

My_Unity

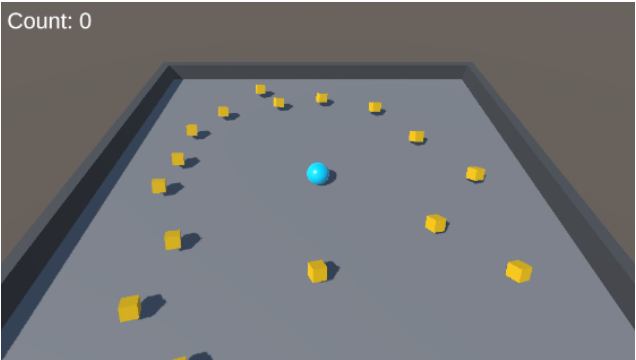

Omniverse Isaac Sim 을 main 으로 진행중이지만 틈틈이

- Unity 의 기본과정인 [Junior Programmer](#)
 - 추가로 Unity 강화학습인 [ML-Agents](#)
- Unreal 의 기본과정인 [basic tutorial](#)

에 대한 기본 개념은 챙겨본다.

Ubuntu18.04, Nvidia RTX A6000

projects

List	Type	Level	Result	Report
Roll-a-Ball	Project	Beginner	posted	
Prototype1	Project	Beginner	posted	
Create with Code	Course	Beginner		
Creator Kit: Beginner Code	Project	Beginner		
Unity Essentials	Pathway	Foundational		
Junior Programmer	Pathway	Foundational		

- [Bonus Features 1 - Share your Work](#)

Roll-a-Ball 이 처음 시작할 때 참 좋은 것 같다.

files

Unit1 - Player Control

- [Prototype 1 - Starter Files](#)
- [Challenge 1 - Starter Files.zip](#)

Project Design Document

- [Project Design Doc \[GOOGLE DOC\]](#)
- [Project Design Doc \[WORD\].docx](#)
- [Project Design Doc \[PDF\].pdf](#)

Unit2 - Basic Gameplay

- [Prototype 2 - Starter Files](#)

ref

참고 사이트들

- [Unity Blog](#)
- [Unity twitter](#)
- [Unity Documentation](#)
- [Unity Answers](#)
- [Unity Forum](#)
- [Unity Youtube](#)
- [Unity Learn](#)
 - [Learn from experts](#)
 - [Create with code live summer](#)
 - [Creator Kit: RPG](#)
 - [Creator Kit: FPS](#)
 - [Creator Kit: Puzzle](#)
 - [Create your first game, brick by virtual brick, with the LEGO® Microgame](#)