

Game and XR Development with Unity

Session 28 & 29
21 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

...

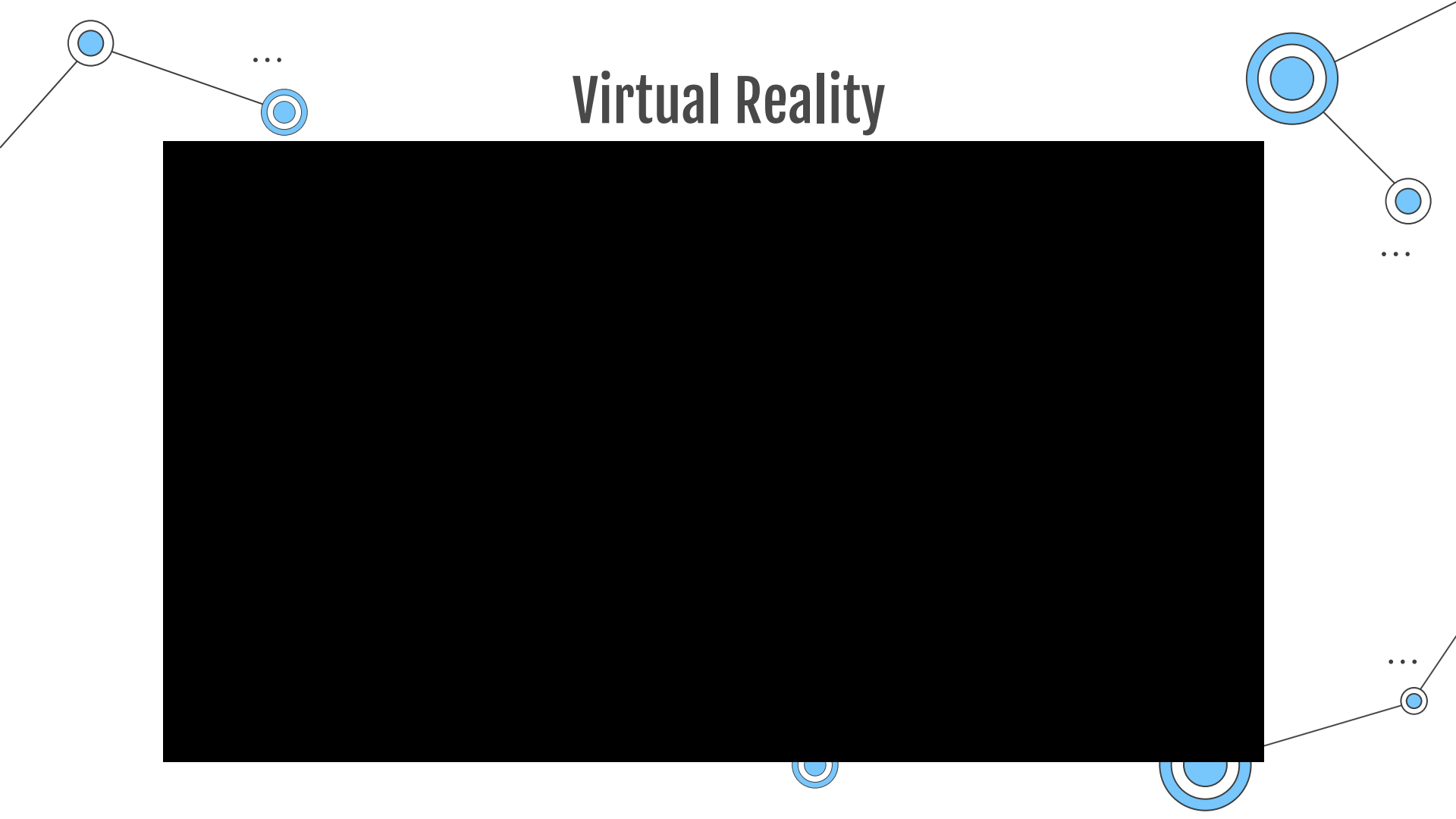
VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



