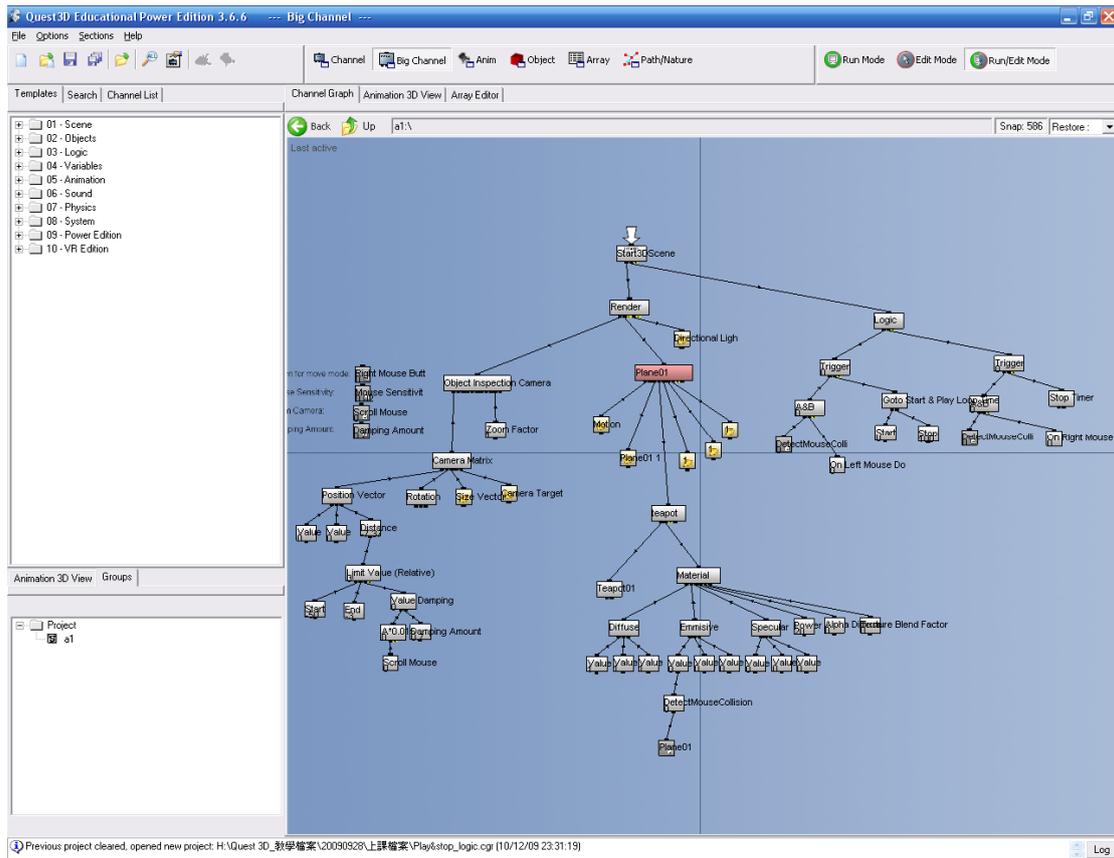
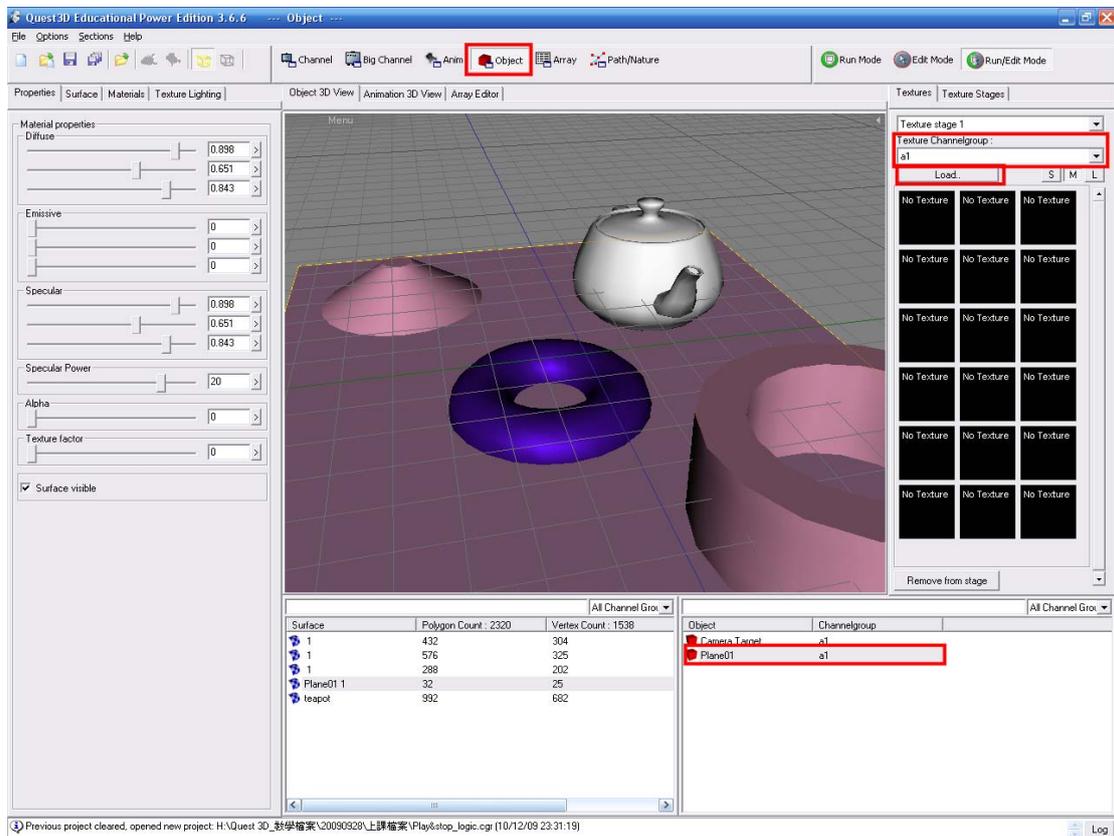


