

A collage of numerous Roblox game thumbnails, including characters like a blue robot, a person on a surfboard, a purple dragon, and various other avatars in different settings. The thumbnails are arranged in a grid-like pattern around a central red banner.

ROBLOX

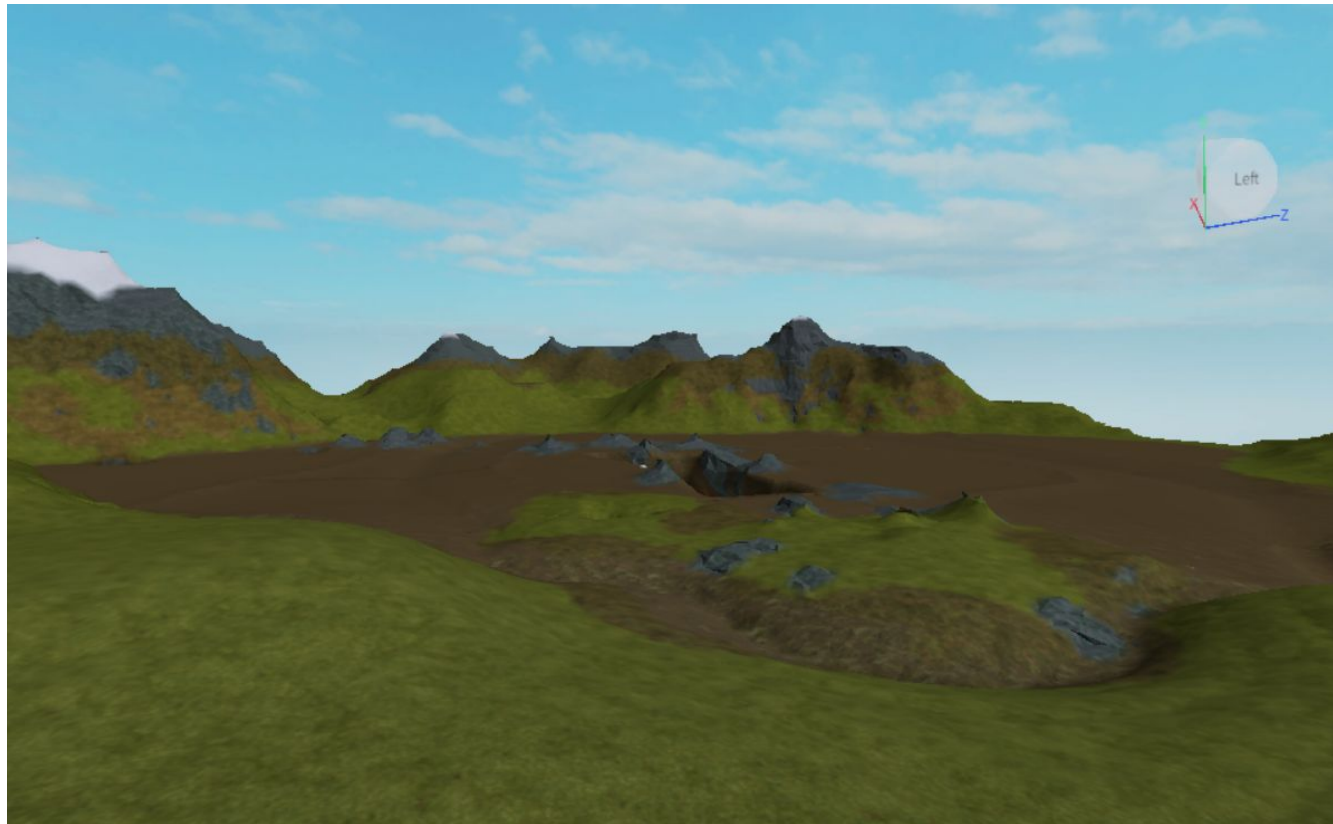
Занятие 2

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

+
New

My Games

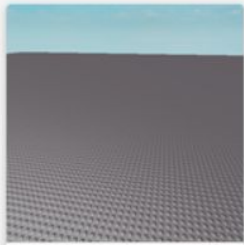
Recent

Archive

All Templates

Theme

Gameplay



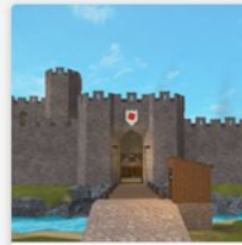
Baseplate



Flat Terrain



Village



