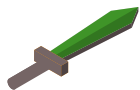


Introdução ao Desenvolvimento de Jogos com:

Unity

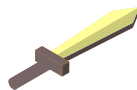


Dia 2: Cronograma



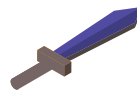
01

Criação de Projetos



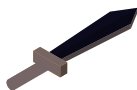
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Animações e partículas



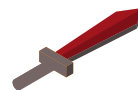
05

Animações e partículas



02

Scripting com C#



04

Input e Interação



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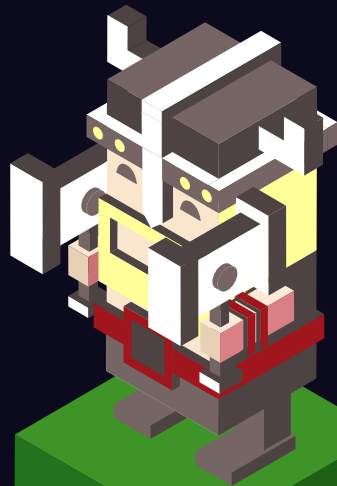


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Física no Unity



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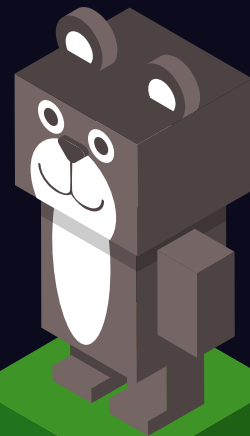
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