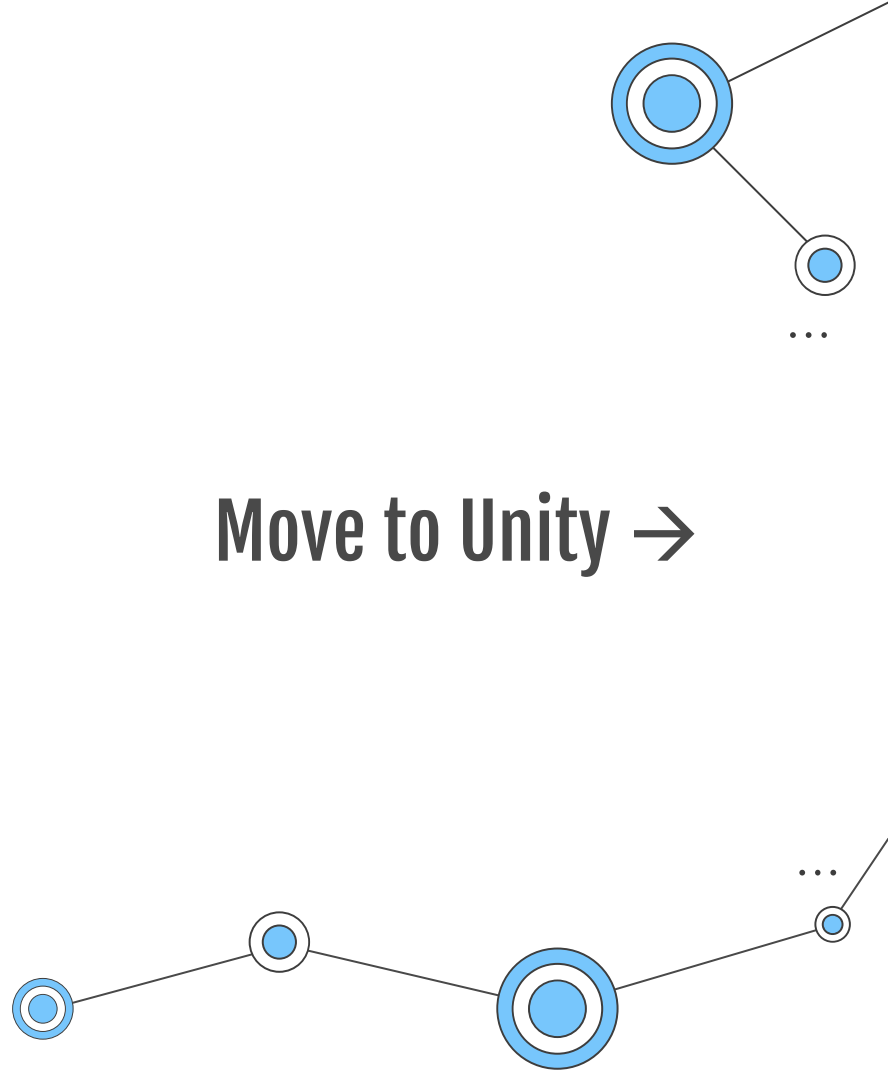
[Complete Outline](#)

Virtual Reality

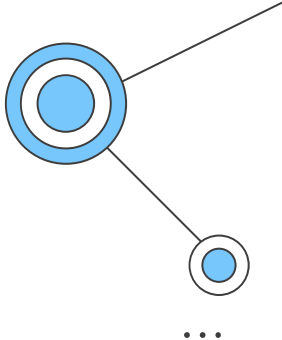




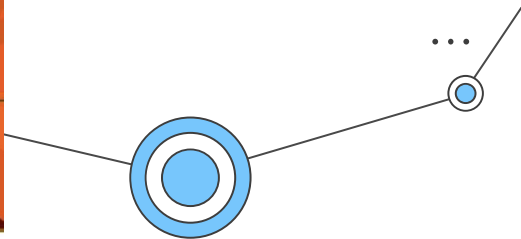
Move to Unity →



A diagram showing a graph structure. It consists of two nodes connected by a line. The node on the left is a white circle with a blue center. The node on the right is a blue circle with a blue center. There are three dots between the two nodes, indicating a path or sequence of nodes.



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Thanks!

Do you have any questions?

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