

Play Safe

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VDC SPECIALIST



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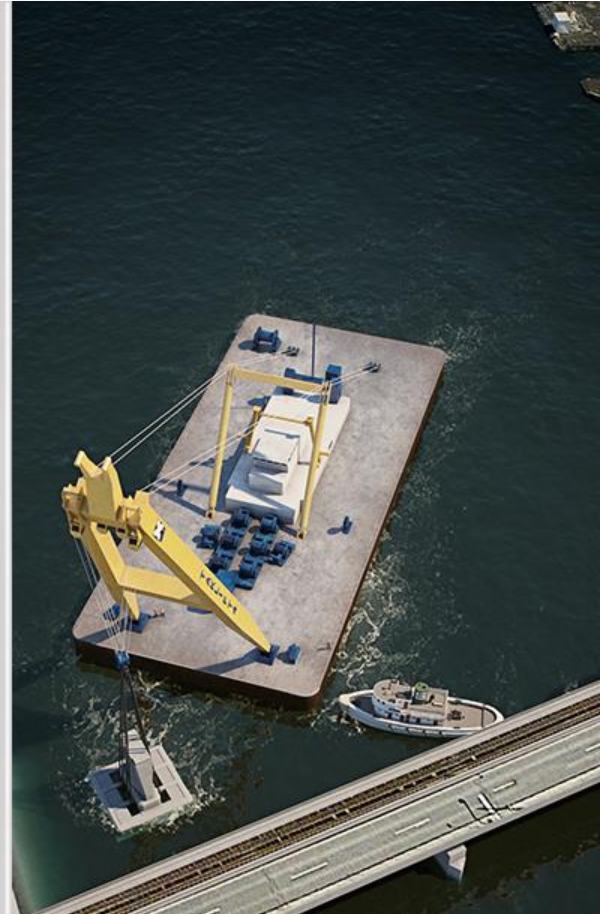
3D-visualisering, animation.