Castle



Suburban



Racing



Pirate Island



Western



City



Obby



Starting Place



Line Runner



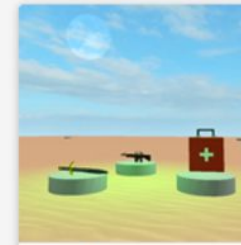
Infinite Runner



Capture The Flag



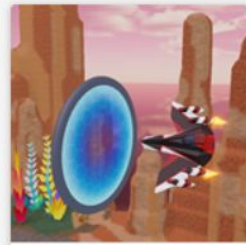
Team/FFA Arena



Combat

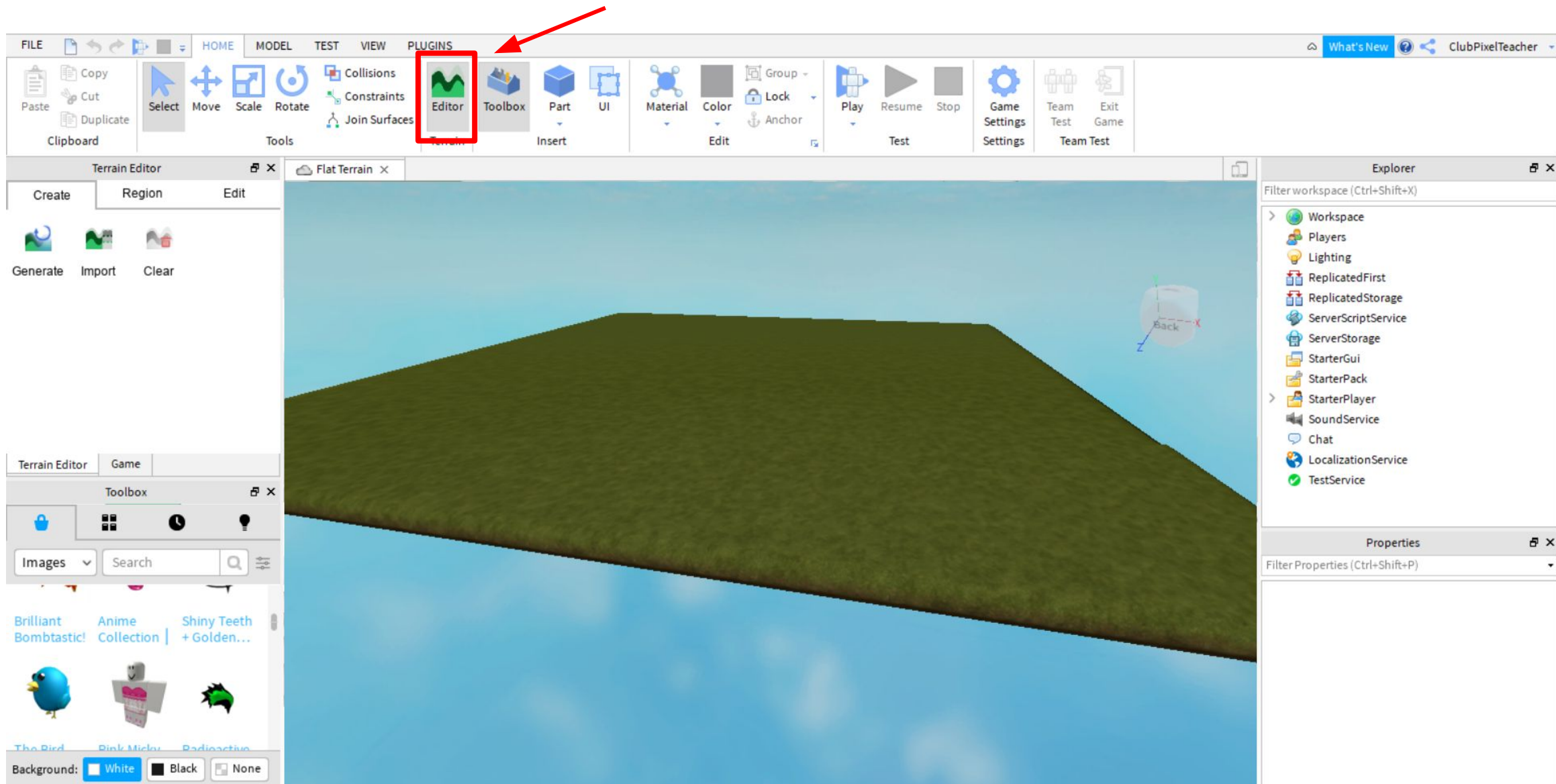


Create and Destroy



Galactic Speedway

Знакомство с Terrain



Terrain Editor

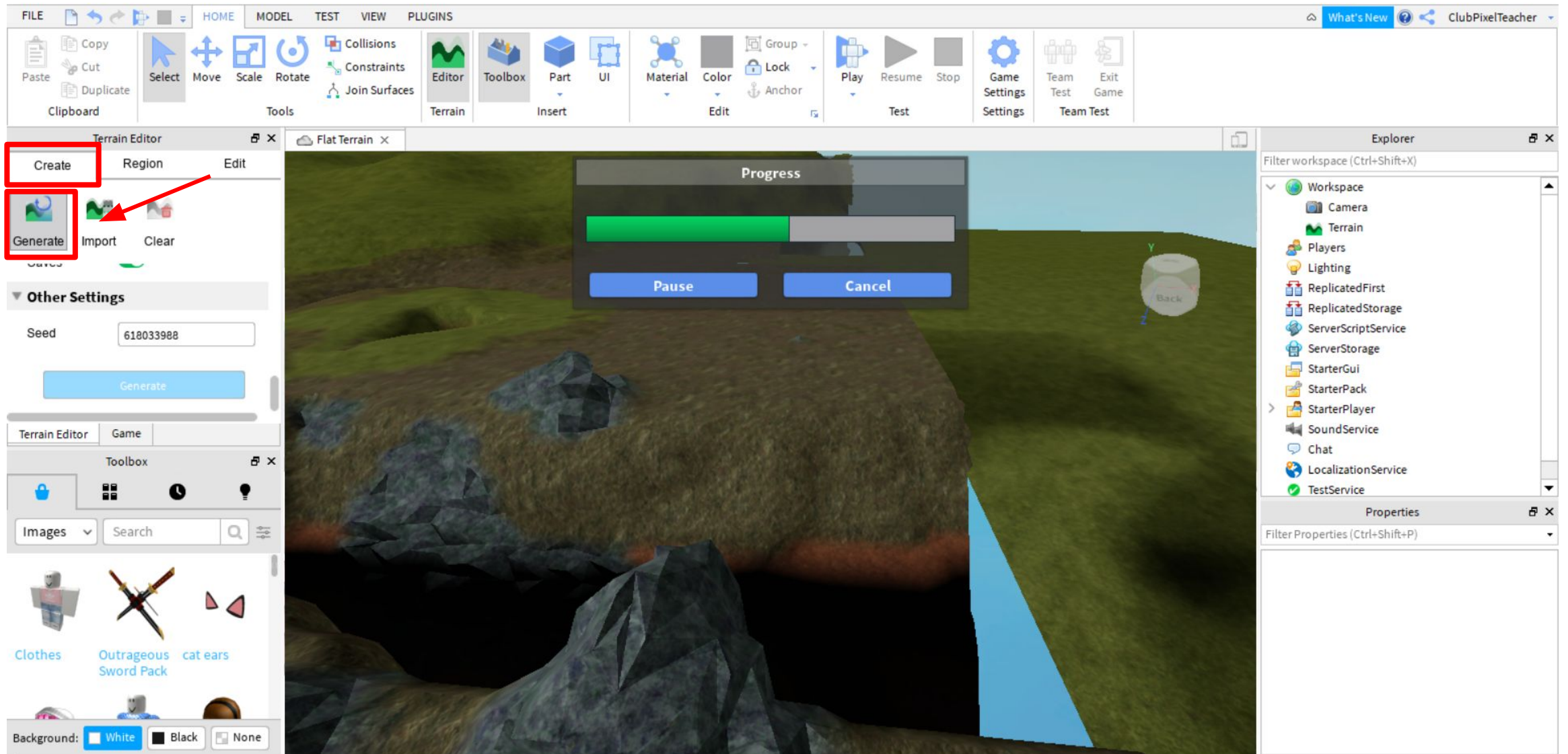
The screenshot displays the Roblox Terrain Editor interface. The top toolbar contains various tools, with the 'Editor' button highlighted by a red box. Below the toolbar, the 'Editor' panel is visible, featuring a 'Create' sub-menu with buttons for 'Add', 'Subtract', 'Grow', 'Erode', 'Smooth', 'Flatten', 'Paint', and 'Sea Level'. A red arrow points from the 'Editor' button to the 'Add' button. The main workspace shows a flat green terrain under a blue sky. On the right, the Explorer panel displays a tree view of the workspace contents, including Workspace, Camera, Terrain, Part, Players, Lighting, and various services. The bottom of the interface has tabs for 'Terrain Editor' and 'Game'.

