TRANSFORMING
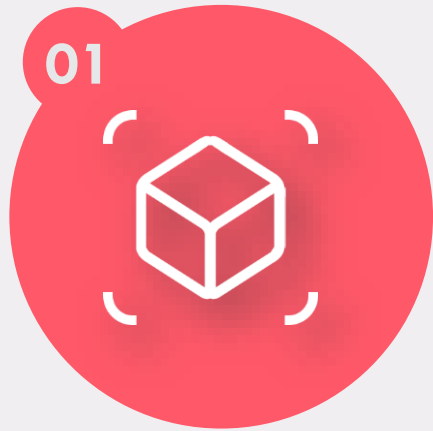## YOUR LIFE INTO A
VIDEO GAME

BY ALI ASGHAR

HOW TO DO IT?

01

PHOTOGRAMMETRY

Photogrammetry or (3D-Scanning) is a 3D coordinate measuring technique that uses photos as the fundamental medium for measurement.

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02

GAME ENGINE

A Game Engine Like Unity. Unity is a cross-platform game engine developed by Unity Technologies

GAME ENGINE

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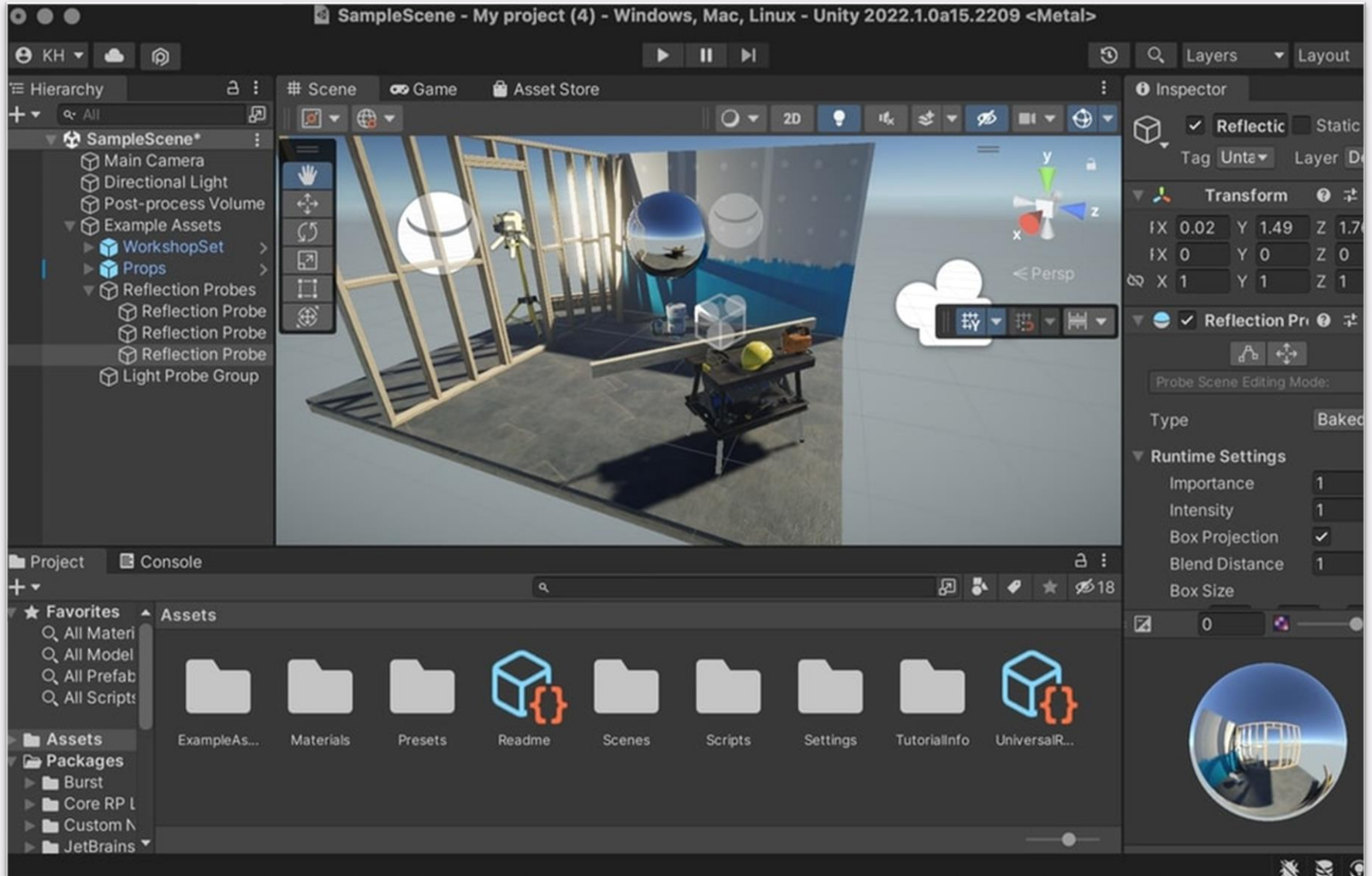
02
GAME ENGINE

