VIRTUAL REALITY

Virtual Reality with Unity

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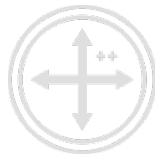
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Unity Development With Virtual Reality

- 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

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Virtual Reality

- Develop professional VR apps using Unity 3D
- Run Unity 3D applications in VR on a smart phone
- Create a 3D scene
- Select items in the scene
- Move around the 3D world
- Create easy to interact with menus to control application parameters
- Input alphanumeric information (text, numbers)
- Play back regular video
- Panoramic pictures and video