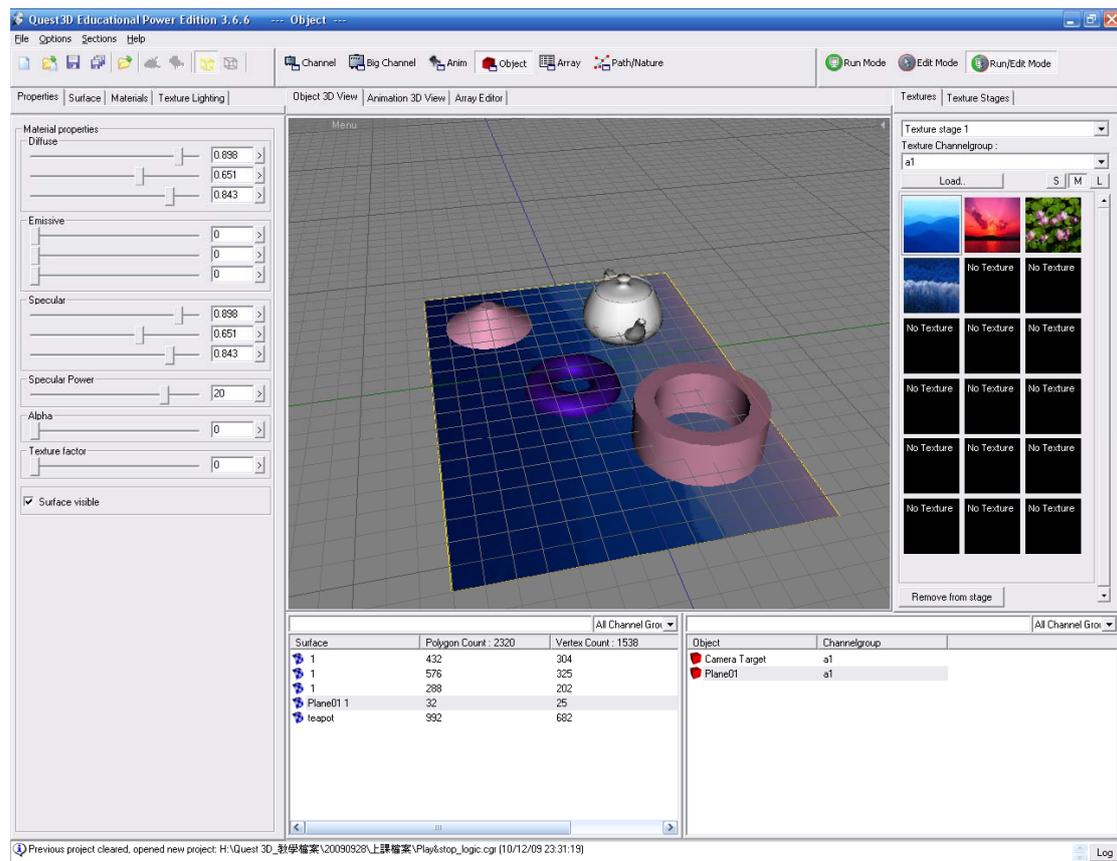
開啟上次上課的檔案



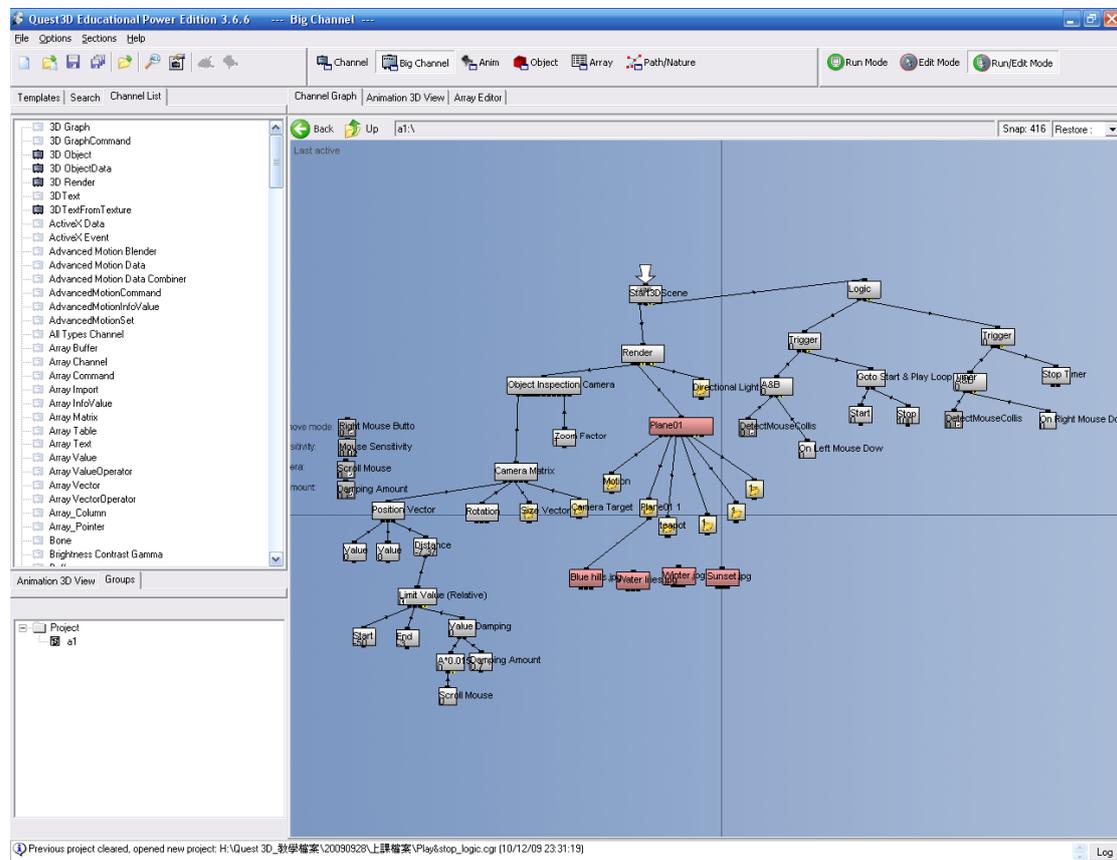
點選 object 視窗，接著點選右下角視窗 Plane01 物件，右上角視窗 TextureChannelGroup 選擇 a1，之後點選 Load...



