



Unity Basics

- Tool
- Interface
- Best Practices



C# Scripting

- Basics
- Unity related functions
- Best Practices



Game Development Basics

- Effects
- Animations
- Gameplay Mechanics

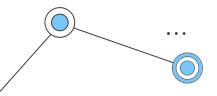


VR & AR Development

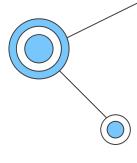
- XR Development
- Production Pipeline
- Portfolio Projects

Course Objectives





Session Objectives





Shooter Games

- 3D Sound
- Coroutines
- Raycasting
- Adding Enemy Character
- Damage Enemy // Enemy Health
- Particle System // Unity Particle Pack
- Export a UnityPackage
- Weapon Effects (MuzzleFlash and Audio)
- Enemy AI (NavMesh)





Move to Unity \rightarrow



Thanks!

Do you have any questions?

v_pandey@cs.iitr.ac.in

+91 9971510759

topmate.io/vishal



