

Game Development (Unity 3D)

Course Description:

Learn how to make a high quality 3D Game ready for publishing to 21 platforms. Discover Agile Game Development design principles and practices geared towards Unity3D and .Net. Learn how to create, acquire, modify and integrate AAA quality assets such as sounds, music and 3D models. By the end of this course you will have a survival game which you can publish and play with your friends and family or continue to develop into your own custom creation.

Pre-requisite:

- Some C# and .Net knowledge recommended.

Course Duration:

- 2 months

Course Outline:

- Introduction to Unity3D.
- Manipulating objects.
- Unity structure
- Understanding the user interfaces.
- Unity3D Scripting using unity script (.Net)
- Unity3D Packages.
- Importing Assets.
- Unity Game Physics.
- Hard Rocks, Soft Feathers
- Using multiple Cameras.
- Unity3D Movement Controllers.
- Unity3D Sound and Audio Management.
- Basic Collision and Trigger Detection.
- Creating Game Play.
- Importing models and texture.
- Basic Unity3D Shades and materials.
- Shuriken Particle System.
- Integrating Animation with Dynamic.



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- Compiling your game
- Publishing a PC, Web and mobile game.