

# UNITY 3D - BASICS

60hrs - Beginner - 8yrs+ - Level 1.

**DESCRIPTION :** This course provides students with a foundational understanding of Unity3D, including its interface, core concepts, and basic game development principles. By the end of the course, students will be able to create simple interactive 3D environments and basic games.



## What you'll learn

- Learn C# from scratch. A powerful modern language.
- Get experience using Unity 2020 - a very versatile 3D tool.
- Gain an excellent general knowledge of video game design.
- Make 2.5D and 3D games in Unity.
- Transfer your knowledge to .NET, other languages, and more.
- Learn how object oriented programming works in practice.
- Develop a positive attitude to problem solving.
- Practical exercises to build actual skills.
- Learn good coding and design patterns.
- Learn to use source control, a valuable tool for working in small teams.



## Who this course is for

- Anyone who wants to learn to code the fun way - by making games.
- People who want to learn to make their video games.
- learning good coding and design patterns.
- Learn to use source control, a valuable tool for working in small teams.
- Students who want to build a career skill in Game Development!



## Eligibility

- Basic coding knowledge.
- Interest towards developing games.