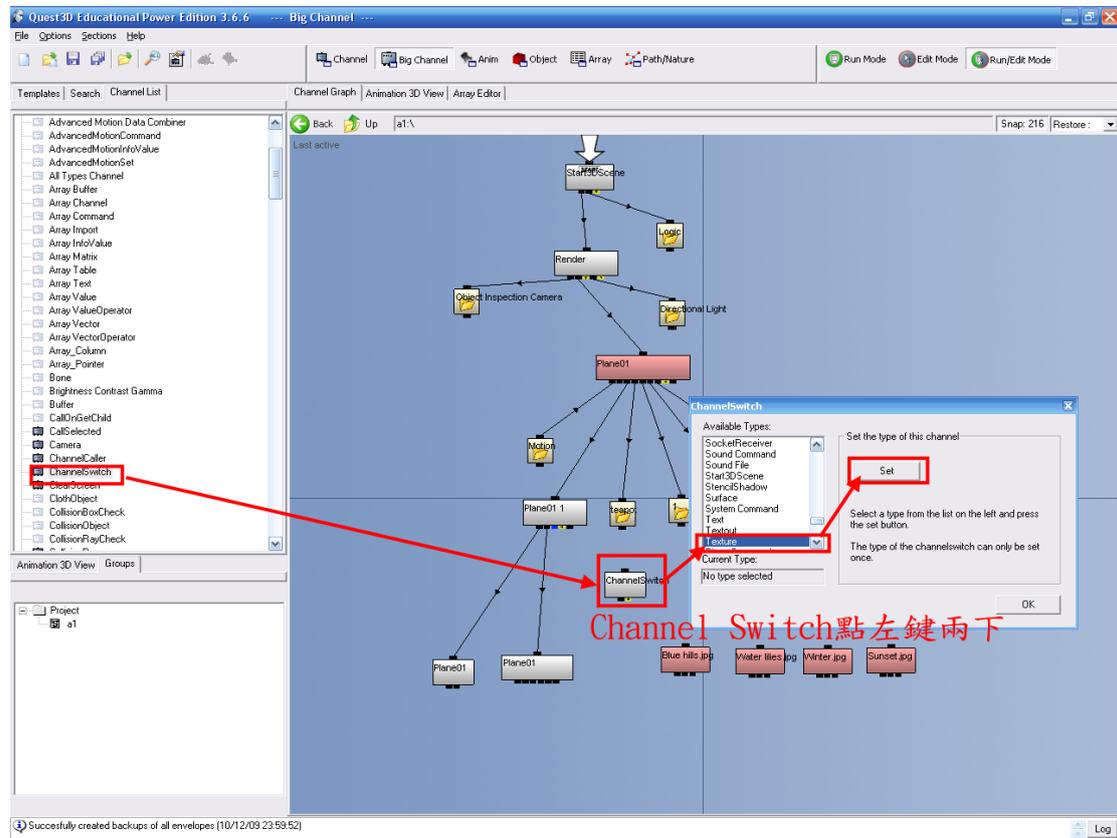
隨便 Load 四張圖片



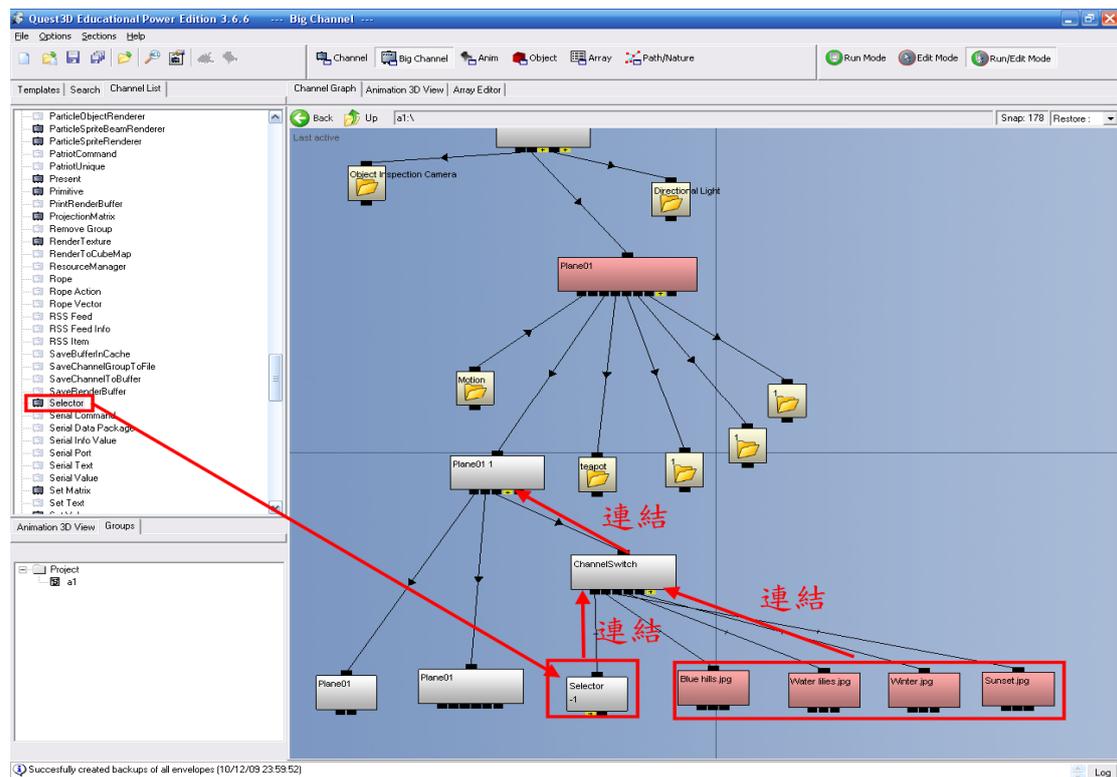
回到 Big Channel 會看到四張圖片的物件



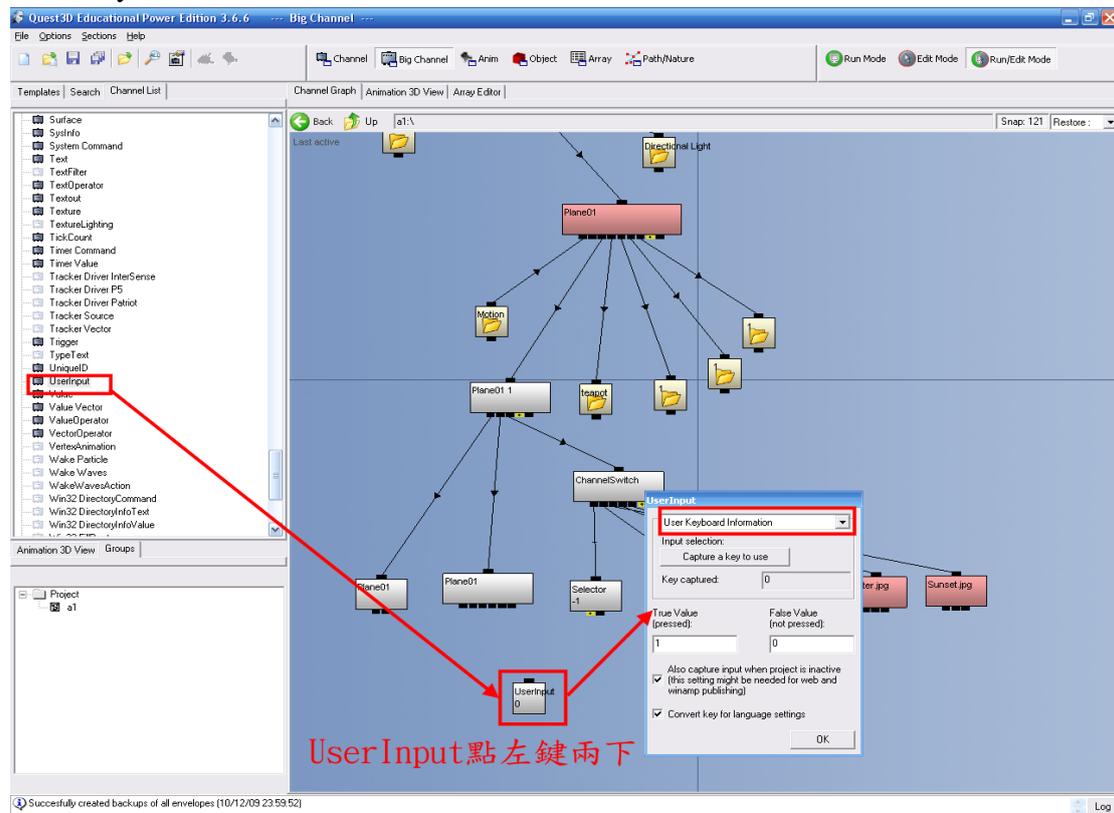
拉 ChannelSwitch 到視窗，點選 ChannelSwitch 左鍵兩下，出現視窗
並且找到 Texture 屬性並且點 Set 後按 OK



ChannelSwitch 跟 Plane01 連結，四張圖片跟 ChannelSwitch 連結
拉出 Selector 並與 ChannelSwitch 連結

