

Unity 3D 2019.3.9

1. Unity - Deep Dive

- Getting to Know the Unity Editor
- Game Objects
- Materials and Texture
- 3D Terrain
- 3D Environment
- Lights and Camera

2. 3D GAME DEVELOPMENT - GAUNTLET RUNNER

- Design
- The world
- The Controls
- Animation Setup
- Add Coding

3. VIRTUAL REALITY APPLICATION SET UP - WITH OCULUS RIFT

- Introduction to Oculus Rift
- Rendering the field of view
- The Oculus sdk and rift interaction
- Integrating Oculus unity integration package

4. AUGMENTED REALITY APPLICATION DEVELOPMENT - FOR MOBILES DEVICES

- Introduction to Augmented Reality
- Working with Vuforia
- Add Image target for AR application.
- Publish Application on Mobile Devices.

5. MOBILE DEVELOPMENT - APPLICATION OPTIMIZATION

- Preparing for Mobile
- Accelerometers
- Graphic Optimization
- Publish on mobile devices.

Coverage of course contents will depend upon prior knowledge of the participant.