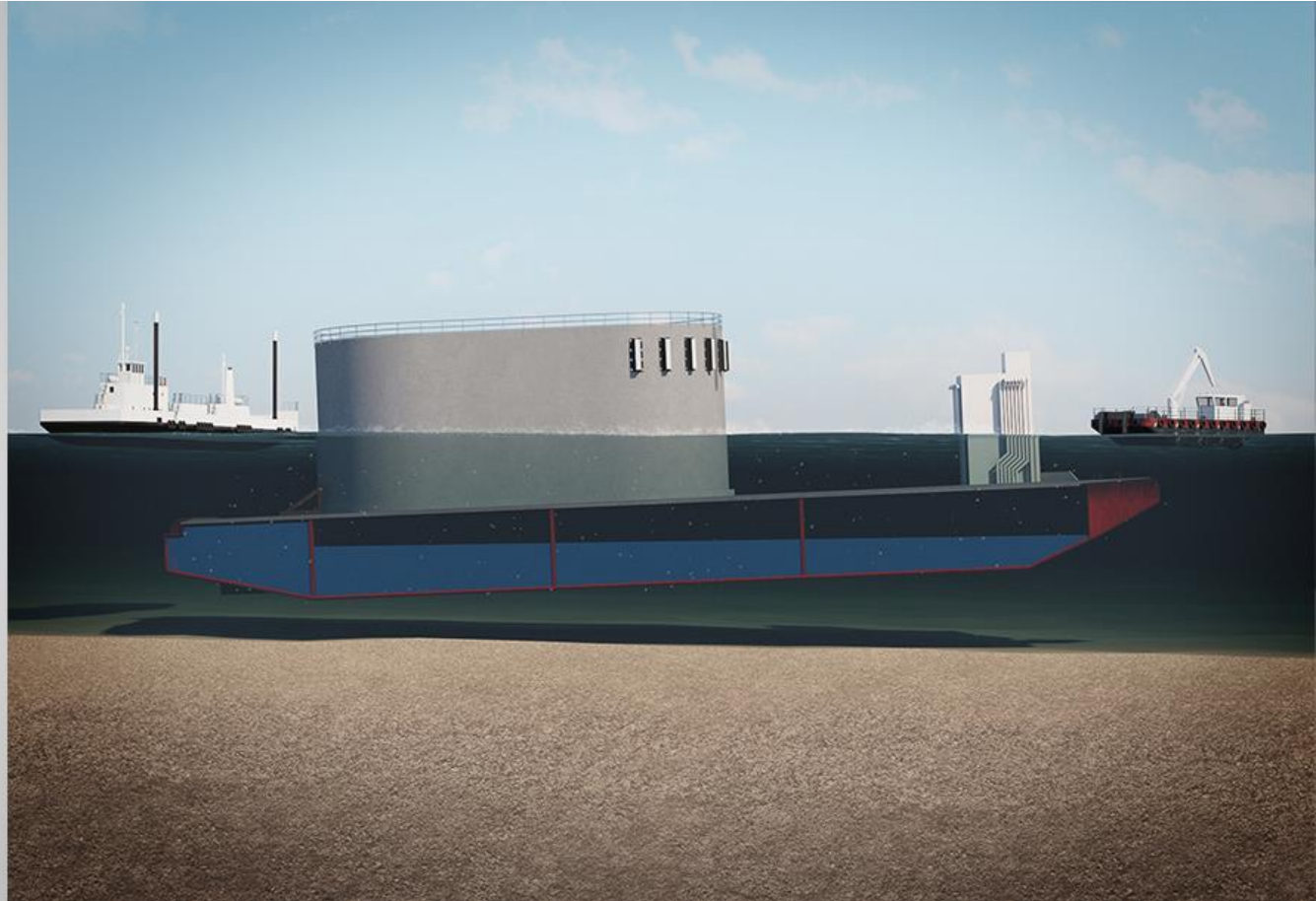
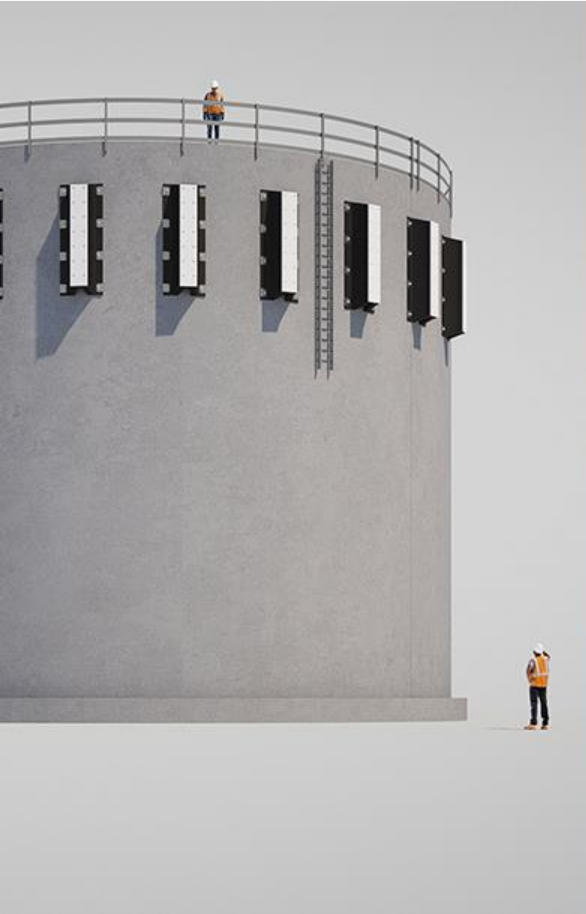
Virtual reality, gamification.