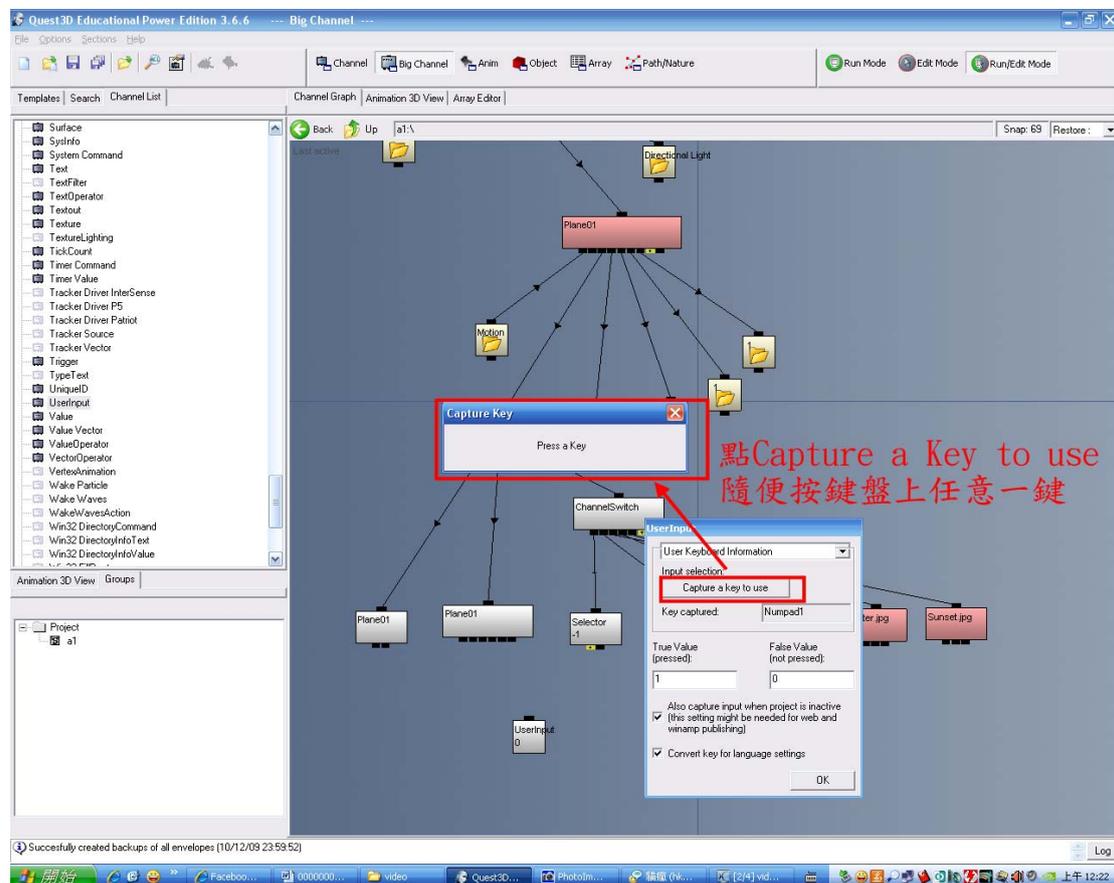


拉出 Userinput，之後在 Userinput 點兩下左鍵，在視窗中選擇 User Keyboard Information

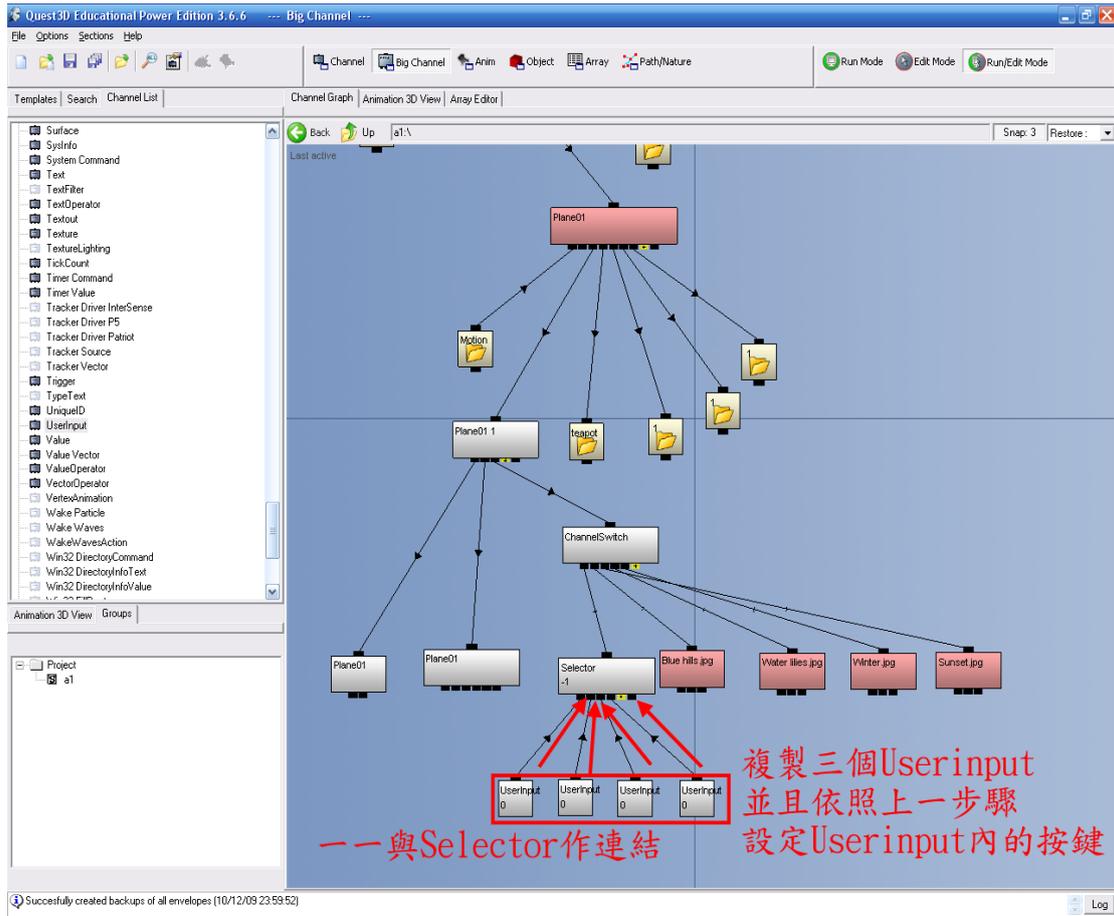


User Input 點左鍵兩下

點 Capture a key to use，之後隨便按鍵盤上任意一鍵，之後點選 OK

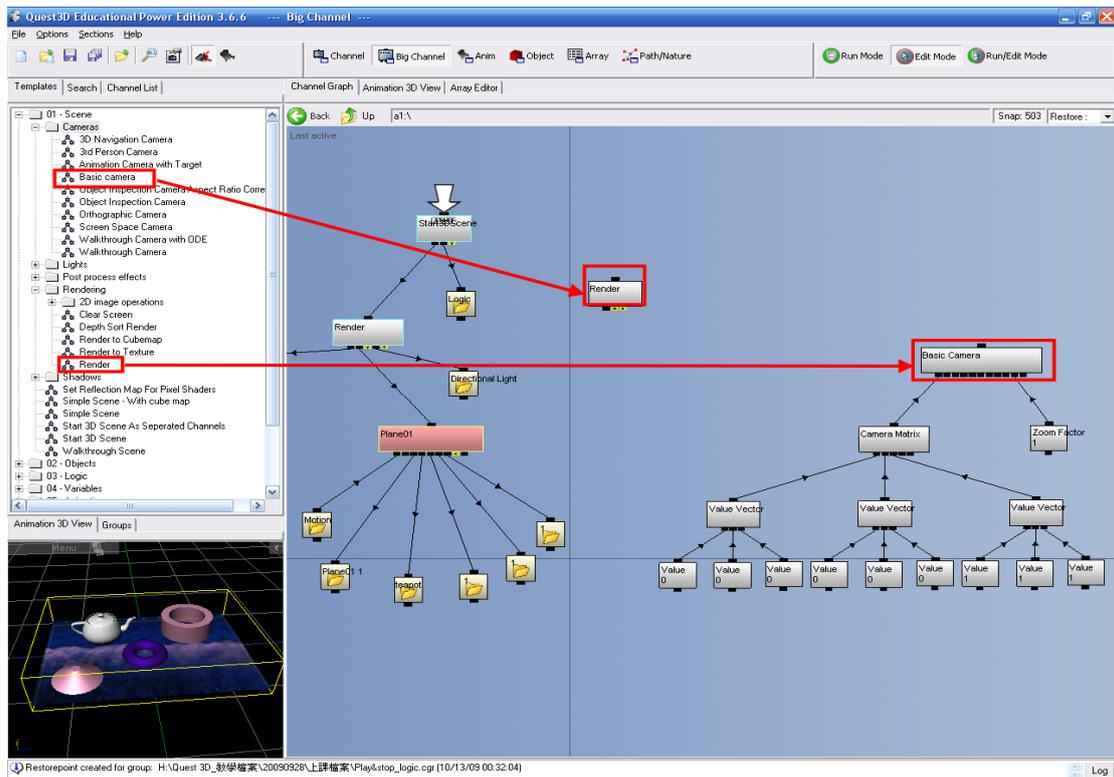


點 Capture a key to use
隨便按鍵盤上任意一鍵

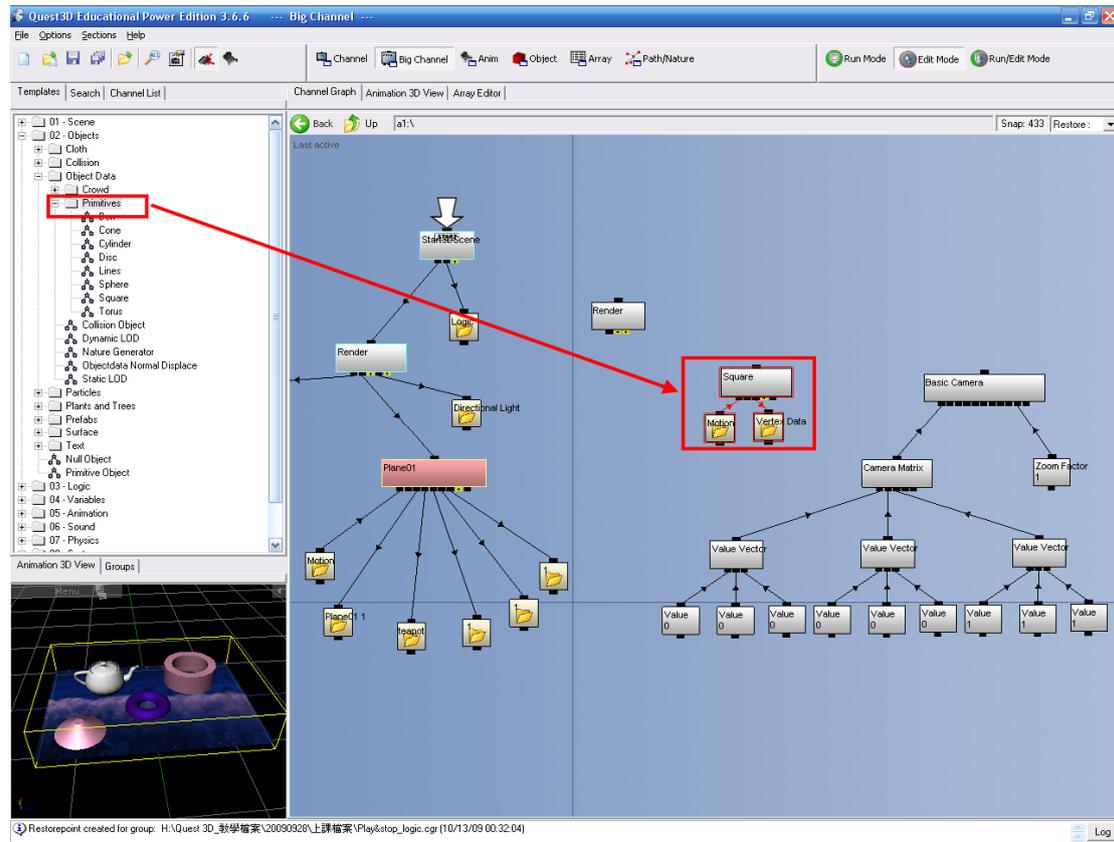


