



Unity Basics

- Tool
- Interface
- Best Practices



C# Scripting

- Basics
- Unity related functions
- Best Practices



Game Development Basics

- Effects
- Animations
- Gameplay Mechanics

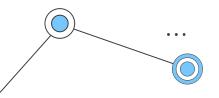


VR & AR Development

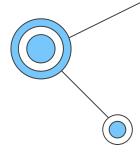
- XR Development
- Production Pipeline
- Portfolio Projects

Course Objectives





Session Objectives





Shooter Games

- Weapon Effects (MuzzleFlash and Audio)
- Detour Probuilder
- Started With NavMesh
- NavMesh Al
- Enemy Al and Animations
- Player Damage





Move to Unity \rightarrow



Thanks!

Do you have any questions?

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