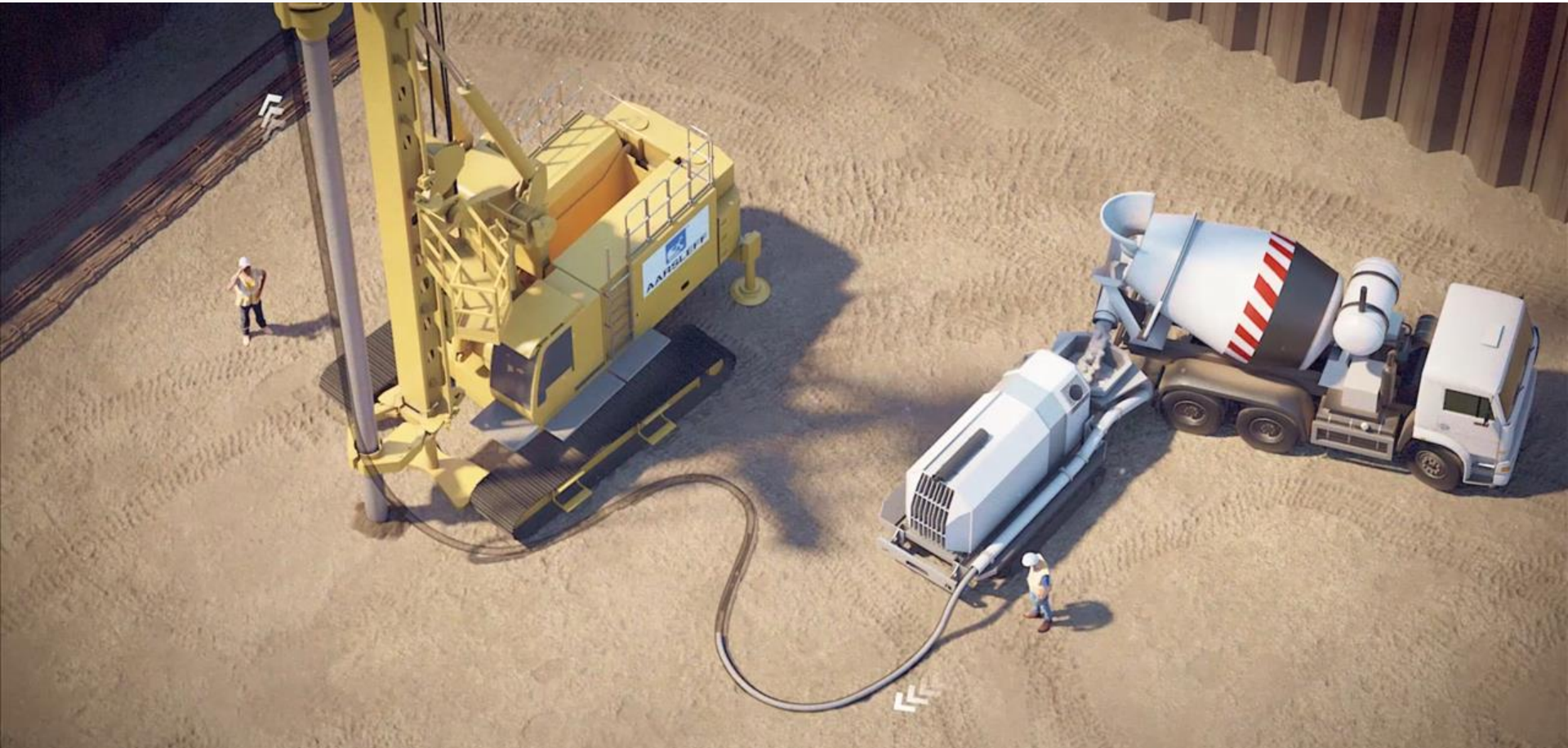
Video postproduktion.

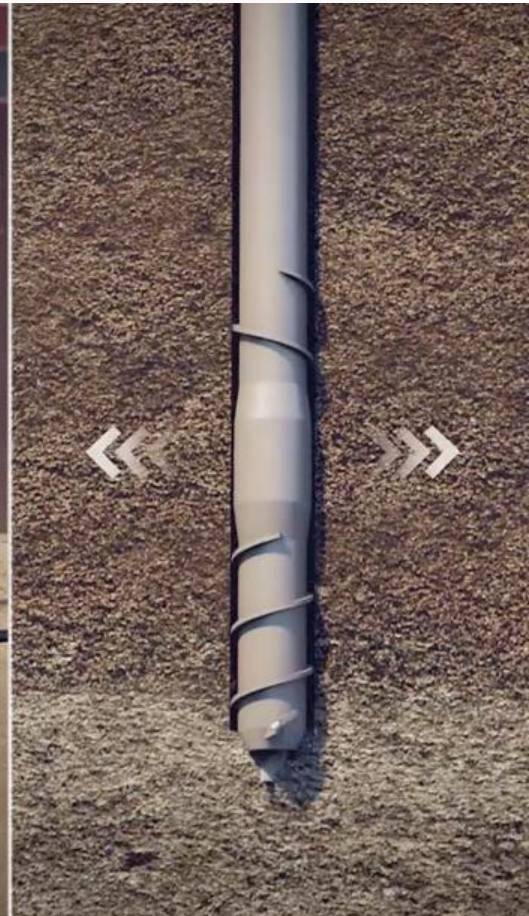












IDE &
KONCEPT



AARSLEFF

PLAY SAFE!



KONCEPT



Fokus på sikkerhed og arbejdsmiljø.



Intuitivt og grafisk.



5 – 10 minutters spilletid.



Deadline.

GAME-
ENGINE



vs.





UNITY



C# vs C++



User community, tutorials.



Asset store.



Multiplatform.

