COURSE OUTLINE
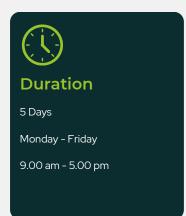
GAME DEVELOPMENT WITH UNITY 3D

Unity is a flexible and powerful development platform for creating multiplatform 3D and 2D games. This Unity 3D course offers you access to resources designed to fill out your knowledge toolkit. This Unity 3D course prepares you for building your own games and 3D environments.

Unity is perhaps the most suitable option to begin your climb up the ladder of the gaming development industry guiding you towards your goals. This training enables you to work on your own steam and set your own protocols of designing using Unity 3D and invite numerous career opportunities.

Course Details

Duration

5 Days

Monday – Friday

9.00 am - 5.00 pm

Location

Plaza Glomac, Kelana Jaya, Selangor

Educ8 Technology

Prerequisite

Participants should have fundamental concepts of programming and feel comfortable using the Microsoft Windows desktop environment.
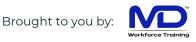
Target Group

This course is directed at game developers and creative professionals seeking to build interactive 3D games. Also to a who are new and want to learn about it.

Course Objectives

After completing this course, participants are expected to be able to:

- Understand and navigate the Unity Editor interface, including the Project, Hierarchy, Inspector, Scene, and Game views.
- Import and use models, textures, and materials to create visually appealing game assets.
- Design and sculpt 3D terrains, adding textures and environmental elements.
- Implement lighting and camera techniques to enhance the visual dynamics of your game scenes.
- Design user interfaces with Unity's UI system, understanding canvas, rect transforms, and UI components.

Brought to you by:

MD Workforce Training   MDEC   educ8 TECHNOLOGY   Unity

Contact Us

+603 7883 0530   www.educ8technology.com

Course Outline

Module 1: Introduction to Unity
- Getting to Know the Unity Editor
- The Project Dialog
- The Unity Interface
- The Project View
- The Hierarchy View
- The Inspector View
- The Scene View
- The Game View
- Honorable Mention: The Toolbar
- Navigating the Unity Scene View
- The Hand Tool
- Flythrough Mode

Module 2: Game Objects
- Dimensions and Coordinate Systems
- Putting the D in 3D
- Using Coordinate Systems
- World Versus Local Coordinates
- Game Objects
- Transforms
- Translation
- Rotation
- Scaling
- Hazards of Transformations
- Transforms and Nested Objects

Module 3: Models, Materials, and Textures
- The Basics of Models
- Built-In 3D Objects
- Importing Models
- Models and the Asset Store
- Textures, Shaders, and Materials
- Textures
- Shaders
- Materials
- Shaders Revisited

Module 4: 3D Terrain
- Terrain Generation
- Adding Terrain to Your Project
- Heightmap Sculpting
- Unity Terrain Sculpting Tools
- Terrain Textures
- Importing Terrain Assets
- Texturing Terrain

Module 5: Environments
- Generating Trees and Grass
- Painting Trees
- Painting Grass
- Terrain Settings
- Environment Effects
- Skyboxes
- Fog
- Lens Flares
- Water
- Character Controllers
- Adding a Character Controller
- Fixing Your World

Module 6: Lights and Cameras
- Lights
- Point Lights
- Spotlights
- Directional Lights
- Creating Lights Out of Objects
- Halos
- Cookies
- Cameras
- Anatomy of a Camera
- Multiple Cameras
- Split Screen and Picture in Picture
- Layers
- Working with Layers
- Using Layers

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