

# Game and XR Development with Unity

Session 2  
15 June 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

...

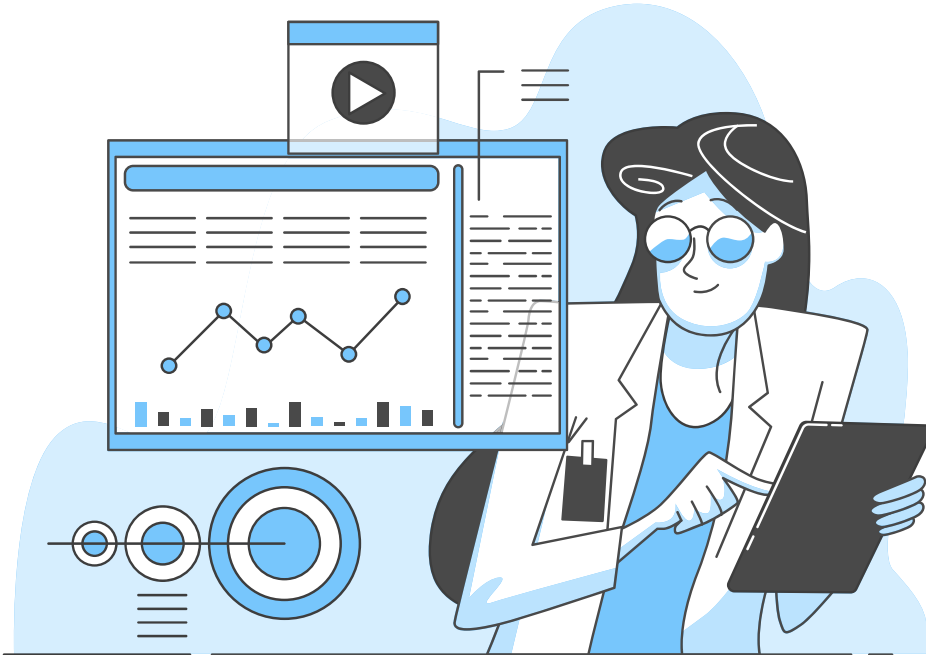
## VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

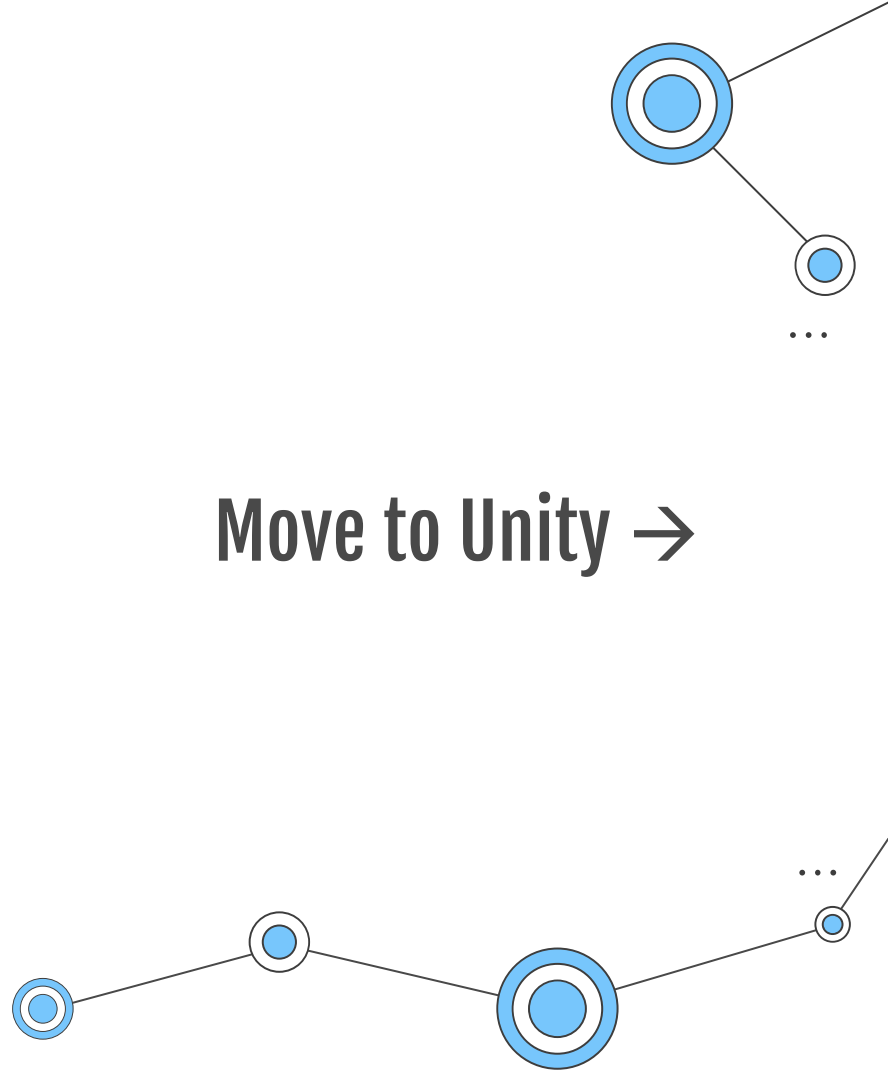
# Session Objectives



- Unity Hub
- The Unity Interface
- Navigating the Scene View
- Importing Assets
- Camera
- Game Objects
- Organizing Projects in Unity



**Move to Unity →**



# Thanks!

Do you have any questions?

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