Templates→01.Scene→Rendering→Render 拉到視窗

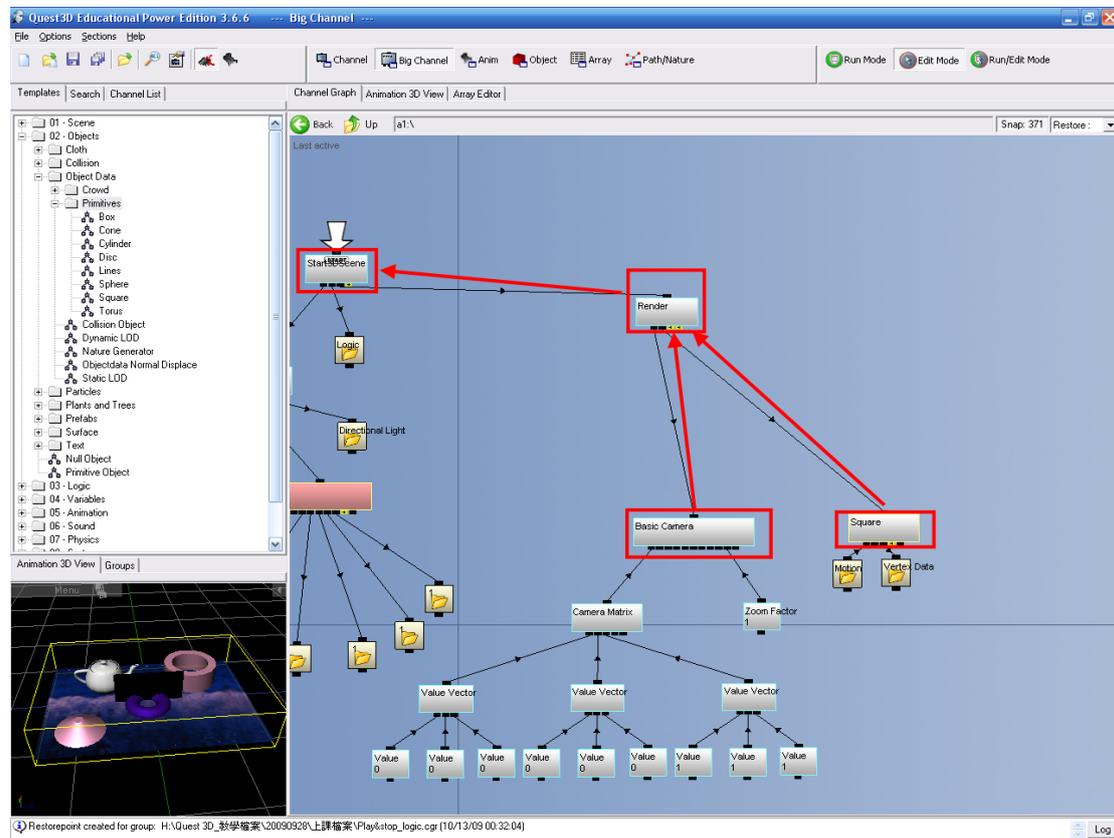
Templates→01.Scene→Cameras→Basic Camera 拉到視窗



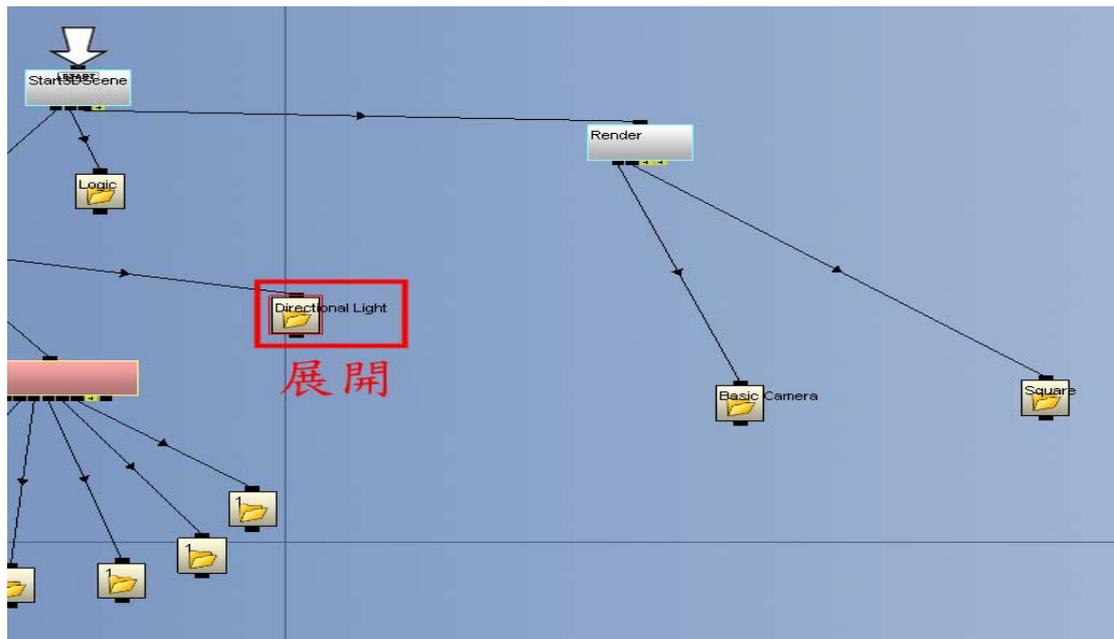
Templates→02.objects→object Data→primitives→Square 拉到視窗



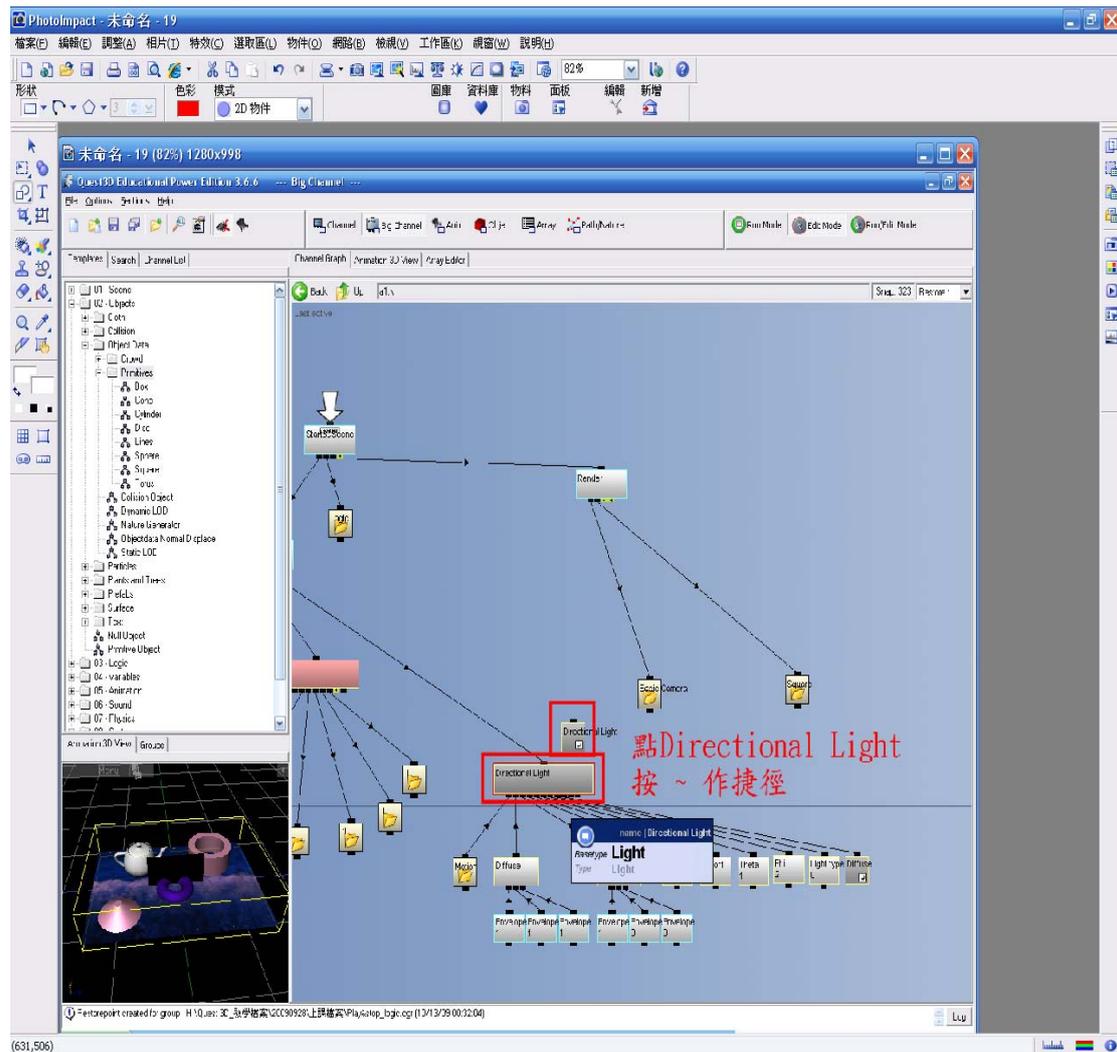
把 Basic Camera 跟 Render 連結；把 Square 跟 Render 連結
把 Render 跟 Start3DScene 連結，如下圖