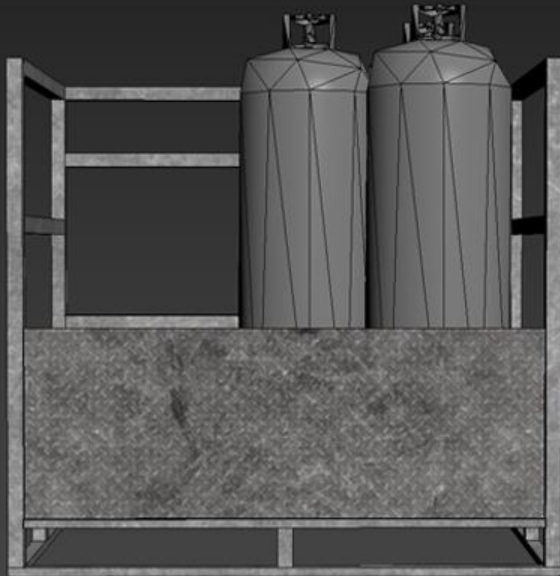
[+][Top][Standard][Default Shading]

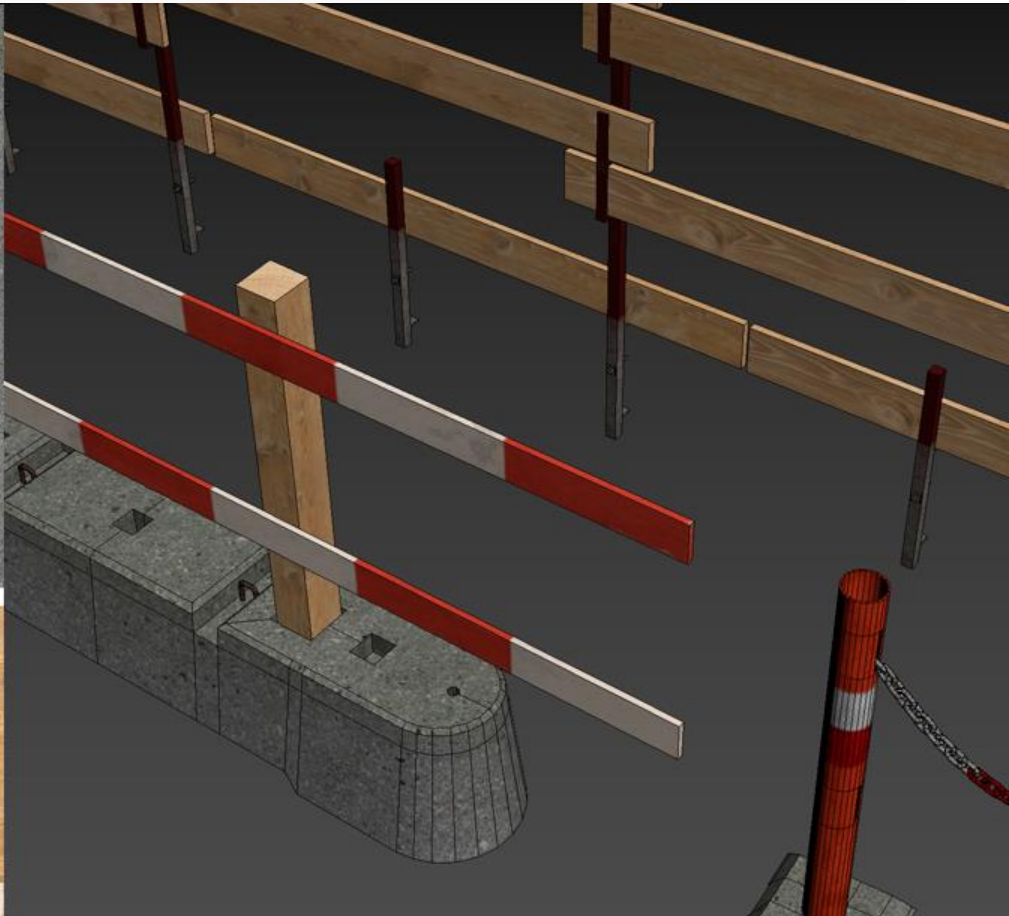
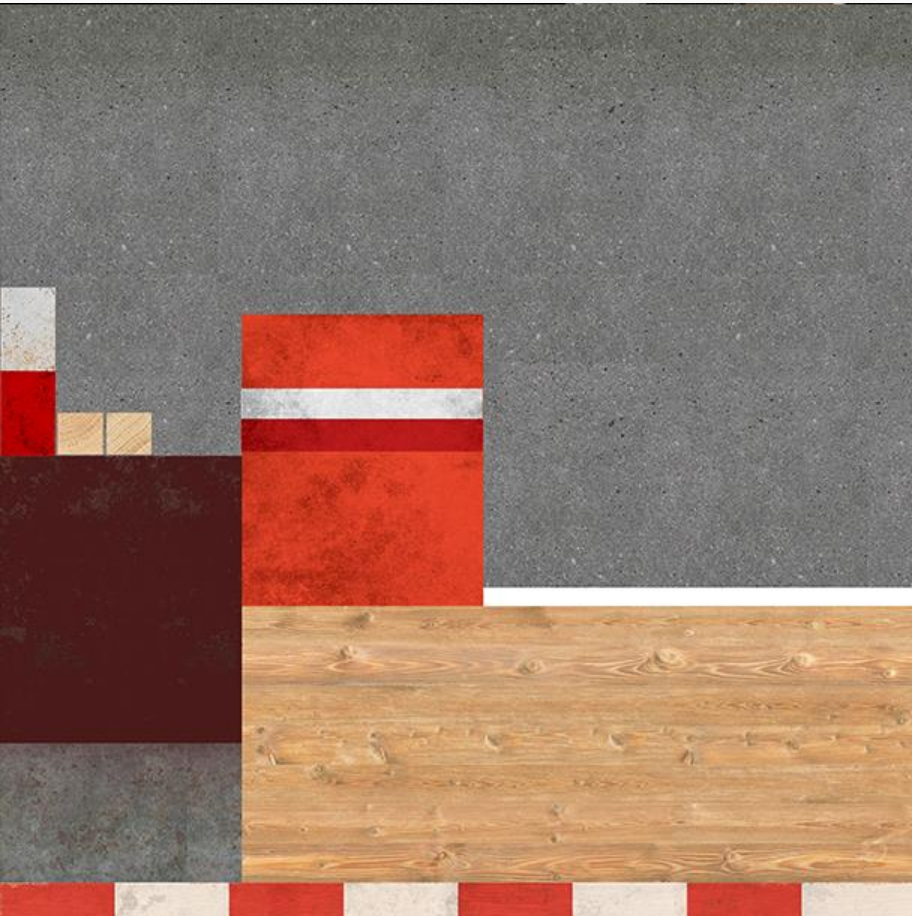


