

Seminar of Uinty3D

Purpose

In this seminar we will teach the students that how they can start their game development career, if they have enough interest in gaming. In this training we will explain that how they can start from nothing to something in gaming.

Execution

We will tech these following steps to start from basics in unity3D.

0.Installation of Unity3D

1.Interface of Unity3D

2.scripting with c#

3.How to import models from blender to unity3D

4.Introduction to Particle system

5.How to start Multiplayer gaming

6.How to use Material

7.UI design

8.How to connect different scripts

9.How to use unity Objects

10.How to export a complete game

Outcome

After executing this whole seminar. The students can start simple game development in unity3D and they can enhance this field more if they have interest after this seminar. The students will be complete basic level game developer after attending this seminar.