

Game and XR Development with Unity

Session 24
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](#)

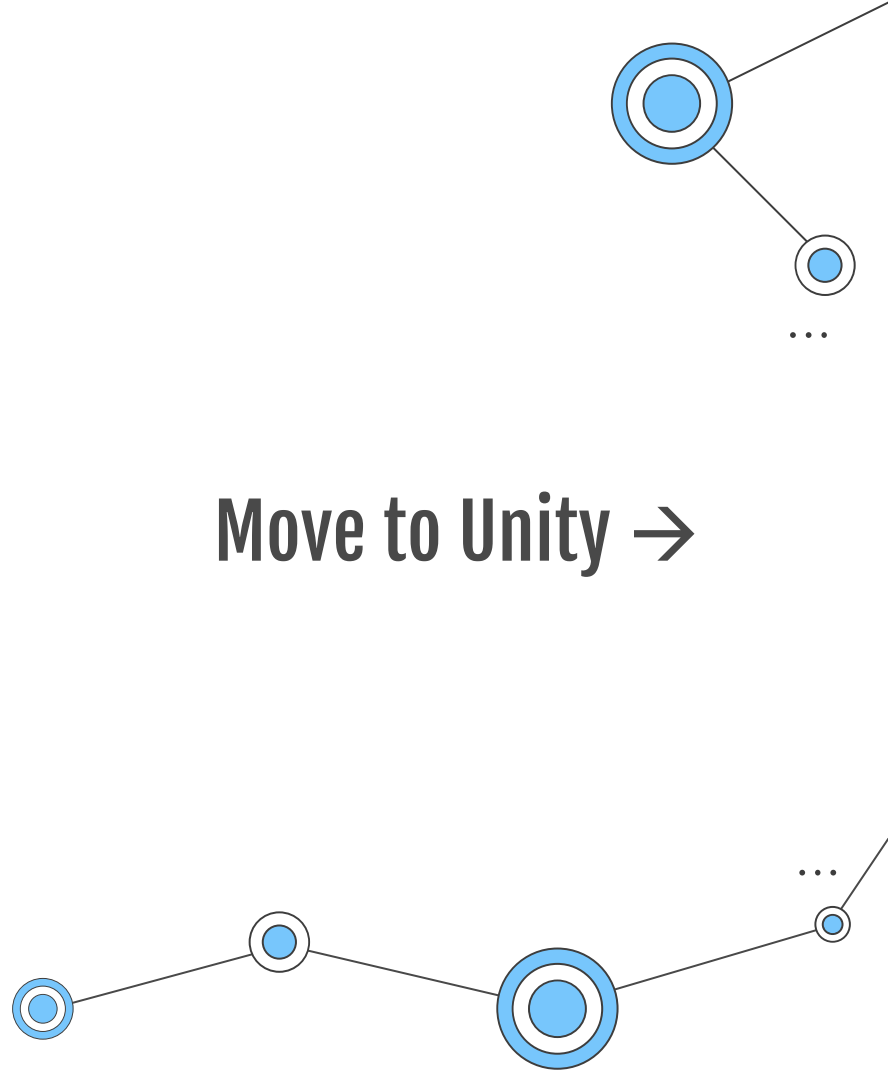
Session Objective



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

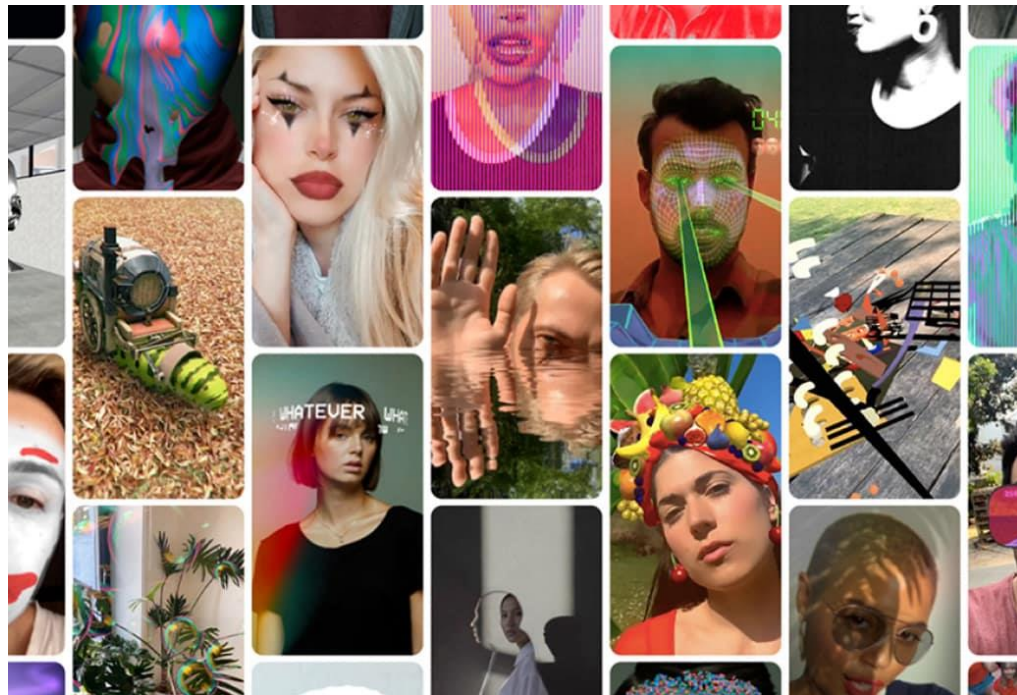


Move to Unity →





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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