

Outline for Unity Tutorials

- Sprint 9: Using Probuilder
 - Explains what Probuilder is and why it is so important
 - Consists of creating basic objects in Unity
 - Consists of adding different meshes in Unity
- Spring 10: Using Unity Collab
 - Explains what Unity Collab is and how to purchase it
 - Explains how it works
 - Explains the Business value behind it and why the benefits outweigh the costs
- Sprint 11: Merging Scenes in Unity
 - Explain what a scene is in Unity
 - Explain why merging scenes in Unity is a basic but necessary skill to have in Unity development
- Sprint 12: Creating a basic GUI in Unity
 - Explains how GUI works in VR
 - Explains why the GUI is important to have in this system
 - Demonstrates how to create basic GUI in Unity