

Unity video game engine

Unity is a cross-platform game engine developed by Unity Technologies, which is primarily used to develop video games and simulations for computers, consoles and mobile devices.

This course is run on a bespoke basis, giving you the opportunity to tailor the course to your exact requirements. To provide a starting point, we'd recommend you use the suggested course outline as a guide only.

The course runs from 9.30 am to approximately 4.30 pm.

Duration: One to Four Day Classes.

Hello Unity

Setting up new project
Going through unity interface
Scene controls
Running hello world project

Working with assets

Unity standard assets
Importing own Assets
Creating Game Objects
GameObject transform and hierarchy
Components overview
Prefabs

Materials and Shaders

Creating and assigning materials
Standard shaders overview
Custom and legacy shaders

Physics

Physics basics
Adding and controlling rigid bodies
Collisions

Scripting

scripting languages overview
monobehaviours, render cycle
creating own classes and namespaces
attaching scripts to gameobjects and cross objects
communication

singleton pattern, object persistency and static classes
coroutines, invokes
programming basic game control script

Input and controls

Unity input manager
On screen controls
Input scripting api

UI

UI system basics
Canvas
UI elements

Multi platform deployment

switching target platform
mobile target specific options
building and running test apps

Some more fun

Creating little game with game manager
Using animations
3D sounds
VR, AR
other?