[+][Left][Standard][Edged Faces]



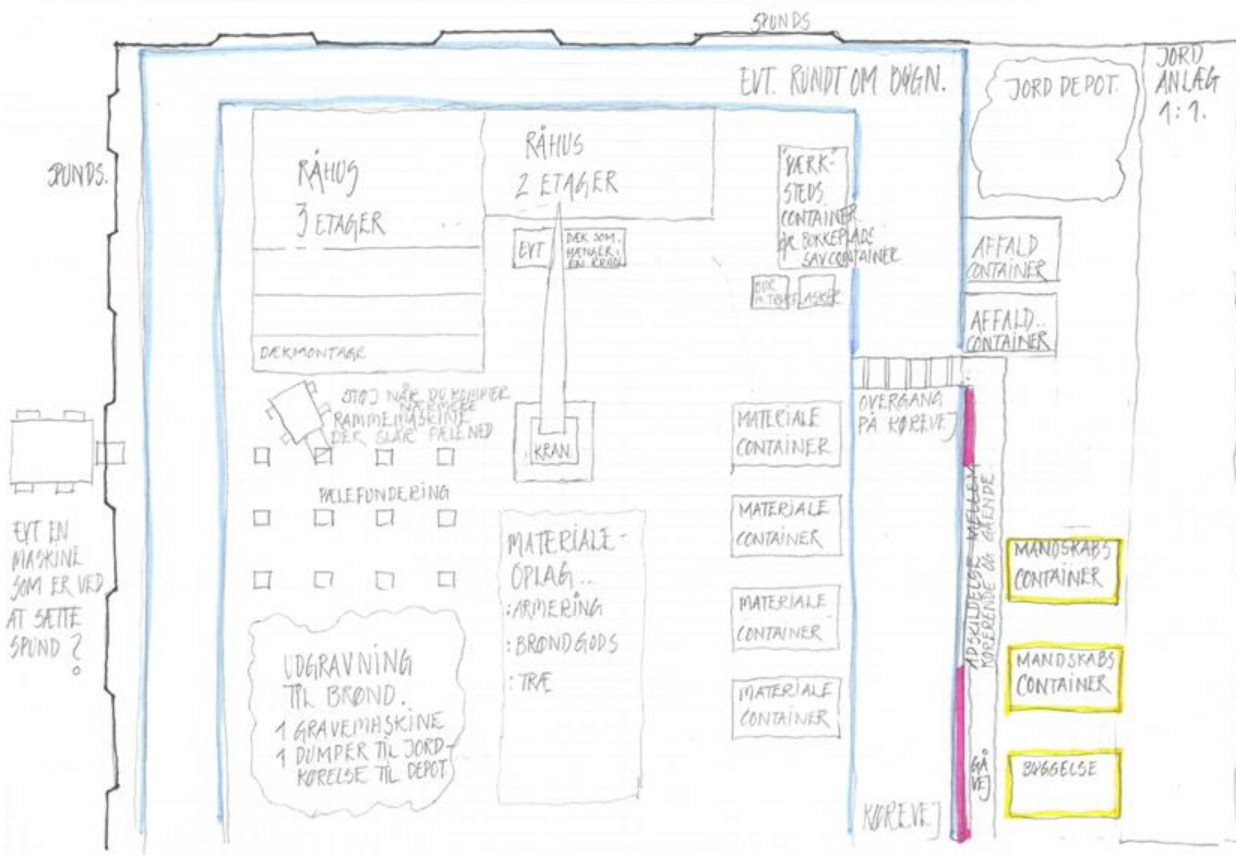
3D -
MODELLER /