Задача 1



Самостоятельно создать Terrain, используя изученные режимы.

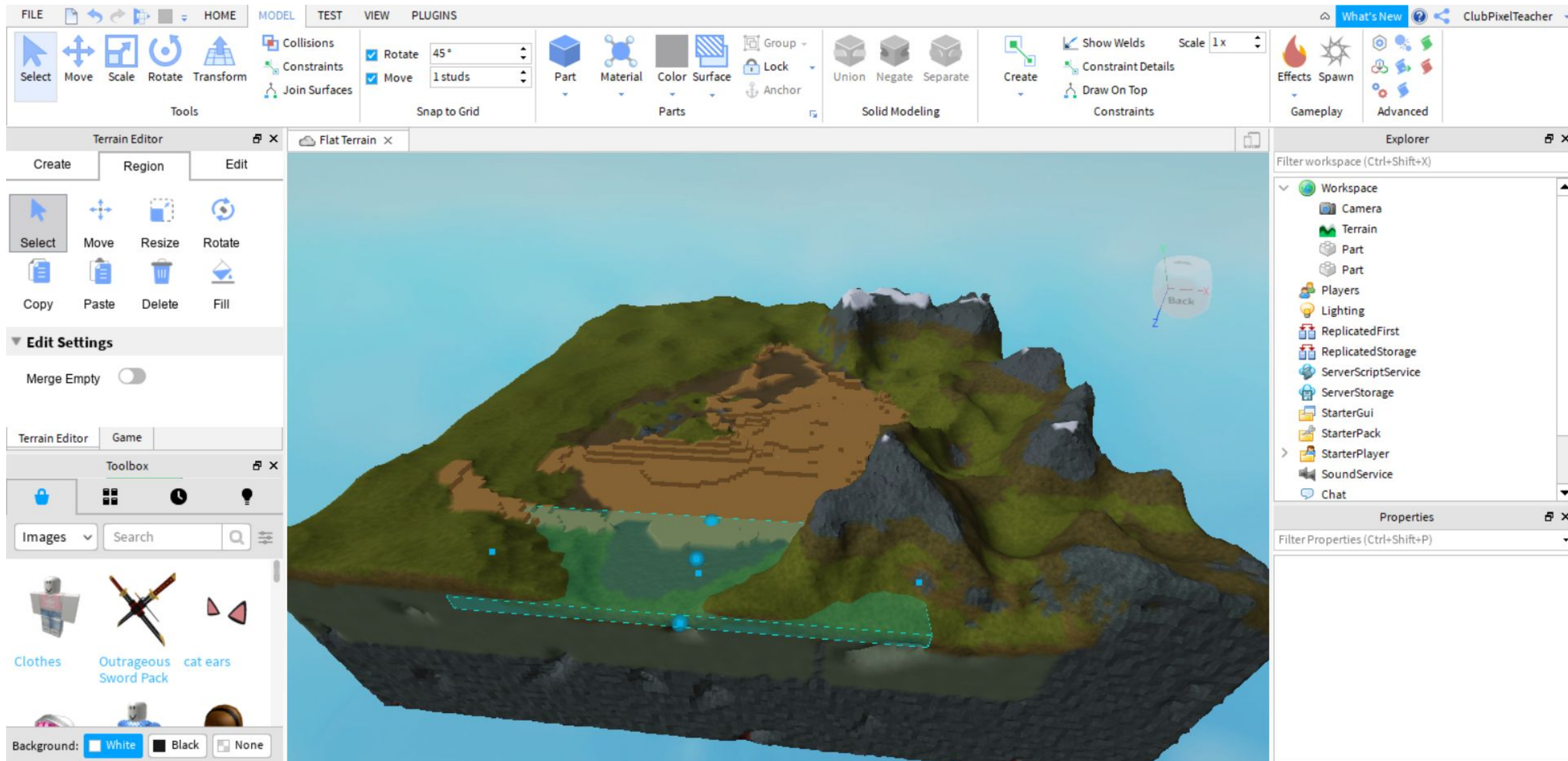
