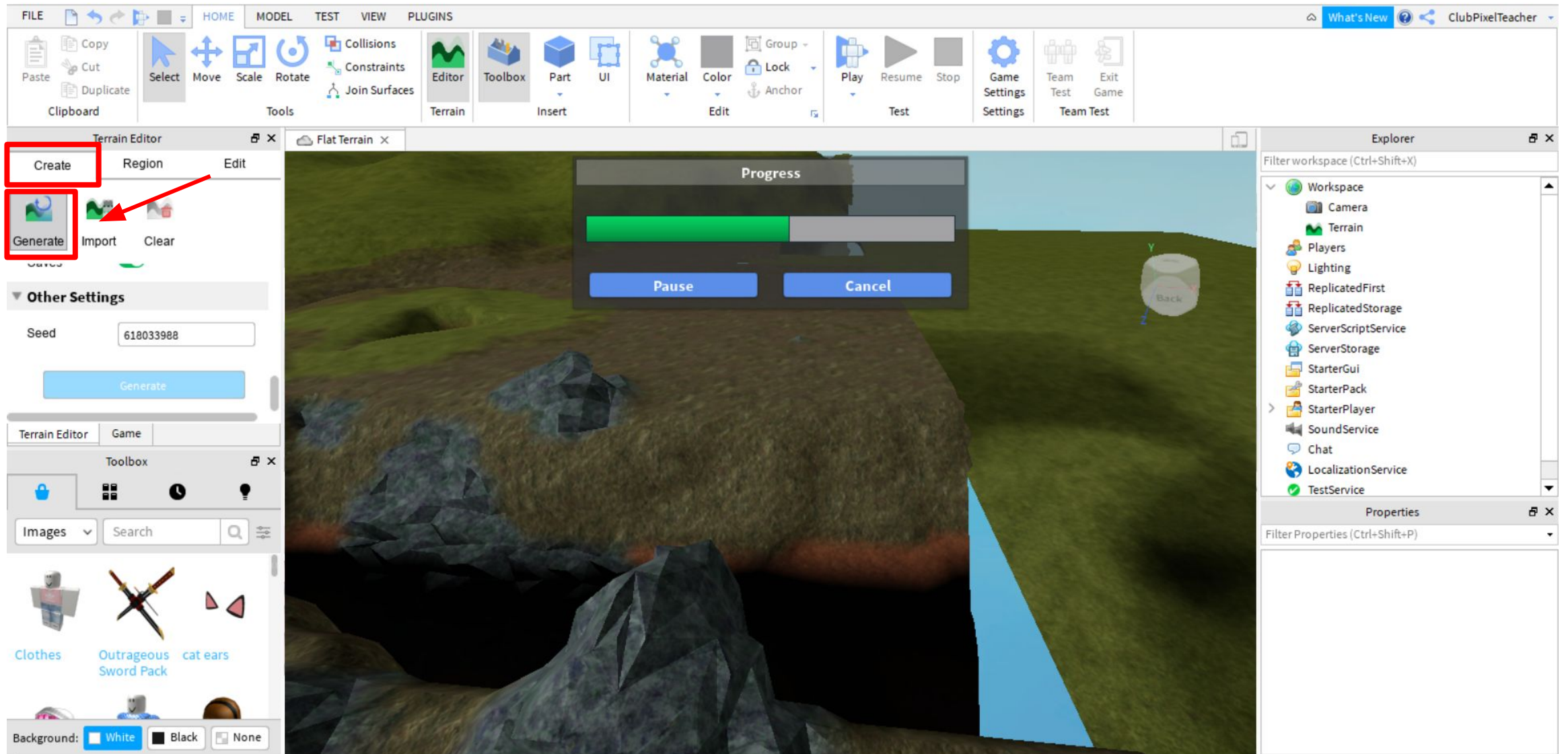
The screenshot displays the Roblox Studio interface with the Terrain Editor plugin active. The main toolbar at the top includes various tools such as Copy, Paste, Select, Move, Scale, Rotate, Collisions, Constraints, Join Surface, Editor, Toolbox, Part, UI, Material, Color, Lock, Anchor, Play, Resume, Stop, Game Settings, Team Test, and Exit Game. The 'Editor' button in the 'PLUGINS' tab is highlighted with a red box. Below the main toolbar, the Terrain Editor interface is visible, with the 'Edit' sub-tab highlighted by a red box. This sub-tab contains eight tool icons: Add, Subtract, Grow, Erode, Smooth, Flatten, Paint, and Sea Level. A red arrow points from the 'Edit' sub-tab to the 'Add' tool icon. The 'Brush Settings' panel on the left shows options for Base Size (6), Height (6), Pivot Position (Bot, Cen, Top), Snap to Grid, and Ignore Water. The 'Material Settings' panel shows an 'Auto Material' toggle and a material selection grid. The Explorer panel on the right shows a tree view of the workspace, including Workspace, Camera, Terrain, Part, Players, Lighting, and various services. The Properties panel at the bottom right is empty.

