

How to Create Virtual Worlds: An Introduction to UNITY



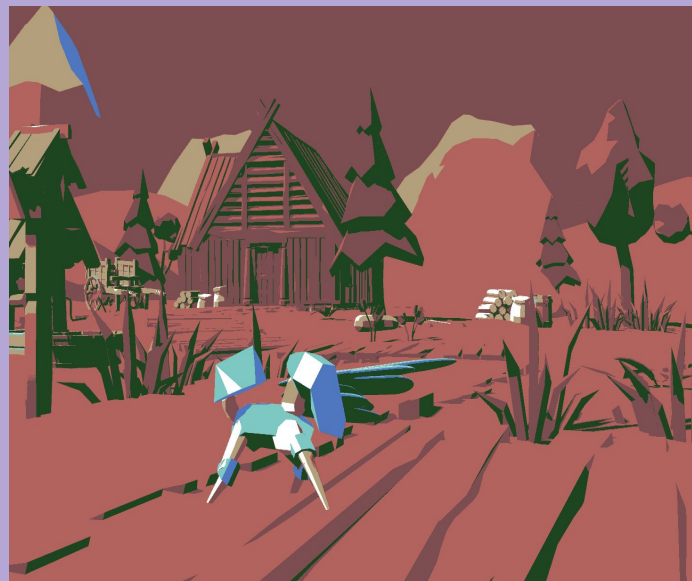
In this workshop, you'll learn the fundamentals of 3D interactive software (games!) and build worlds in Unity. We'll begin with the interface, then add more complex interactions and graphics. By the end you'll be able to get started making your own world or simple game! All levels welcome!

Unity Install Guide: <https://bit.ly/QPLUIG>

Workshop Links:

The live virtual workshop will take place at the links below:

- Password: **Unity**
- June 3rd | 4:00 - 6:00 PM, [LINK](#)
- June 10th | 4:00 - 6:00 PM, [LINK](#)
- June 17th | 4:00 - 6:00 PM, [LINK](#)
- June 24th | 4:00 - 6:00 PM, [LINK](#)



About the Presenter:

Aaron Santiago is an artist and technologist with over 4 years of experience working with software and keeping track of all things technology, from game engines to advanced hardware.