

UNITY 3D - ADVANCED

60hrs - Advanced - 12yrs+ - Level 2.

DESCRIPTION : This course provides students with a Advanced understanding of Unity3D, including its interface, core concepts, mechanics , lightning and game development principles. By the end of the course, students will be able to create complex interactive 3D environments and 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 c# and Unity3D knowledge.
- Interest towards developing games.