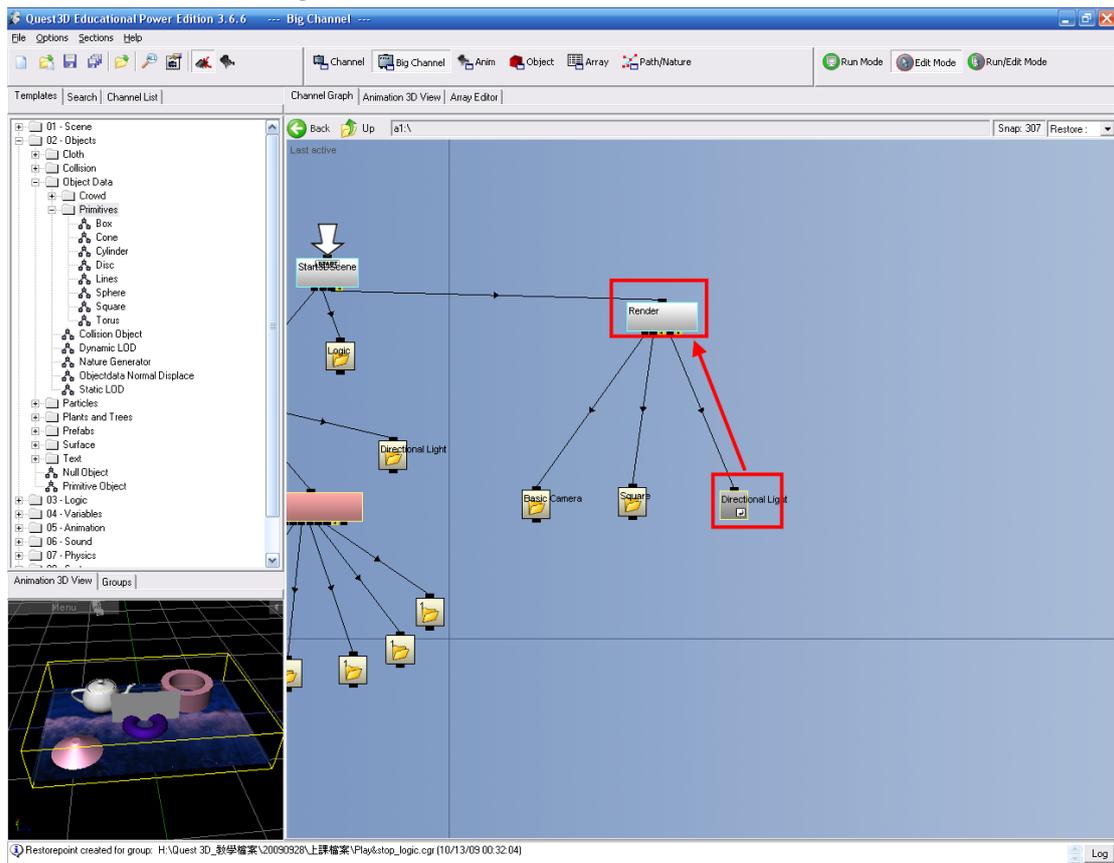
展開 Directional Light 資料夾



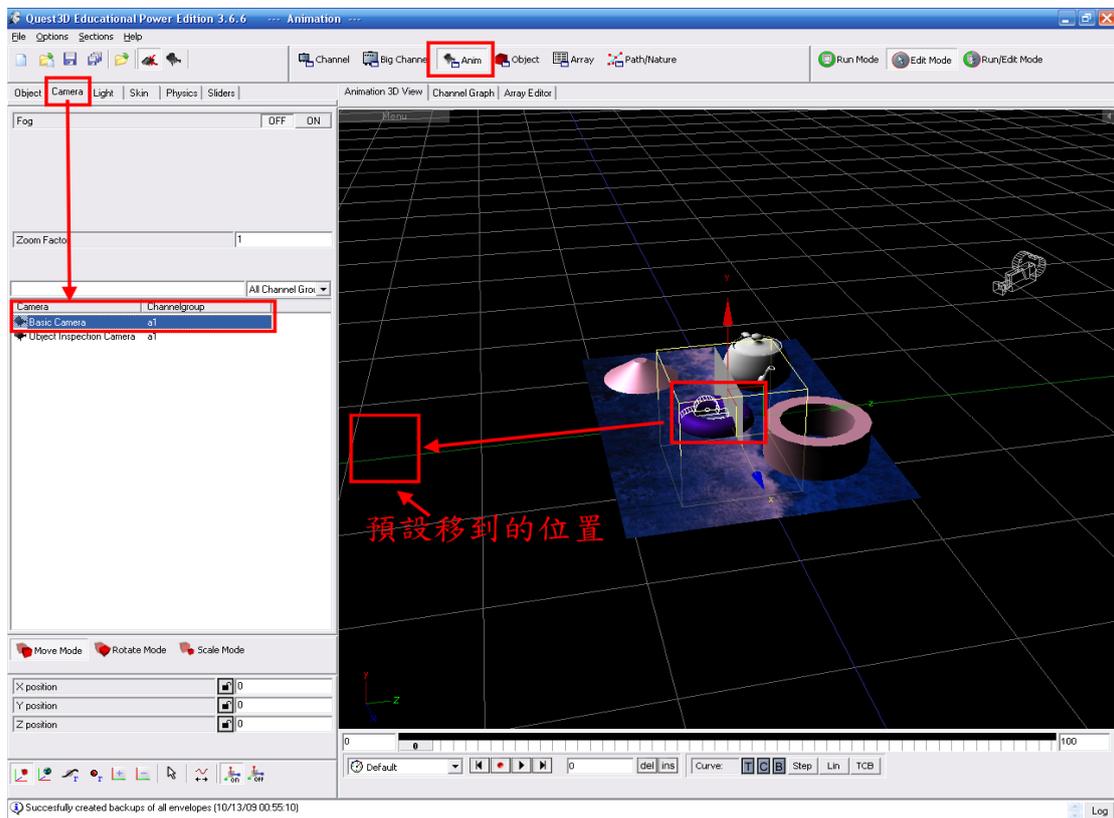
點 Directional Light 後，按鍵盤上的 ~ 作一個捷徑



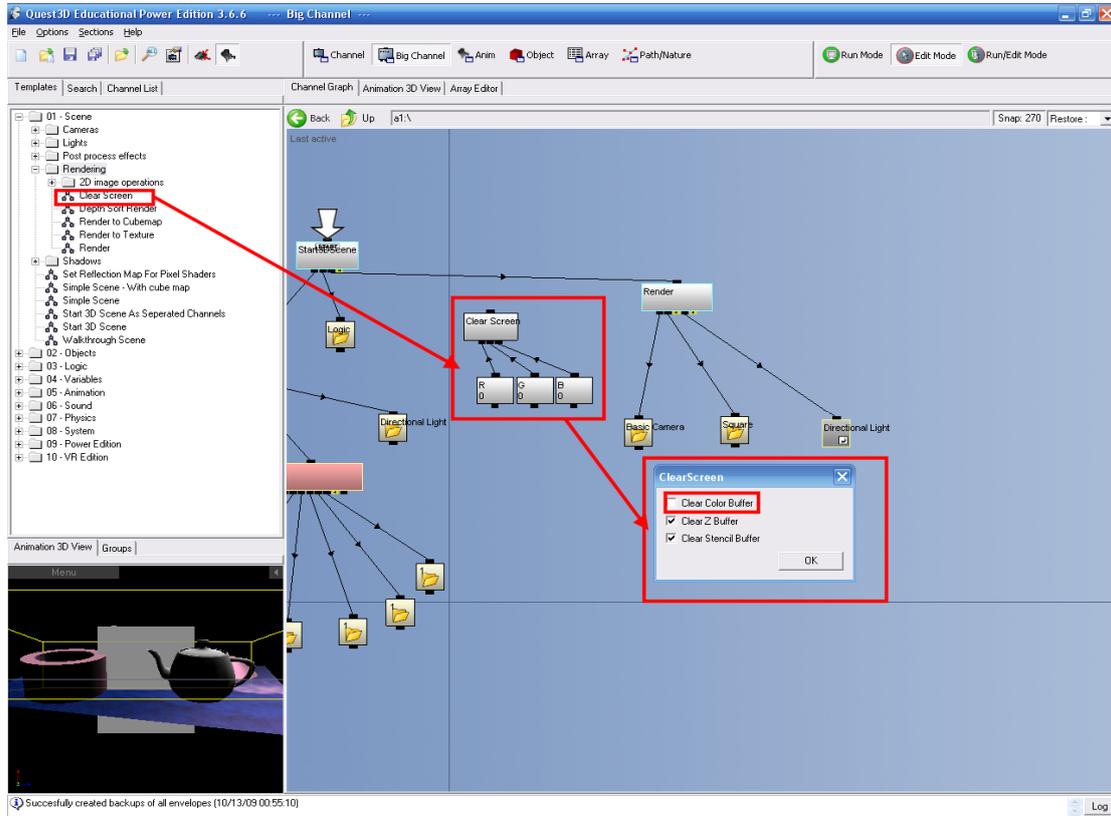
把捷徑(Directional Light)跟 Render 連結



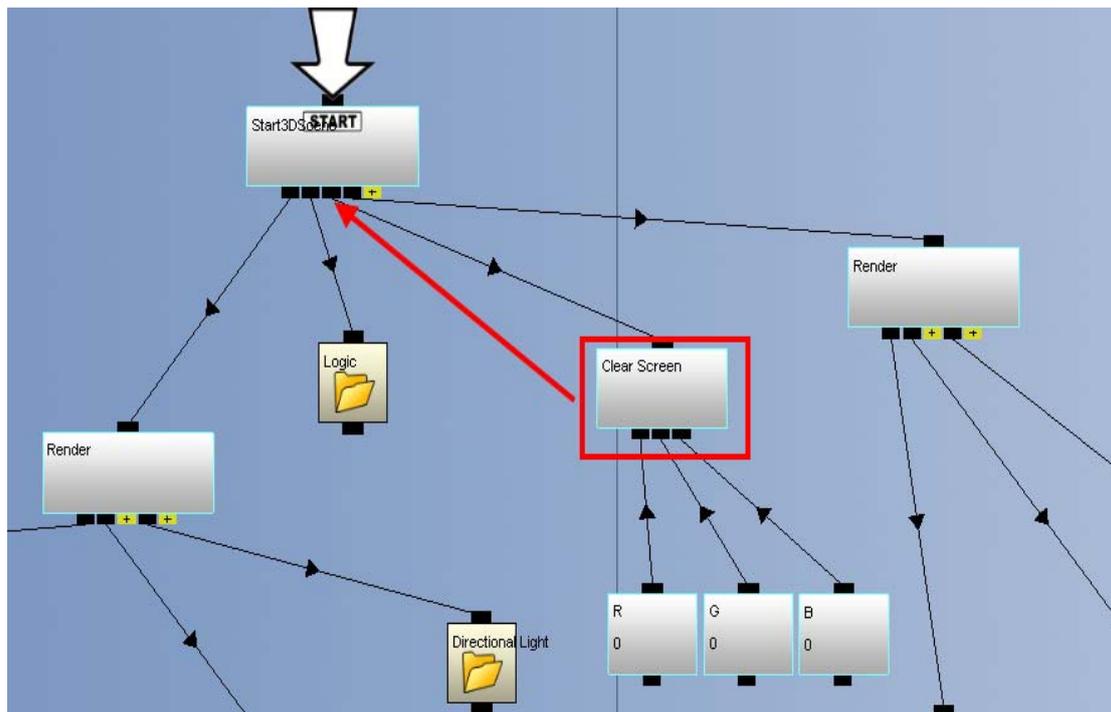
選 Anim 視窗，左上角 Camera 頁面中點選 Basic Camera