TEXTURES

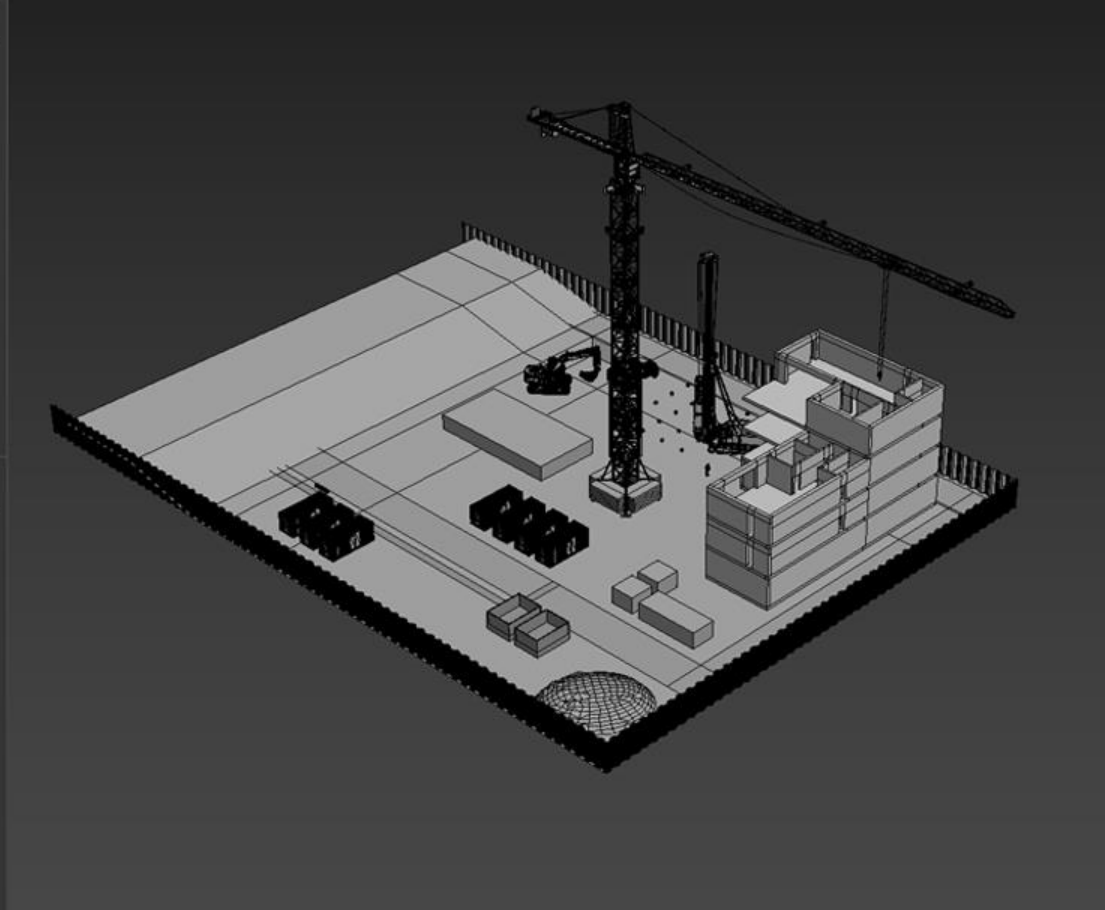
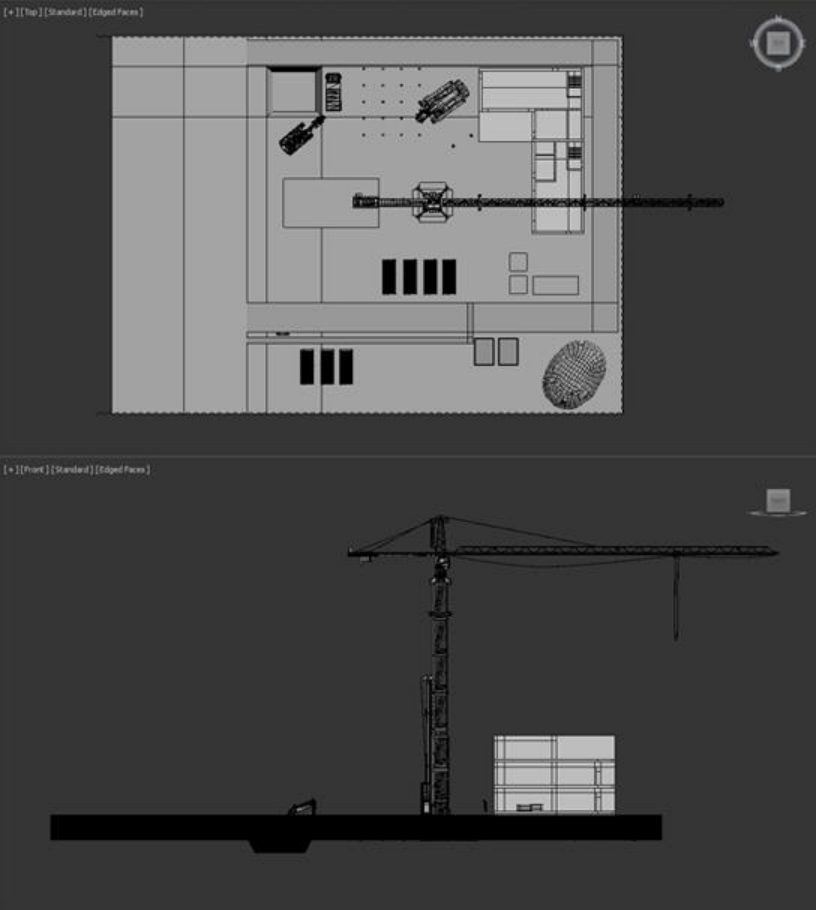