# Задача 1



Самостоятельно создать Terrain, используя изученные режимы.

# Режим Generate

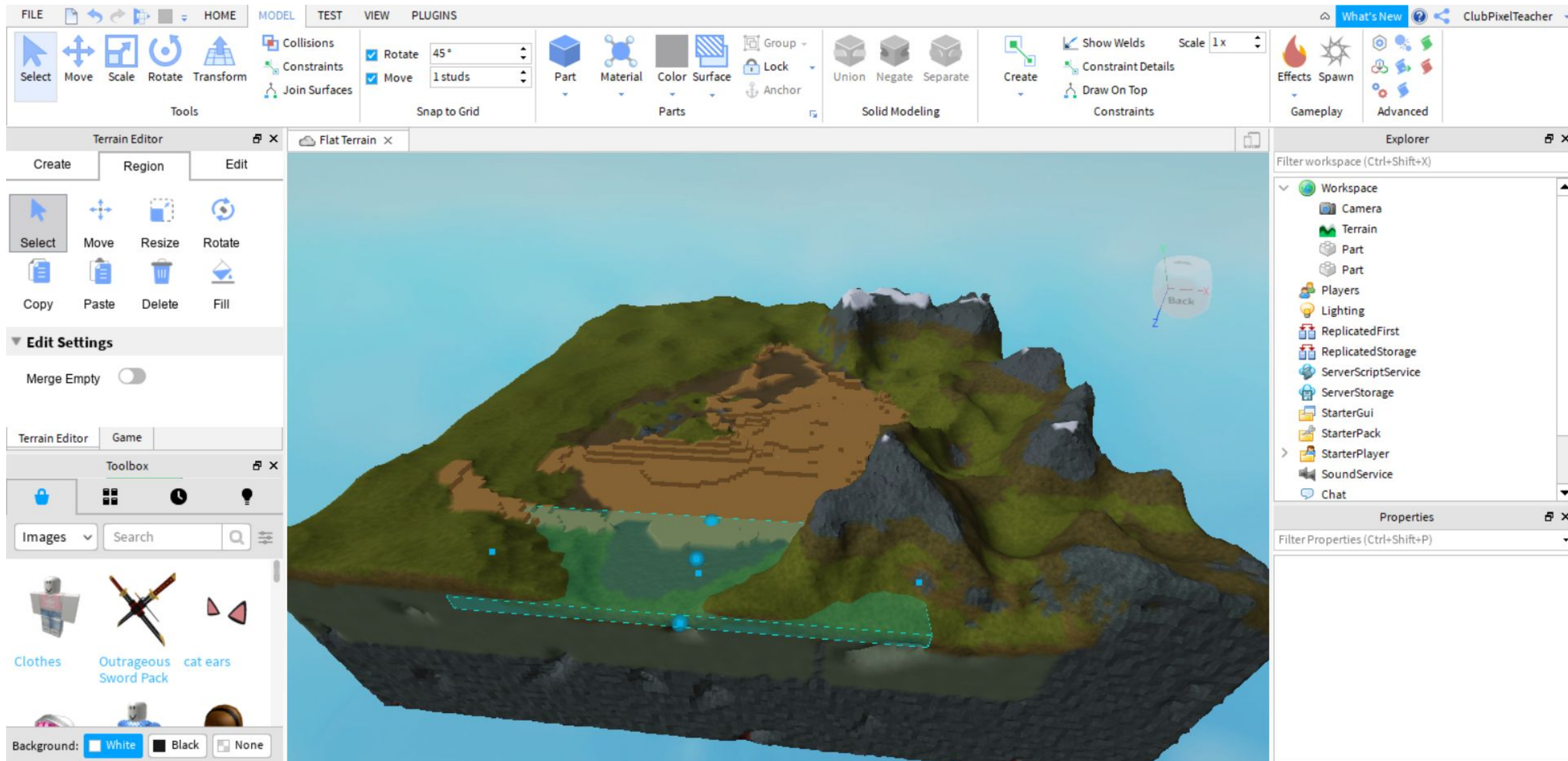