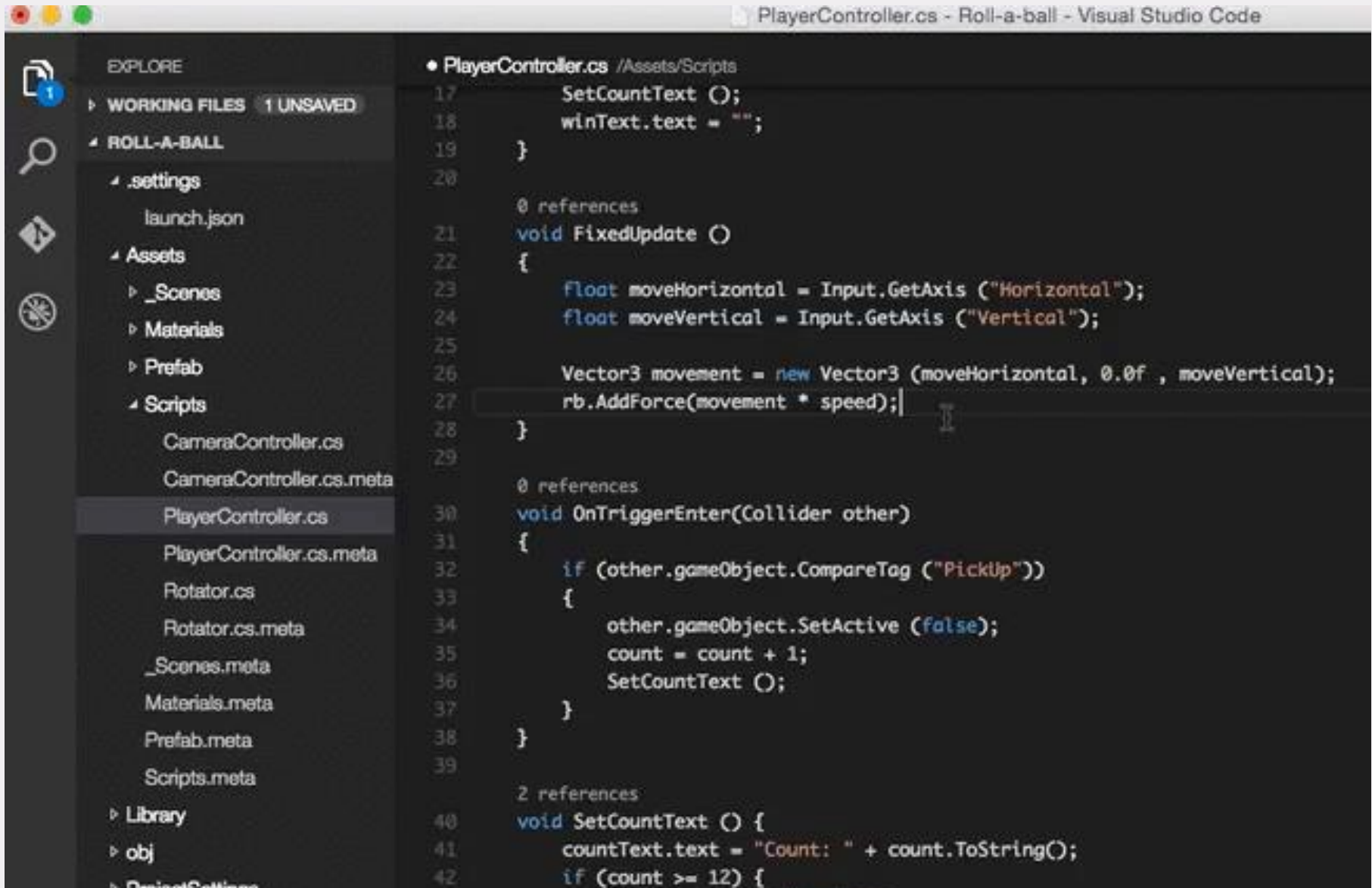A Game Engine Like Unity. Unity is a cross-platform game engine developed by Unity Technologies

03
CODING

Programming is essential for prototyping a game in unity. This is the last barrier in making your dream game

CODING

PlayerController.cs - Roll-a-ball - Visual Studio Code

EXPLORE

▶ WORKING FILES 1 UNSAVED
▲ ROLL-A-BALL
  ▲ .settings
      launch.json
  ▲ Assets
    ▶ _Scenes
    ▶ Materials
    ▶ Prefab
    ▲ Scripts
        CameraController.cs
        CameraController.cs.meta
        PlayerController.cs
        PlayerController.cs.meta
        Rotator.cs
        Rotator.cs.meta
      _Scenes.meta
      Materials.meta
      Prefab.meta
      Scripts.meta
  ▶ Library
  ▶ obj

● PlayerController.cs /Assets/Scripts

```
17          SetCountText ();
18          winText.text = "";
19      }
20
        0 references
21      void FixedUpdate ()
22      {
23          float moveHorizontal = Input.GetAxis ("Horizontal");
24          float moveVertical = Input.GetAxis ("Vertical");
25
26          Vector3 movement = new Vector3 (moveHorizontal, 0.0f , moveVertical);
27          rb.AddForce(movement * speed);
28      }
29
        0 references
30      void OnTriggerEnter(Collider other)
31      {
32          if (other.gameObject.CompareTag ("PickUp"))
33          {
34              other.gameObject.SetActive (false);
35              count = count + 1;
36              SetCountText ();
37          }
38      }
39
        2 references
40      void SetCountText () {
41          countText.text = "Count: " + count.ToString();
42          if (count >= 12) {
```

WHY TRANFORM IT?

GENERATING NEW IDEAS
With the help of this transformation, We can generate new ideas about this world around us.

LIMITLESS CONTROL
We can break the chains of real world difficulties. We can have a limitless control over the virtual world.

CONNECTING THE WORLD
We can virtually connect to any part of the transformed world. We can also create our own avatars and simulate them.

And Many More….

THANK YOU!
I AM OPEN FOR YOUR QUESTIONS!
☺