

Rajiv Gandhi University of Knowledge Technologies
Basar, Telangana.

ANTAHPRAGNYA-2K18

Notice No: 91

Date: 27-02-2018

VihaaR

- FLEE TO FANTASY

Gamer to Game Developer Workshop

Hello Technoteens,

It's time to replay the history of gaming by starting your own VR Game. Grab the fortuity to turnover from Gamer to Game Developer.

VR Gaming Workshop registrations are opened. It's a Two-Day workshop on the days of TechFest.

Interested candidates make a move and get registered for the workshop with an enrollment fee of Rs. 400 /-

Your peripheral participation is expected.

For more details regarding VihaaR workshop please visit <http://www.vihaar.tk/workshop/>

Note: Find the attachment below for complete details regarding workshop syllabus and schedule.

If any queries:

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Regards,
Team VihaaR



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Game Development Training



VihaaR | RGUKT

Audience

- 10th+ grade students competent and confident with using a computer
 - Knowledge of basic programming concepts
 - Interested in learning graphics, game development
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Objective

- The objectives of this training is to take you through the entire process of building a game in Unity that will run on the web, pc/mac and mobile
- In your first foray into Unity development, create a simple 2D game that teaches you many of the principles of working with Game Objects, Components, Prefabs, Physics and Scripting
- We will also get into the world of Virtual Reality by teaching you how to convert any 3D Game to a VR based game

Workshop Content Phase 1

- Introduction to 2D Games
 - Installing
 - Unity Basics
 - Scripting
 - Assets
 - Scenes
 - Game Objects
 - Prefabs
 - Physics
 - Components
 - Build & export to multiple platforms
 - Q & A
-

Workshop Content

Phase 2

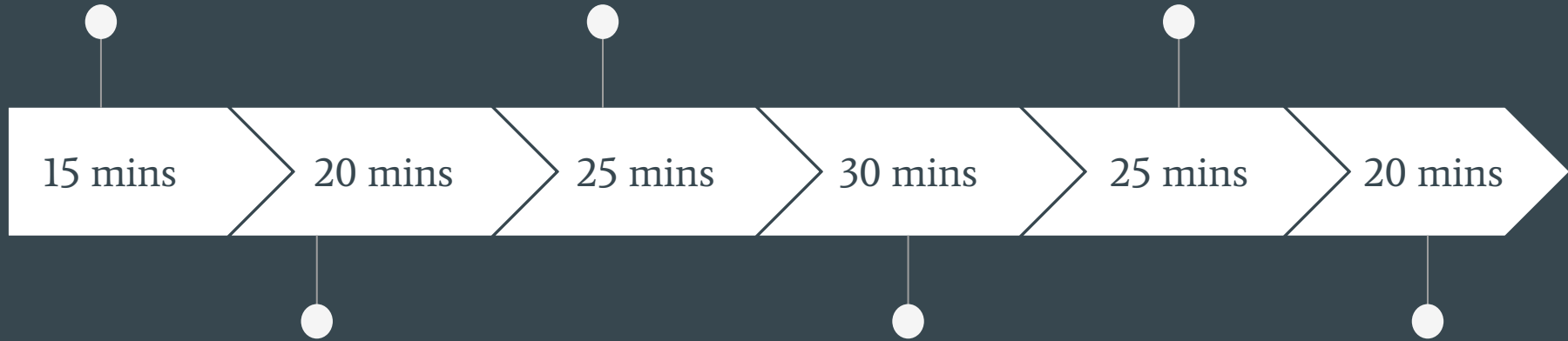
- Introduction to 3D games
- 3D Vector Basics
- VRTK library
- 3D Assets
- Navigating and 360' camera
- VR Headset and Controller
- Adding components
- Basic controls
- Finish up
- Q & A

Timeline for Phase 1

- Introduction
- Installation
- Unity Basics

- Scripting
- C# introduction
- Scenes

- Finish up
- Build & export
- Add features



- Game objects
- Intro to game
- Assets

- Prefab
- Physics
- Components

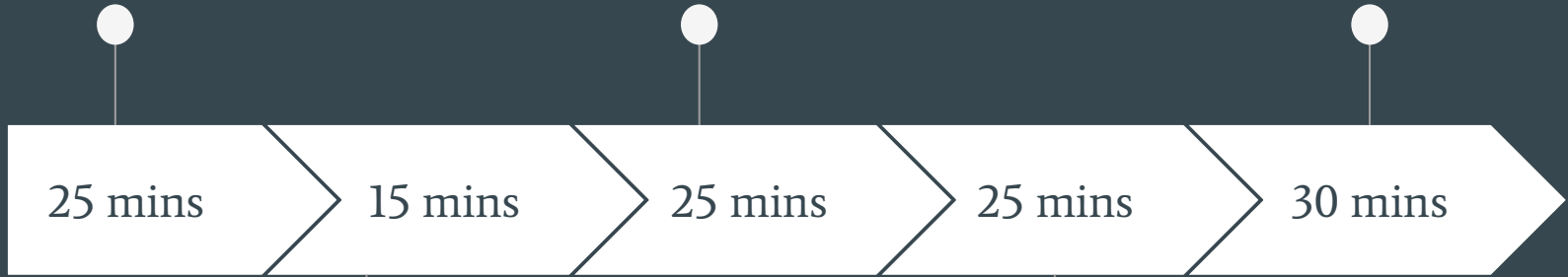
- Q&A

Timeline for Phase 2

- Introduction to 3D games
- 3D Vector Basics

- Navigating and 360' camera
- VR Headset & Controller

- Finish up
- Q & A



- VRTK library
- 3D Assets

- Adding components
- Basic controls

Contact Us

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