Unity 3d Game design classes in London



Location **South East, Surrey** https://www.freeadsz.co.uk/x-197306-z



Unity 3D Intermediate Level Course UNITY 3D INTERMEDIATE LEVEL COURSE One to One Training Total 20 Hours: £600 Students will do 2 hrs session a day but 4 to 6 hrs a week. A certificate of attendance will be provided after the approval of the tutor.

GAME DESIGNING USING 3DSMAX

AND UNITY 3D One to One Training Total 40 Hours: £1200 Students will do 2 hrs session a day but 4 to 6 hrs a week. A certificate of attendance will be provided after the approval of the tutor. Course outline Unity3D Introduction to Unity $\hat{a} \in \phi$ Introduction to gaming and game development process $\hat{a} \in \phi$ Unity Basics $\hat{a} \in \phi$ Interface $\hat{a} \in \phi$ Inspector $\hat{a} \in \phi$ Project and Hierarchy Starting making a game $\hat{a} \in \phi$ Working With Projects $\hat{a} \in \phi$ Creating Projects $\hat{a} \in \phi$ Importing Geometry $\hat{a} \in \phi$ Importing Textures $\hat{a} \in \phi$ Using terrain generator to make terrain $\hat{a} \in \phi$ Creating basic primitives in unity Materials $\hat{a} \in \phi$ Working with materials 1 $\hat{a} \in \phi$ Working with materials 2 $\hat{a} \in \phi$ Finishing materials on all objects Lighting $\hat{a} \in \phi$ Creating lights $\hat{a} \in \phi$ Adjusting Lights $\hat{a} \in \phi$ Creating Sunlight Animation $\hat{a} \in \phi$ Animating objects $\hat{a} \in \phi$ Animating lights $\hat{a} \in \phi$ Adjusting AnimationsAudio $\hat{a} \in \phi$ Adding Sound $\hat{a} \in \phi$ Interacting sound $\hat{a} \in \phi$ Modifying sound Programming Tools $\hat{a} \in \phi$ JavaScript $\hat{a} \in \phi$ Editor for JavaScript $\hat{a} \in \phi$ Variables and functions $\hat{a} \in \phi$ Simple programming Testing $\hat{a} \in \phi$ Test the game $\hat{a} \in \phi$ Fixing bugs $\hat{a} \in \phi$ Changes in games Building the game $\hat{a} \in \phi$ Game authoring Settings $\hat{a} \in \phi$ Building game for windows $\hat{a} \in \phi$ Playing the

