

Game and XR Development with Unity

Session 23
01 November 2022

Course Objectives

01

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Unity Basics

- Tool
- Interface
- Best Practices

02

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C# Scripting

- Basics
- Unity related functions
- Best Practices

03

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Game Development Basics

- Effects
- Animations
- Gameplay Mechanics

04

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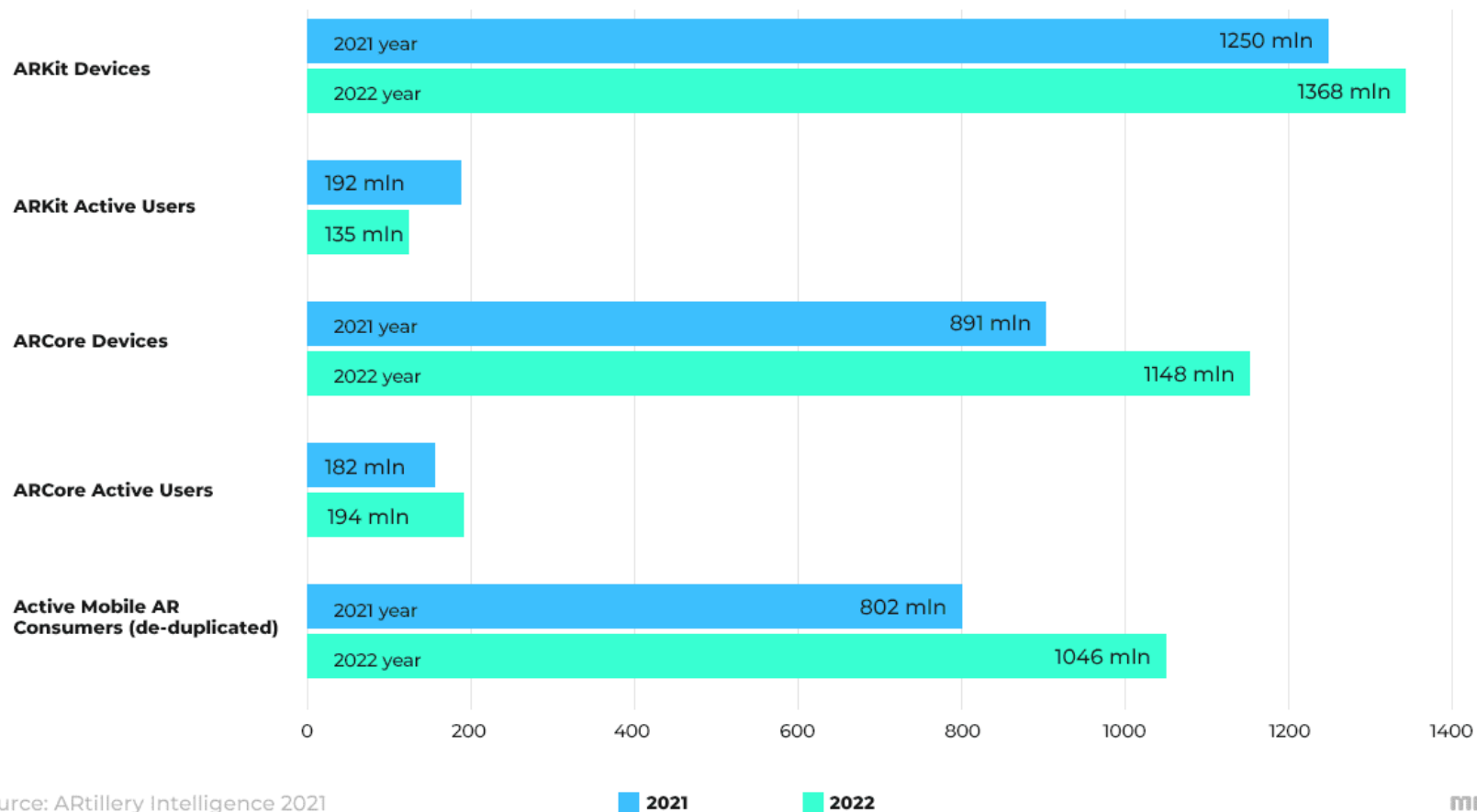
VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

Mobile AR 2021-2022: ARKit + ARCore



Session Objectives

Unity's AR Foundation Supported Features

Functionality	ARCore	ARKit	Magic Leap	HoloLens
Device tracking	✓	✓	✓	✓
Plane tracking	✓	✓	✓	
Point clouds	✓	✓		
Anchors	✓	✓	✓	✓
Light estimation	✓	✓		
Environment probes	✓	✓		
Face tracking	✓	✓		
Meshing			✓	✓
2D Image tracking	✓	✓		
Raycast	✓	✓	✓	
Pass-through video	✓	✓		
Session management	✓	✓	✓	✓

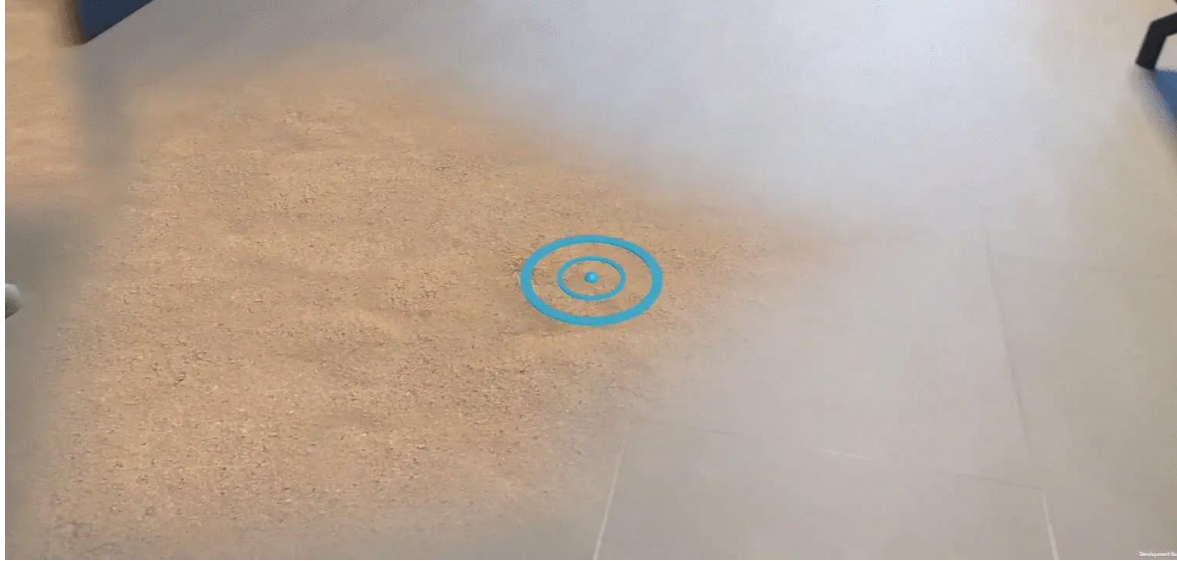
- **Augmented Reality**

- AR & XR Packages in Unity
- Setting up an AR Project

Reference Docs

[About AR Foundation](#)
[AR Foundation Samples](#)
[AR foundation Demos](#)
[ARCore supported devices](#)

AR Project



• What will we discuss?

- 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 →

Thanks!

Do you have any questions?

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