AT
Axpino Technologies

3D Game Development

COURSE CURRICULUM

Course Description

- 3D Game Development Workshop

- Course Type: Workshop

- Total Time: 16 hours

- Days: 2 Days

3D Game Workshop – Day 1

General Over view

- Introduction to open source framework
- Viewports Types
- Navigation
- Viewport Options
- Game preview and Lock viewports

Tool Box

- Overview and Modes
- Primitives
- CSG Operation
- Add Special Brush and Volumes
- Console Bar

Content Browser

- Overview
- Source Panel
- Filter Panel
- Tags Panel

Level Designing

- Floor BSP
- Floor Modifications
- Walls
- Ceiling
- surface properties
- Introduction to Meshes

3D Game Workshop – Day 1

Lighting Concepts

- Introduction to properties
- Light mass
- Light types
- Light-Togglable
- Dominant Lights

Unreal Kismet

- Introduction
- Kismet UI and sliding Door
- Matinee
- Kismet Togglable Light
- Kismet Comments and Announcements
- Kismet switching Announcements
- Subsequent

Kismet Visual Programming

- Named Variables
- Remote Events
- Delayed
- Counters

Level Designing

- Floor BSP
- Floor Modifications
- Walls
- Ceiling
- surface properties
- Introduction to Meshes

3D Game Workshop – Day 1

Sounds

- Introduction
- Sound Waves
- Sound Cue Editor
- Ambient Sound Actors
- Ambient Zones

Game

- Spawning a Bot
- Steering the Bot
- Initial Conditions
- Health System
- Life System

Cinematic

- Introduction
- Robot Skeletal Mesh
- Animating the Camera
- Director group and Cinematic mode
- Animating Light Material

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3D Game Workshop – Day 2

Designing a Tap-down Game

- Camera Setup
- Lives Counter
- End Game Sequence
- Time Countdown
- Spinning Coins
- Coin Pickups
- Goal
- Pillar Traps
- Bot Moving Behavior
- Bot Spawning Behavior
- Bot Firing Behavior
- Crushing Blocks