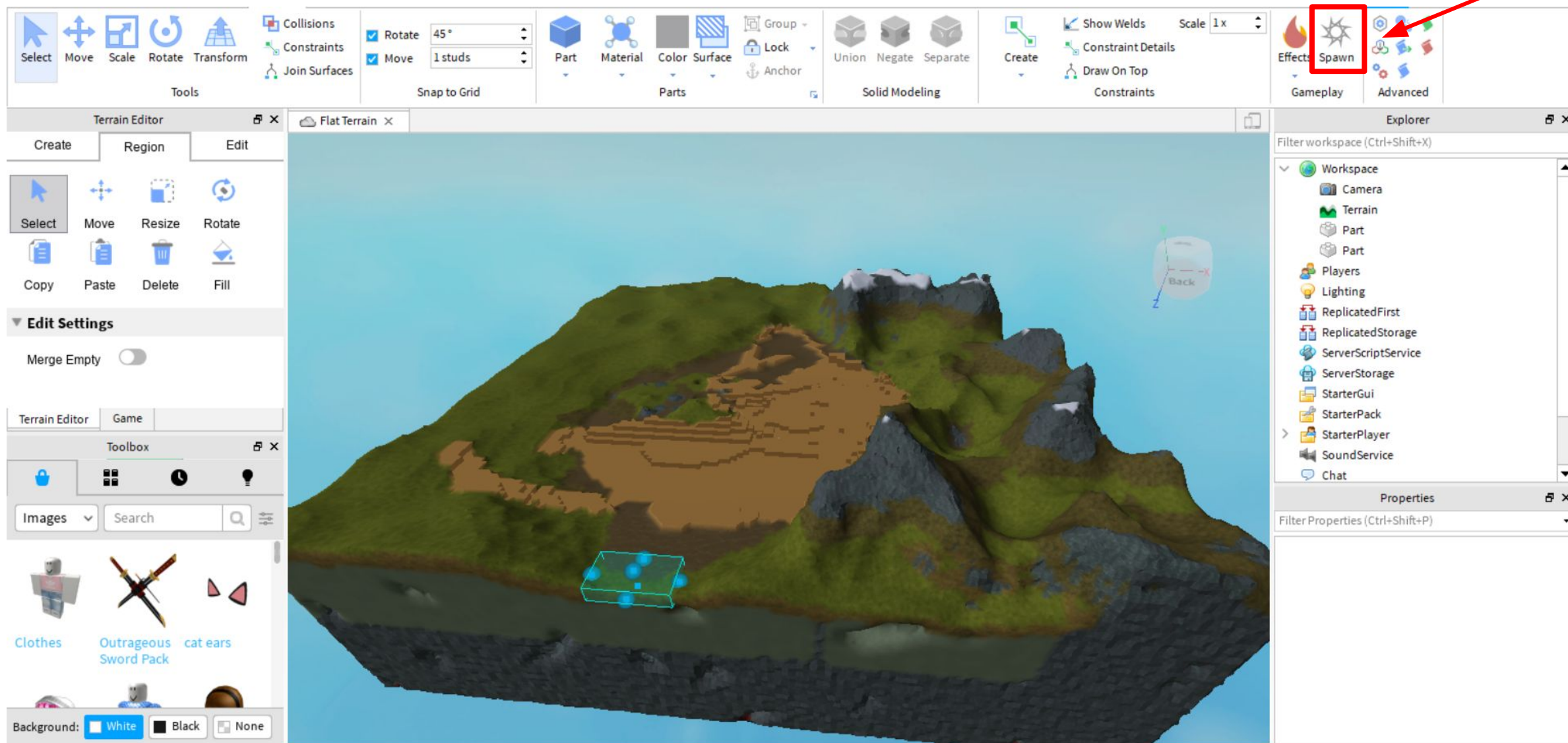
## Задача 2

Сгенерируйте карту и достройте ее так, как считаете нужным.