Режим Generate



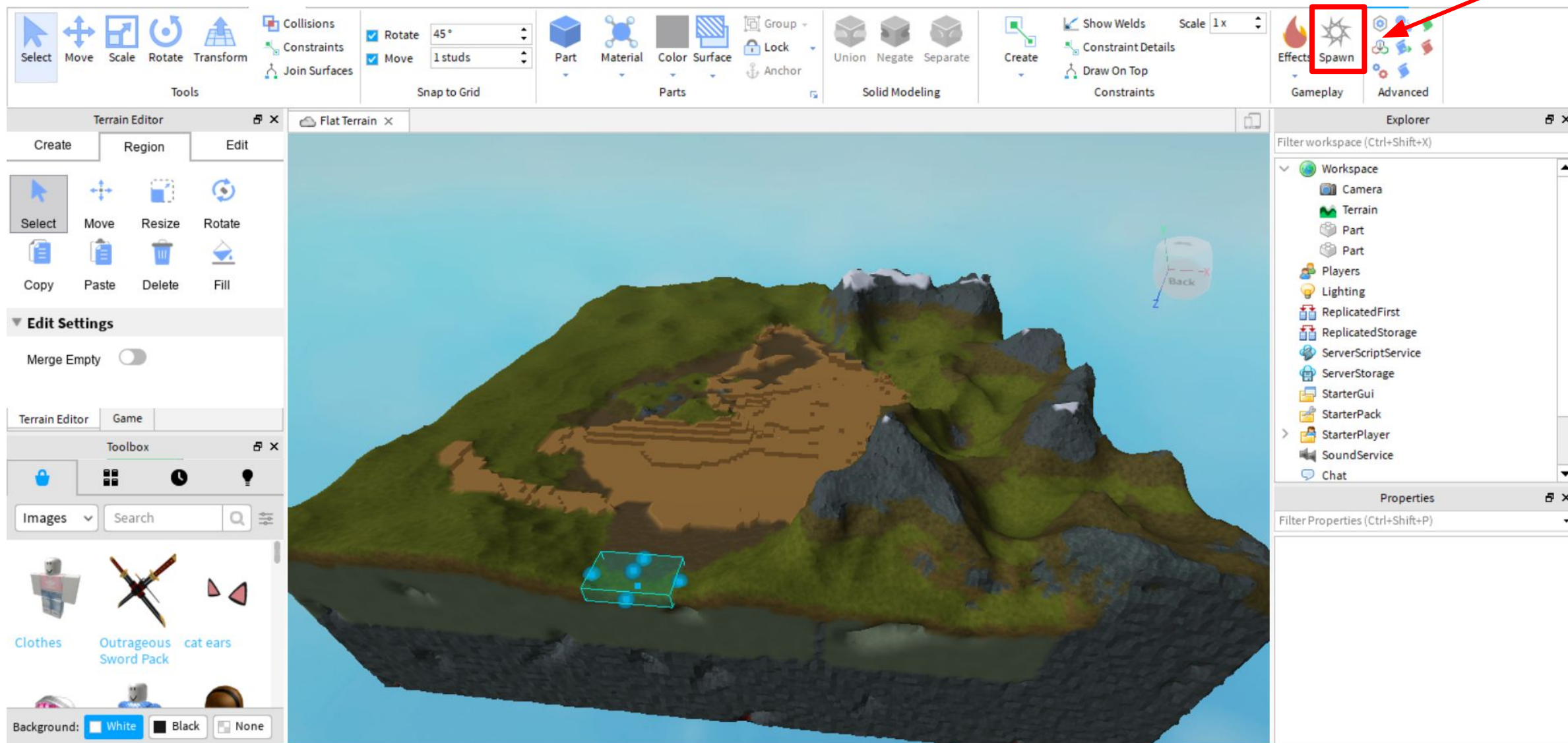
Задача 2

Сгенерируйте карту и достройте ее так, как считаете нужным.