將畫面中的攝影機移動到紅框的位置



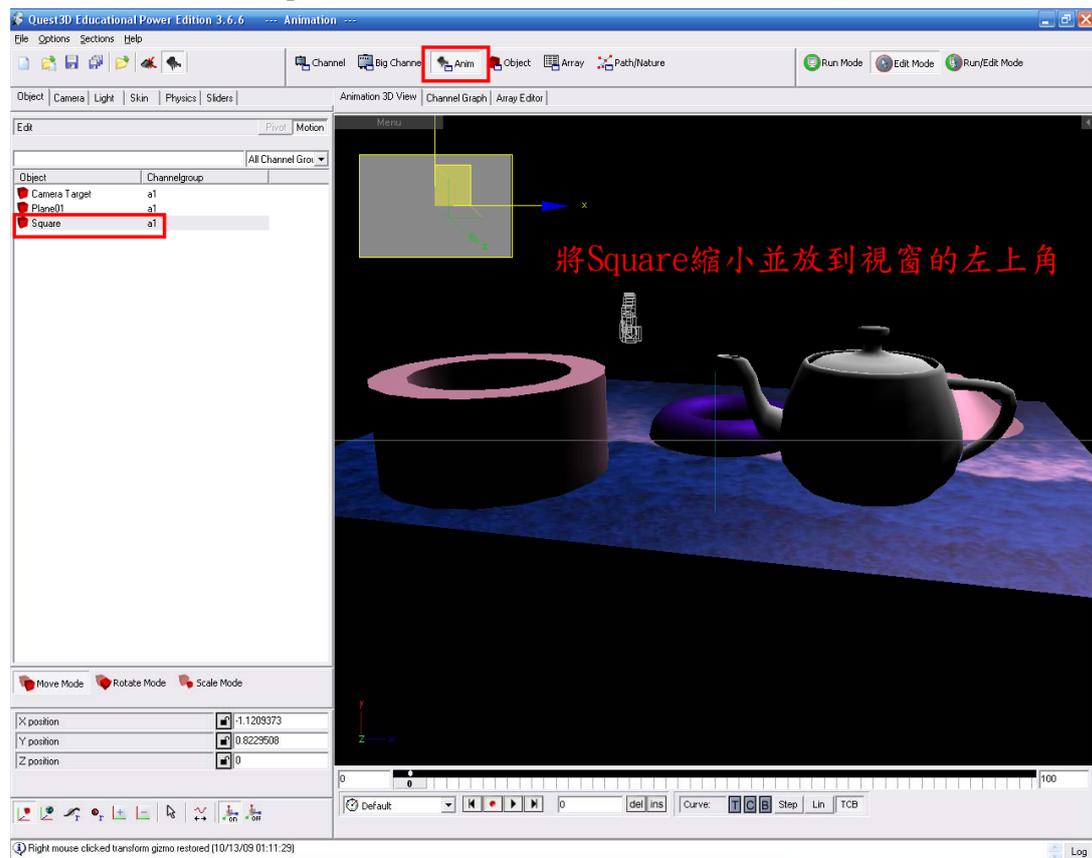
Templates→01.Scene→Rendering→Clear Screen 拉到視窗內
並在 Clear Screen 點左鍵兩下，將出現的視窗第一個勾取消，如下圖



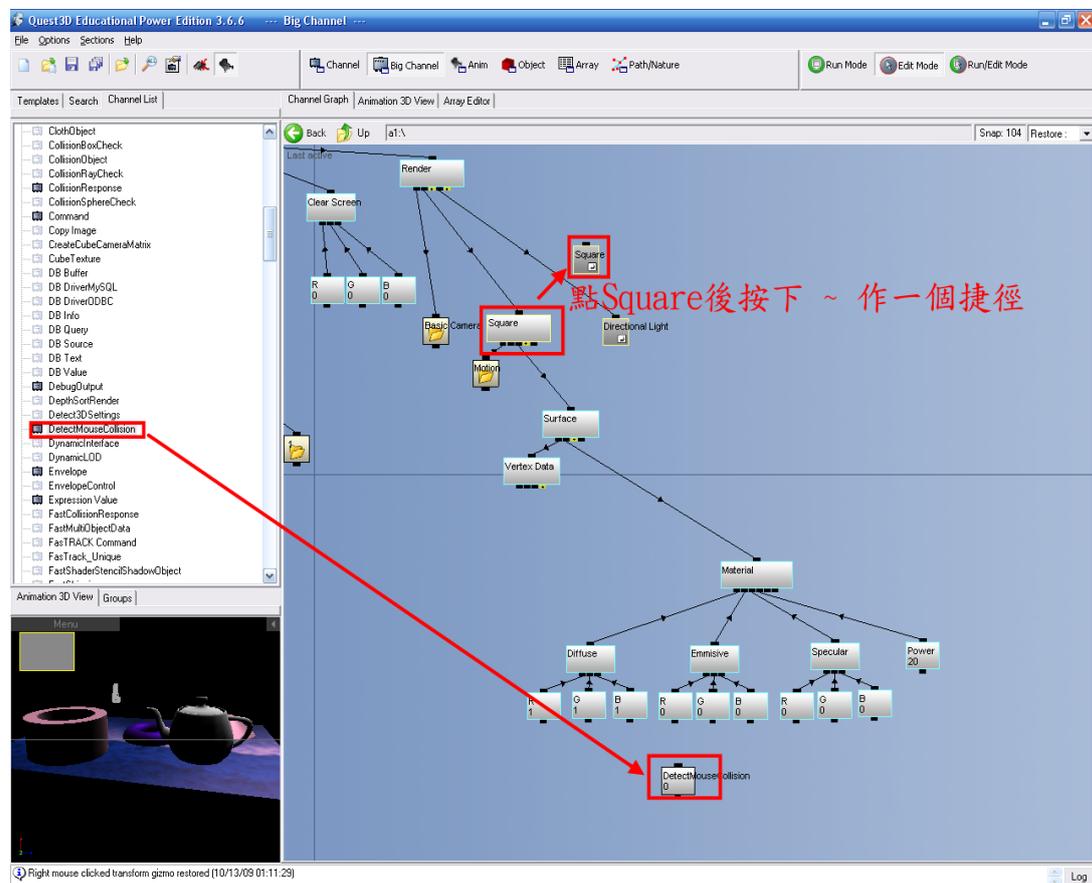
Clear Screen 跟 Start3dScene 作連結，但這圖片中有兩個 Render
Clear Screen 的連接點必須在兩個 Render 中間



