

# Game and XR Development with Unity

Session 25  
08 November 2022

# Course Objectives

01

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## Unity Basics

- Tool
- Interface
- Best Practices

02

...

## C# Scripting

- Basics
- Unity related functions
- Best Practices

03

...

## Game Development Basics

- Effects
- Animations
- Gameplay Mechanics

04

...

## VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

# Session Objective



- **AR Project**

- AR Foundation Samples + Demo
- Setting up Dev Environment
- Detecting Planes in real world
- Perform Hit test
- Spawn Objects
- Move Objects
- Light Estimation

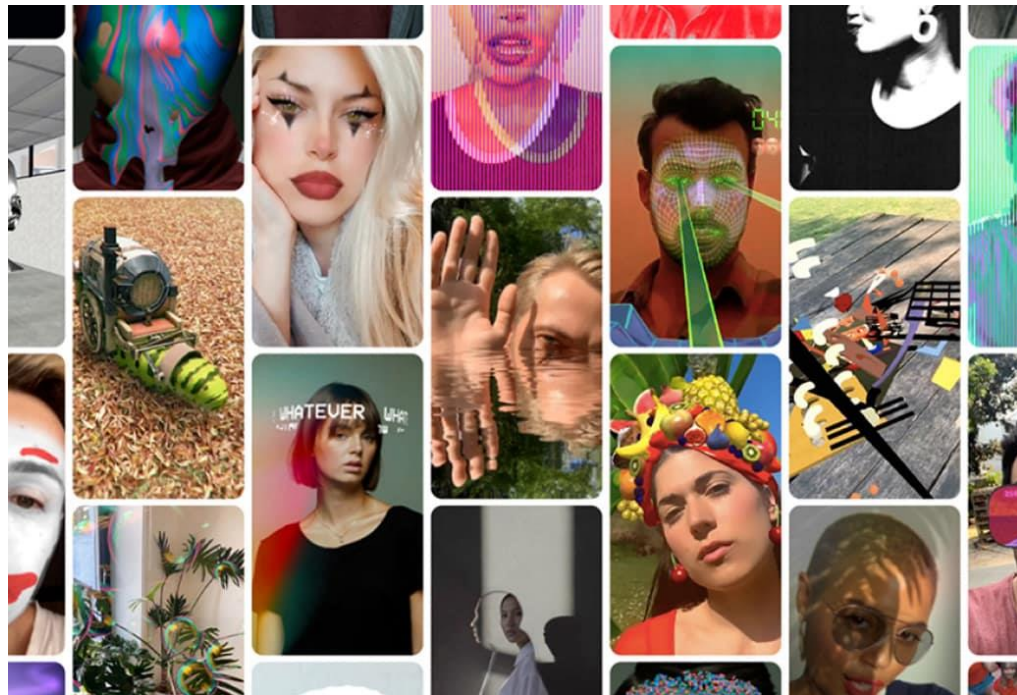


**Move to Unity →**





# Meta Spark AR



- **Features**
- **Filters for Instagram and Facebook**
- **Highest Accessibility in AR right now**
- **Creative Game Options**

# Thanks!

Do you have any questions?

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