

Unity 3D Basic Training

- ✓ Introduction to Unity 3D
- ✓ How to Install Unity
- ✓ Different Types Of Games Objects
- ✓ User Interface UI
- ✓ Skyboxes
- ✓ How to Import Assets
- ✓ How to Use Assets
- ✓ Different Platforms for Free Assets
- ✓ How to Use Game Objects
- ✓ How to Change Objects Color
- ✓ How to Apply Texture on Objects
- ✓ Lightings
- ✓ How to Add Voice or Music in Background
- ✓ How to Use First Person Controller
- ✓ How to Use Third Person Controller
- ✓ How to Use Car
- ✓ How to Use Ball
- ✓ How to Use Wind in Game
- ✓ Rigid Body
- ✓ Gravity
- ✓ Mass
- ✓ Collision
- ✓ Mesh Collider
- ✓ Box Collider
- ✓ Capsule Collider
- ✓ Language C#
- ✓ Basics Knowledge About
- ✓ Data Types
- ✓ Loops
- ✓ For, While , Do While
- ✓ How to Code a GUI
- ✓ How to Change Scene on Click Button
- ✓ How to Get Data from Input Field
- ✓ Data Passing in Scripts
- ✓ Data Passing in Scenes
- ✓ Store Data Permanently
- ✓ Remove Object On Collision
- ✓ Action on Object Trigger
- ✓ Basic Animation on Objects
- ✓ How to Load Image through Coding
- ✓ How to Change Text and other UI Through

-
- ✓ **Coding**
 - ✓ **How to Apply Basic Animations on UI,S**
 - ✓ **How to Use a Rig Character**
 - ✓ **How to Apply Animations on A Rigged Body I.E. Walk, Run, Turn**
 - ✓ **How to Make A Responsive Design**
 - ✓ **Image Sprites**
 - ✓ **Score Counter**
 - ✓ **Restrictions Using Code**
 - ✓ **Game over Scene Change**
 - ✓ **How to Make Build on Windows**
 - ✓ **How to Make Build on IOS**
 - ✓ **How to Make Build on Android**
 - ✓ **How to Make Build on Web Gl**
 - ✓ **How to Make Build on other Platforms**
 - ✓ **How to Make Basic Object in Maya**
 - ✓ **How to Mold Objects According To Requirements**
 - ✓ **How to Make Fbx of Maya's Object**
 - ✓ **How to Make Buildings.**
 - ✓ **How to Apply Texture and Material on Objects**
 - ✓ **Plate Forms For Freelancing**
 - ✓ **Fiverr**
 - ✓ **Up Work**
 - ✓ **Freelance**
 - ✓ **How to Earn Money through Freelancing from Home**
-