Anim 視窗中，點 Square 物件後，將該物件縮小並且放到視窗的左上角

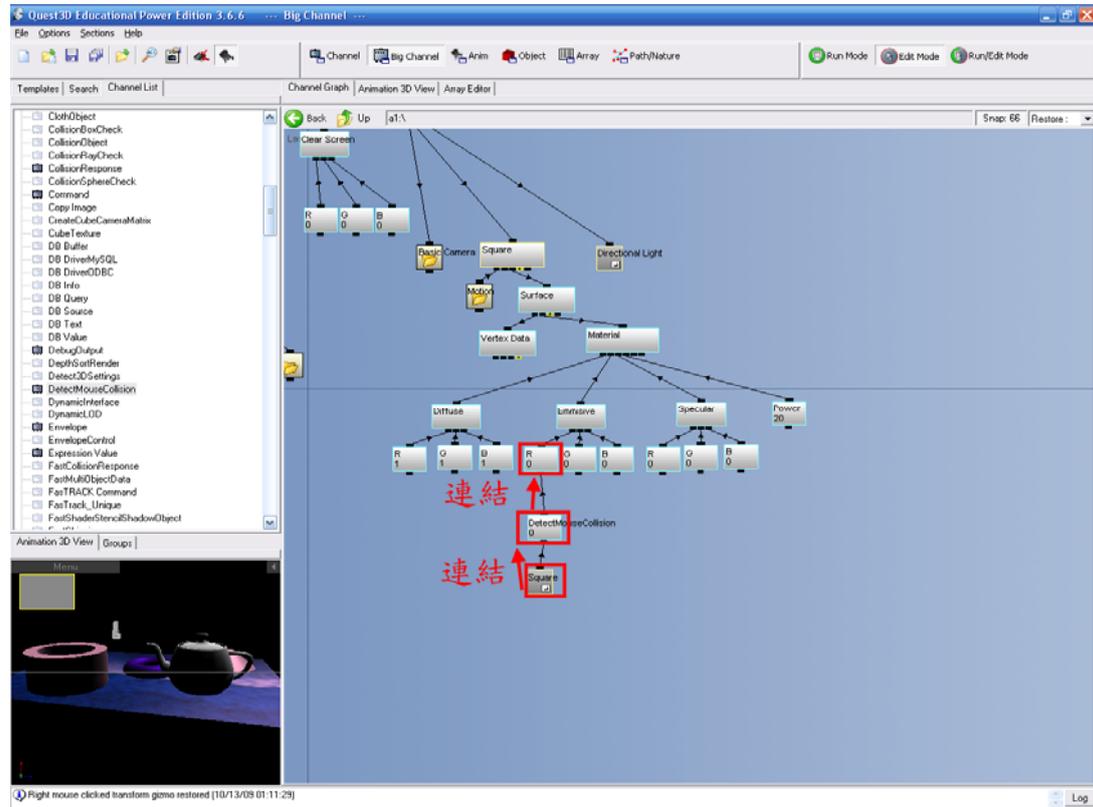


拉出 DetectMouseCollision 到視窗；點選 Square 後按下 ~ 作一個捷徑

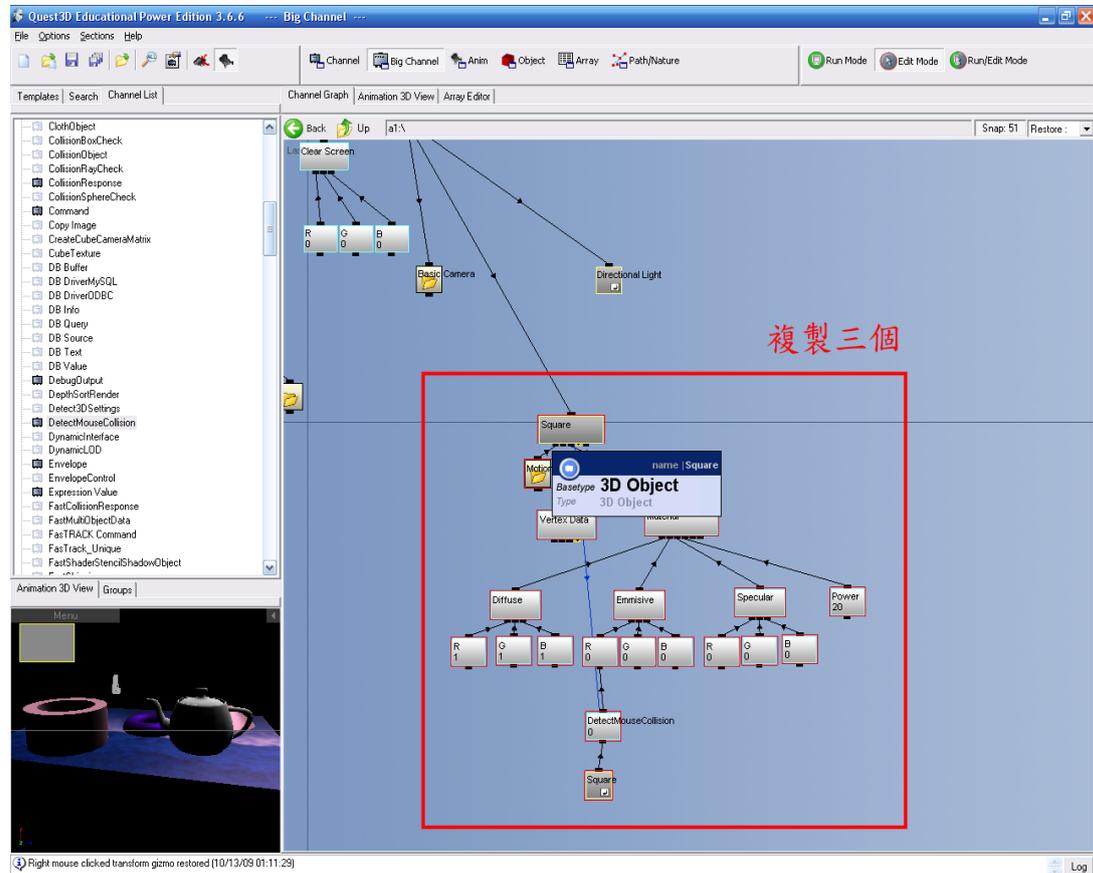


捷徑(Square)跟 DeceteMouseCollision 連結

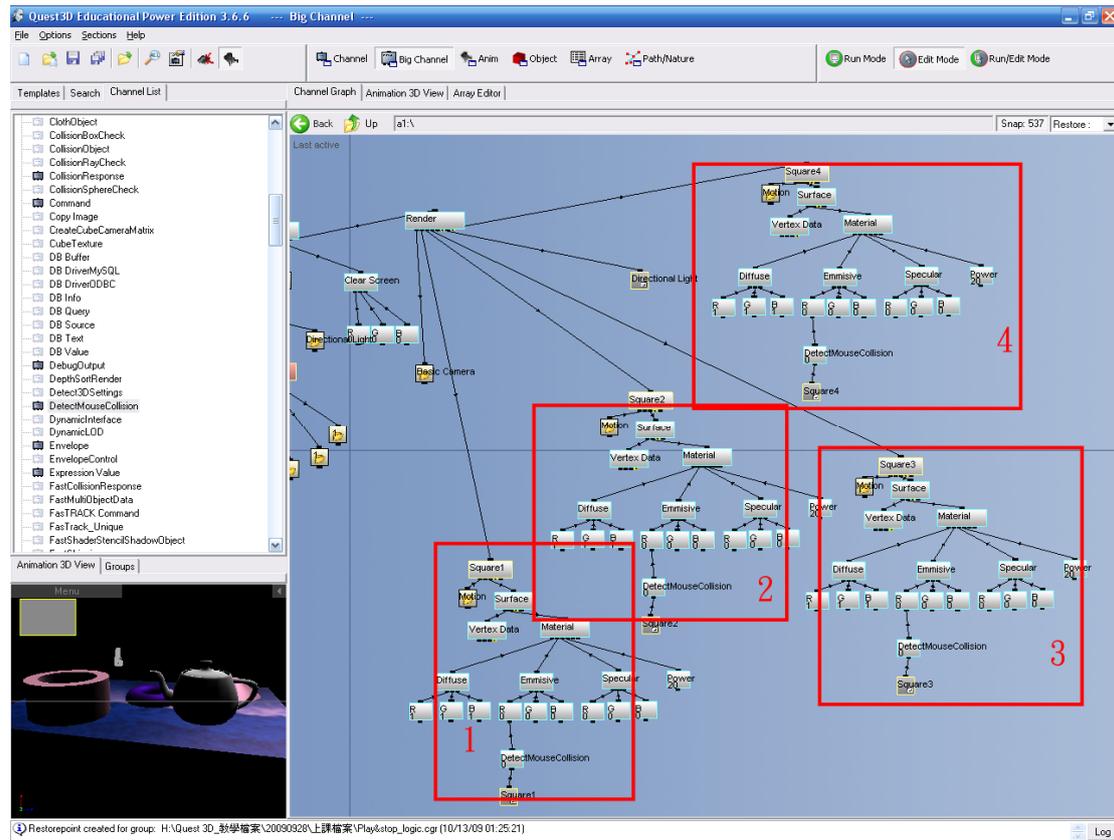
DeceteMouseCollision 跟 R G B 其中一個作連結，做顏色的改變，如下圖



複製紅框圈選處，複製三個



複製出來的三個，全都跟 Render 連結



到 Anim 視窗，依序將 Square1 ~ 4 分別移到視窗的位置

