

Game and XR Development with Unity

Session 6
26 July 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

...

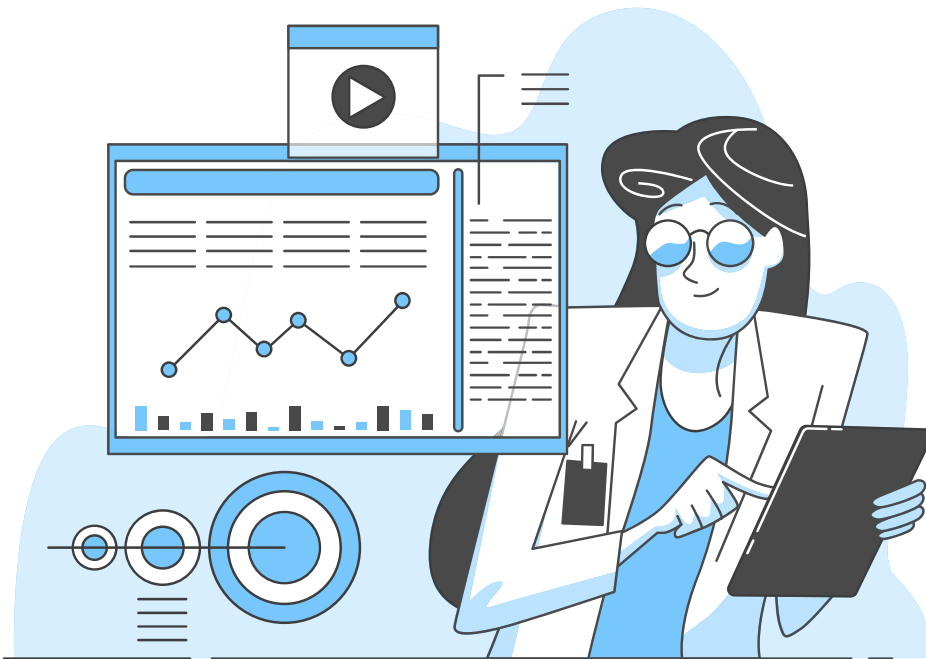
VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

Session Objectives



- **Recap and Showcase**
- **Doubts**
- **PlayerPrefs**
- **Scene Management**
- **Prefabs**
- **Instantiate**
- **Procedural Generation**



Move to Unity →



Thanks!

Do you have any questions?

v_pandey@cs.iitr.ac.in

+91 9971510759

topmate.io/vishal

