UNITY 3D with Digital Twin Beginner to Intermediate programme .

(40 Hour Session Learning and Practice session)

1. INTRODUCTION TO Mixed Reality (AR & VR)

   - What is Virtual Reality (VR)
   - What is Augmented reality (AR)
   - What is Mixed Reality
   - Modern VR/AR experiences
   - History

2. OVERVIEW

   - Hardware
   - Software
   - Interaction fundamental

3. Types of Holographic Apps

   - Enhanced environment apps
   - Virtual environment apps
   - Blended environment apps

4. Introduction to Unity 3D

5. Game Object
6. Models, Materials, and Textures
7. Environments

8. Lights

9. Prefab

10. User Interfaces

11. Animations

12. Publish and Deploy

13. VR Projects Examples
14. Unity Integration with Alt space
15. Standalone Unity DIGITAL TWIN Experience development from scratch

    ï Introduction to Digital Twin
    ï Working with SDK
    ï Understanding trigger
    ï Creating Room
    ï Implement a user interface

Note – This course does not cover Scripting in unity with C# or JavaScript's – This course uses pre built Scripts / Examples for additional functionalities.

Specifications /Requirements /Perquisite :-

❖ We will be training on unity 20

- ❖ Needed Basic knowledge of 3d lTSsoftware
- ❖ Basic knowledge /understanding on c# will be plus point
- ❖ Familiar with design ,user interface and user behaviours will