



### **Unity Basics**

- Tool
- Interface
- Best Practices



### C# Scripting

- Basics
- Unity related functions
- Best Practices



#### **Game Development Basics**

- Effects
- Animations
- Gameplay Mechanics

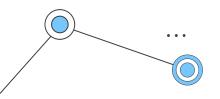


### **VR & AR Development**

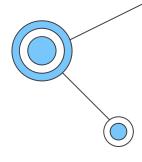
- XR Development
- Production Pipeline
- Portfolio Projects

### **Course Objectives**





## **Session Objectives**





- **Shooter Games**
- Starter Assets
- New Input System
- Mixamo For 3D Characters
- 3D Sound
- Coroutines
- Raycasting





# Move to Unity $\rightarrow$



# Thanks!

Do you have any questions?

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