GAMEPLAY /
LEVELDESIGN













LYD



Miljø omkring byggeplads.



Byggeplads.



Lokale lyde.



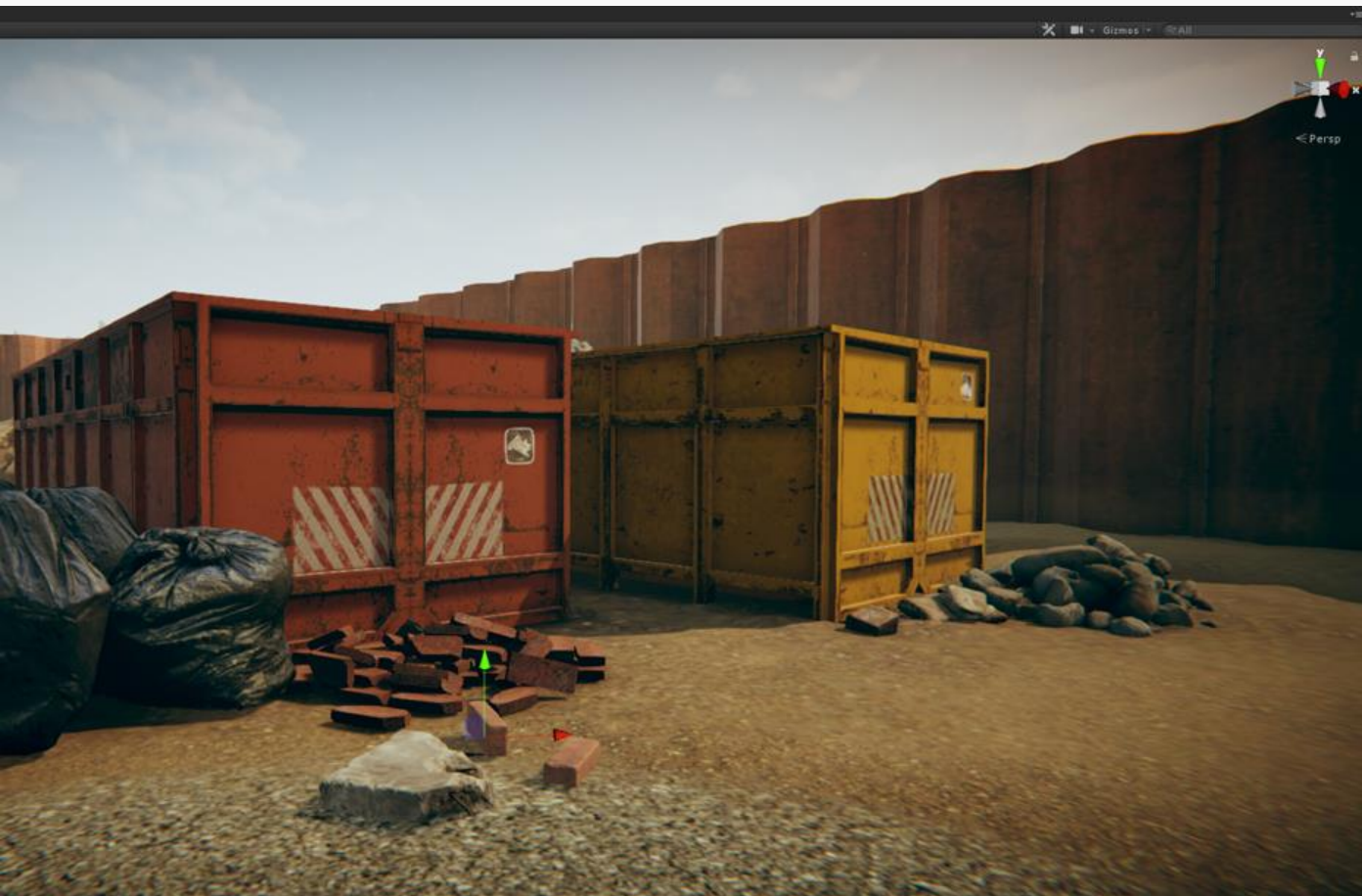
Effekter.



```

File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Aarsleff_Game_01
Debug Any CPU Start
SimpleCameraController.cs x ScoreManager.cs EventTrigger.cs
Assembly-CSharp UnityTemplateProjects.SimpleCameraController
132
133 // Rotation
134 if (Input.GetMouseButton(1))
135 {
136     var mouseMovement = new Vector2(Input.GetAxis("Mouse X"), Input.GetAxis("Mouse Y"));
137
138     var mouseSensitivityFactor = mouseSensitivityCurve.Evaluate(mouseMovement.magnitude);
139
140     m_TargetCameraState.yaw += mouseMovement.x * mouseSensitivityFactor;
141     m_TargetCameraState.pitch += mouseMovement.y * mouseSensitivityFactor;
142 }
143
144 // Translation
145 var translation = GetInputTranslationDirection() * Time.deltaTime;
146
147 // Speed up movement when shift key held
148 if (Input.GetKey(KeyCode.LeftShift))
149 {
150     translation *= 10.0f;

```



Inspector

Touch Trash

Tag Touchbox Layer Touchbox Static

Transform

Position	X -14.628	Y 6.24	Z 22.922
Rotation	X 0	Y -58.151	Z 0
Scale	X 0.8339723	Y 0.24	Z 0.6444119

[none] (Mesh Filter)

Mesh None (Mesh)

Mesh Renderer

Materials

Element 0

Size 1

Element 0 None (Material)

Lighting

Cast Shadows OFF

Contribute Global Illumination

Receive Global Illumination Light Probes

Probes

Light Probes OFF

Reflection Probes OFF

Additional Settings

Dynamic Occlusion

Rendering Layer Mask Ifothing

Box Collider

Edit Collider

Is Trigger

Material None (Physic Material)

Center X -3.814697e-04 Y 2.384186e-07 Z -3.814697e-04

Size X 1 Y 1 Z 1

Aarslef Trigger Event (Script)

Script AarslefTriggerEvent

Touchbox Click ()

Runtime Only	GameObject.SetActive
Touch Trash	
Runtime Only	AudioSource.Play
Score_Sound (Audio)	
Runtime Only	GameObject.SetActive
concreteDebris_14	
Runtime Only	GameObject.SetActive
k_01a (1)aletteStai	
Runtime Only	GameObject.SetActive
SM_BrickPaletteSta	
Runtime Only	ScoreManager.IncreaseScore
ScoreManager (Sc	

DEMO



AARSLEFF

PLAY SAFE!



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PLAY SAFE!



RELEASE /
FREMTID



SPØRGSMÅL?



AARSLEFF
poa @ aarsleff.com



WE CHALLENGE PEOPLE TO WORK SMARTER

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