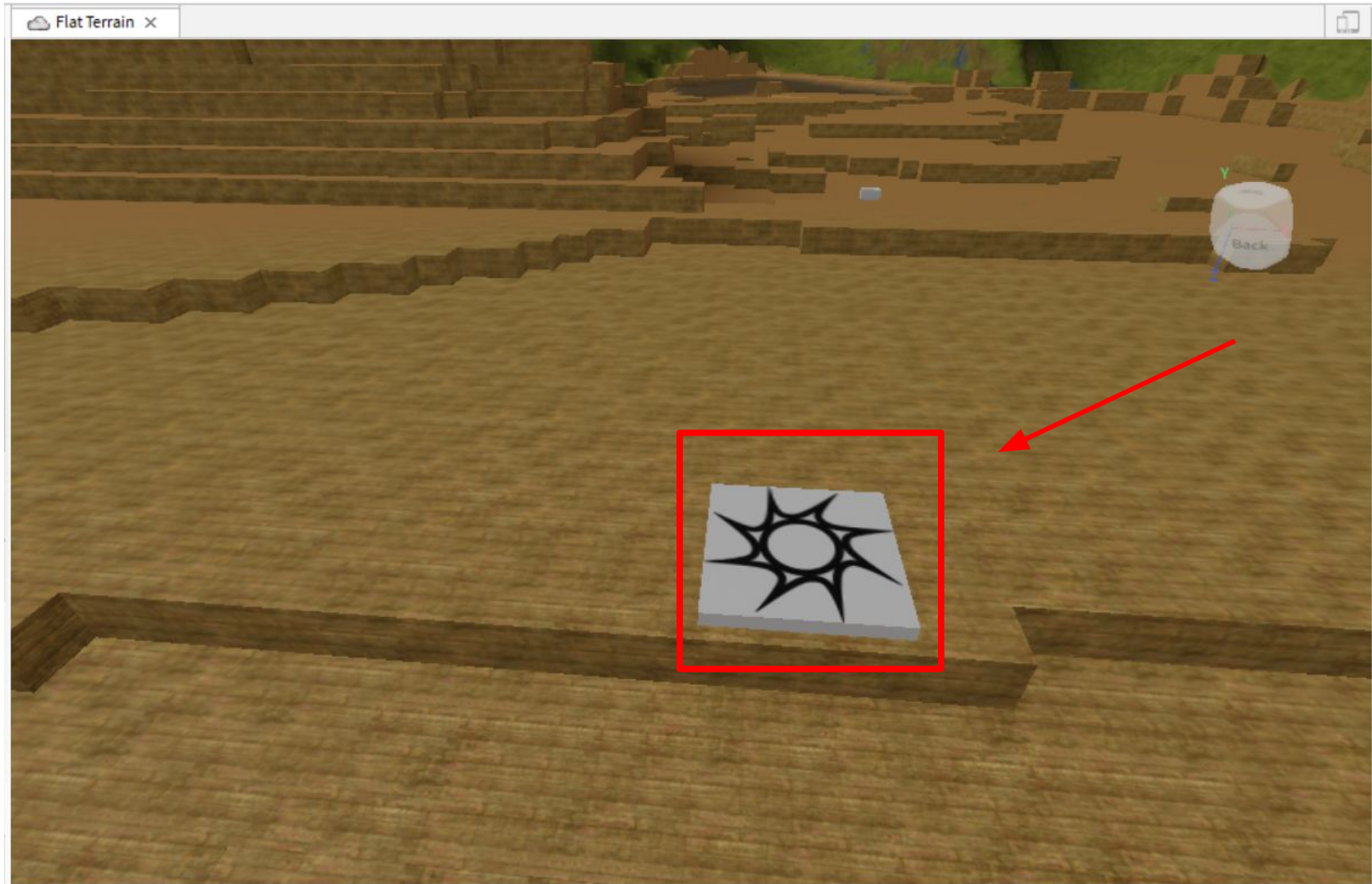
# Режим Regions



# Знакомство с компонентом Spawn



Spawn



PIXEL

# Перемещение Spawn

The screenshot displays the Roblox Studio interface. In the top toolbar, the 'Select' tool (represented by a mouse cursor icon) is highlighted with a red box and a red arrow. The 3D view shows a landscape with a 'SpawnLocation' part, which is a blue square with a black star pattern, also highlighted with a red box. The Explorer panel on the right shows the 'SpawnLocation' part selected in the workspace. The Properties panel on the right shows the properties for the selected 'SpawnLocation' part.

**Properties - SpawnLocation "SpawnLocation"**

Filter Properties (Ctrl+Shift+P)	
<b>Appearance</b>	
BrickColor	Medium ston...
CastShadow	<input checked="" type="checkbox"/>
Color	[163, 162, 16...
Material	Plastic
Reflectance	0
Transparency	0
<b>Data</b>	

# Добавление оружия

The screenshot displays the Roblox Studio interface with several key elements highlighted in red:

- Toolbox:** Located in the top toolbar, it is highlighted with a red box.
- Lock Icon:** In the bottom-left 'Toolbox' panel, a blue lock icon is highlighted with a red box.
- RPG-7 Model:** In the search results for 'RPG', the 'RPG-7' model is highlighted with a red box.

The central 3D view shows a grey rectangular platform with a black starburst pattern on top. A red, green, and blue coordinate system is visible in the center. To the right, a 'Black' cylinder is also visible. The right-hand side of the interface shows the 'Explorer' and 'Properties' panels.

**Explorer Panel:**

- Filter workspace (Ctrl+Shift+X)
- RPG-7
- SpawnLocation
- Part
- Part
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService
- ServerStorage
- StarterGui
- StarterPack
- StarterPlayer
- SoundService
- Chat
- LocalizationService

**Properties Panel - Tool "RPG-7"**

- Filter Properties (Ctrl+Shift+P)
- Appearance
  - GripForward: 0, 0, -1
  - GripPos: 0.05, -0.6, -1
  - GripRight: 1, 0, 0
  - GripUp: 0, 1, 0
  - ToolTip: RPG-7
- Data
  - ClassName: Tool

# Добавление ботов

The screenshot displays the Roblox Studio interface with the following components:

- Top Menu Bar:** FILE, HOME, MODEL, TEST, VIEW, PLUGINS. The **Toolbox** icon in the PLUGINS section is highlighted with a red box.
- Toolbar:** Includes icons for Copy, Paste, Cut, Duplicate, Select, Move, Scale, Rotate, Collisions, Constraints, Join Surfaces, Editor, Part, UI, Material, Color, Lock, Anchor, Group, Play, Resume, Stop, Game Settings, Team Test, and Exit Game.
- Terrain Editor Panel:** Located on the left, it has tabs for Create, Region, and Edit. Under the Create tab, there are buttons for Generate, Import, and Clear. A list of terrain types is shown with checkboxes: Plains, Hills, Dunes, Canyons, Mountains, Lavascape, and Arctic. A Biome Size slider is set to 100.
- Toolbox Panel:** Located below the Terrain Editor, it has tabs for Terrain Editor and Game. The **Lock** icon is highlighted with a red box. Below the tabs is a search bar with the text "enemy" and a search icon. The search results are displayed below.
- Search Results:** Shows four items: "Sword Noob [Enemy]", "Thug(Enemy)", "Enemy A", and "A Zombie. [Enemy]". The "Enemy A" item is highlighted with a red box.
- Game View:** The central 3D view shows a character named "Communist" on a wooden floor. A "Left" object is visible in the scene.
- Explorer Panel:** Located on the right, it shows a tree view of the game's workspace. The "Communist" object is highlighted in the tree.
- Properties Panel:** Located at the bottom right, it shows the properties of the selected "Communist" object.

# Добавление ботов

The screenshot displays a game engine interface with a 3D view of a Communist bot on a wooden floor. The Explorer panel on the right shows a tree structure with 'Communist' selected, containing sub-items like 'Control' and 'Respawn', both highlighted with red boxes. A red arrow points to 'Respawn' with the Russian text 'УДАЛИТЬ' (Delete). The Properties panel at the bottom right shows the model's data and behavior settings.

**Explorer**

- Filter workspace (Ctrl+Shift+X)
- RPG-7
- SpawnLocation
- Communist
  - Pants
  - Shirt
  - Control
  - Military Beanie
  - Military Beanie
  - MoneyKill
  - RaceGenerator
  - Respawn
  - Robot
  - Zombie
  - spawnHandler
- Handle
- Head

**Properties - Model "Communist"**

Filter Properties (Ctrl+Shift+P)

**Data**

ClassName	Model
Name	Communist
Parent	Workspace
PrimaryPart	Head

**Behavior**

Archivable	<input checked="" type="checkbox"/>
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# Нанесение урона от пистолета

```
Flat Terrain x Control x
58     end
59   end
60 end)
61 Spawn(function()
62   while wait(math.random(2,7)/10)do
63     local n=near()
64     if n and math.random(1,3)==2 or not n then
65       mov.CFrame=t.Torso.CFrame+t.Torso.CFrame.lookVector*Vector3.new(math.random(-25,25)
66     else
67       mov.CFrame=n+Vector3.new((math.random(1,2)==1 and 1 or -1)*math.random(25,50),0,(m
68     end
69     wait(.1)
70     t.Zombie:MoveTo(mov.Position,mov)
71   end
72 end)
73 while true do
74   local n,mag,hum=near()
75   if n then
76     n=n.p
77     if not r then
78       w=.14
79       local dir=h.Position-n
80       local tst,_=workspace:FindPartOnRay(Ray.new(t.Torso.Position,(n-t.Torso.Position).
81       local aim=n+Vector3.new(math.random(-mag*.015,mag*.015),math.random(-mag*.015,mag*
82       if tst and tst.Parent and game.Players:GetPlayerFromCharacter(tst.Parent)then
83         wait(.1)
84         h.Fire:Play()
85         local par,pos=workspace:FindPartOnRay(Ray.new(h.Position,(aim-h.Position).Unit
86       if par then
87         local h=par.Parent:FindFirstChild'Humanoid'or par.Parent.Parent:FindFirstC
88         if h and h.Health-10>0 then
89           h.Health=h.Health-67.5 -- How much damage the gun inflicts
90         elseif h then
91           h.Health=0
92           h.Parent:BreakJoints()
93         end
end
```

# Добавление ботов



## Задача 3

Создать озеро и построить через него мост из обычных Part.

Ответ



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## Задача 4

Достроить Terrain и добавить понравившиеся объекты.

Ответ



PIXEL

**Покажи свои навыки!**

**Свободное время**