◈ unity

Unity

Game

Devlopment

Programming & development

Course Curriculum

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Unity Game Development Workshop

- Introduction
- Versions of Unity
  - Pricing
  - Features
- Installing Unity
- Introduction to the Object-Oriented Paradigm
- Unity Basics
  - Unity Entities
    - Meshes
    - GUI Elements
    - Materials
    - Lights
    - Particle Systems
- Example: Basic Elements of a Game
- Scripting in Unity
  - Transform
  - Renderer
  - Physics
  - Collision
  - Time Correction
  - Audio Sources and Listeners
  - Input
  - Debugging a Script
- Example: Scripting a demo game
- Exploring Documentation / Learning More
- Building Your Game / Compiling
- Closing Notes