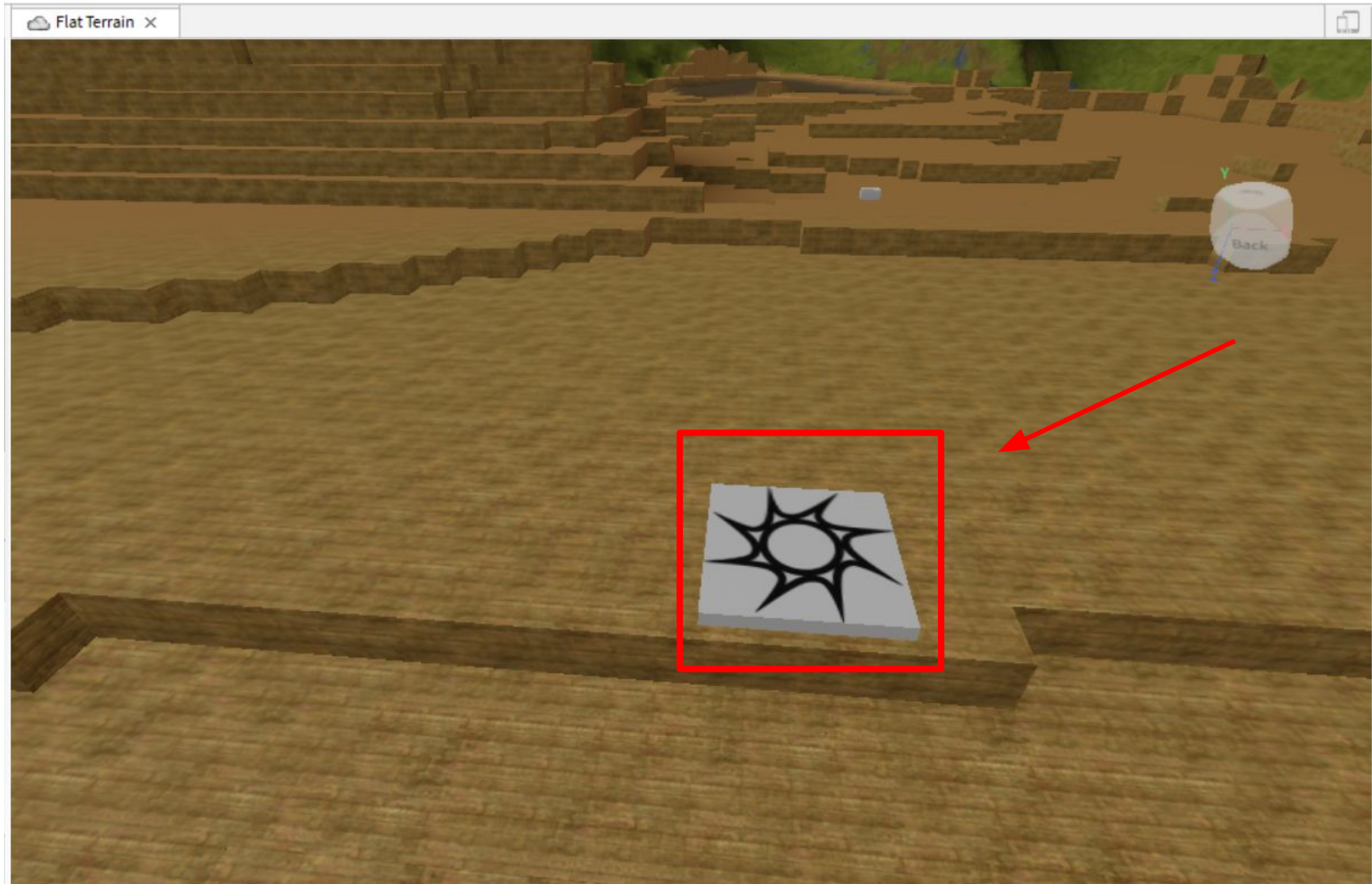
Режим Regions



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 blue arrow icon) is highlighted with a red box and a red arrow pointing to it. The main 3D view shows a landscape with a river and a stone structure. A 'SpawnLocation' part, which is a blue square with a black star pattern, is 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.

Tools: Select, Move, Scale, Rotate, Transform

MODEL TEST VIEW PLUGINS

Collisions, Constraints, Join Surfaces, Rotate (45°), Move (1 studs), Part, Material, Color, Surface, Group, Lock, Anchor, Union, Negate, Separate, Create, Show Welds, Scale (1x), Constraint Details, Draw On Top, Constraints

Explorer

Filter workspace (Ctrl+Shift+X)

- Workspace
 - Camera
 - Terrain
 - SpawnLocation
 - Part
 - Part
 - Players
 - Lighting
 - ReplicatedFirst
 - ReplicatedStorage
 - ServerScriptService
 - ServerStorage
 - StarterGui
 - StarterPack
 - StarterPlayer
 - SoundService

Properties - SpawnLocation "SpawnLocation"

Filter Properties (Ctrl+Shift+P)

Appearance

BrickColor	Medium ston...
CastShadow	<input checked="" type="checkbox"/>
Color	[163, 162, 16...
Material	Plastic
Reflectance	0
Transparency	0

Data

Game: Flat Terrain x

Publish this place to load game data

Publish

Terrain Editor | Game

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 present. The right-hand side of the interface features an 'Explorer' window showing a hierarchy of objects, with 'RPG-7' selected. Below it, the 'Properties' window for the 'RPG-7' tool is open, showing various settings under 'Appearance' and 'Data'.

