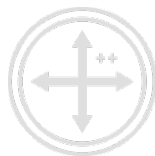




Augmented Reality with Unity



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Programming & development Course Curriculum



Unity With Augmented Reality

- Introduction
- 2. Versions of Unity
 - 2.1 Pricing
 - 2.2 Features
- 3. Installing Unity
- 4. Introduction to the Object-Oriented Paradigm
- 5. Unity Basics
 - 5.1 Unity Entities
 - 5.1.1 Meshes
 - 5.1.2 GUI Elements
 - 5.1.3 Materials
 - 5.1.5 Lights
 - 5.1.6 Particle Systems
- 6. Example: Basic Elements of a Game
- 7. Scripting in Unity
 - 7.1 Transform
 - 7.2 Renderer
 - 7.3 Physics
 - 7.4 Collision
 - 7.5 Time Correction
 - 7.6 Audio Sources and Listeners
 - 7.7 Input
 - 7.8 Debugging a Script





Augmented Reality with Vuforia SDK in Unity

- Getting Started with Vuforia in Unity 2017.2
- Vuforia in Unity 2017.2
- About Vuforia
- Installing Vuforia
- Create a new Unity project
- Vuforia Game Objects
- Activate Vuforia in your project
- Accessing Vuforia features in Unity
- Add Targets to your scene
- Adding digital assets
- Playing the scene
- Building and running your app