Property	Value
GripForward	0, 0, -1
GripPos	0.05, -0.6, -1
GripRight	1, 0, 0
GripUp	0, 1, 0
ToolTip	RPG-7
ClassName	Tool

Добавление ботов

The screenshot displays the Roblox Studio interface. The top menu bar includes FILE, HOME, MODEL, TEST, VIEW, and PLUGINS. The 'Toolbox' icon in the top toolbar is highlighted with a red box. Below the main toolbar, the 'Terrain Editor' panel is open, showing options for 'Create', 'Region', and 'Edit'. The 'Generate' section includes 'Plains', 'Dunes', 'Mountains', 'Arctic', 'Hills', 'Canyons', and 'Lavascape'. The 'Biome Size' slider is set to 100. The 'Toolbox' panel is also open, with a red box around the 'Lock' icon. Below it, the search results for 'enemy' are shown, with a red box around the 'Enemy AI' model. The main 3D view shows a 'Communist' character on a wooden floor. The 'Explorer' panel on the right lists various objects in the workspace, including 'RPG-7', 'SpawnLocation', 'Communist', 'Part', 'Players', 'Lighting', 'ReplicatedFirst', 'ReplicatedStorage', 'ServerScriptService', 'ServerStorage', 'StarterGui', 'StarterPack', 'StarterPlayer', 'SoundService', and 'Chat'. The 'Properties' panel is also visible at the bottom right.

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 the 'Respawn' item with the Russian text 'УДАЛИТЬ' (Delete). The Properties panel at the bottom right shows the model's data and behavior.

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



PIXEL

Задача 4

Достроить Terrain и добавить понравившиеся объекты.

Ответ



PIXEL

Покажи свои навыки!

Свободное время