

Rajiv Gandhi University of Knowledge Technologies
Basar, Telangana.

Notice No: 111

Date: 12-Mar-2018

ANTAHPRAGNYA-2K18

- *Celebrating RGUKT's 10 years of excellence*

Vihaar

-flee to fantasy

Hello RGUKTians!

Great chance to enroll for Vihaar gaming and workshop.

Registrations are opened. Join us!!

Are you excited to know how the virtual world will be?? Plunge into vihaar by just registering of VR gaming with nominal registration fee .You can enjoy Vihaar virtual reality gaming on the three days of techfest.

Are you enthusiastic in creating VR games?? Make your interest as passion and join our VR workshop. It's a two day workshop on the days of techfest. Grab the chance to be registered for workshop with an enrollment fee of RS 400, at AB II 303 from 5:00 to 7:00 pm & 8:00 to 10:00 pm.

Hurry up! Only limited registrations are available.

For more details regarding Vihaar Gaming & workshop please visit:-
<http://www.vihaar.tk/>

Enroll now before you miss out this great chance!

Regards,
The Team Vihaar



VIHAAR

- FLEE TO FANTASY

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
-

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

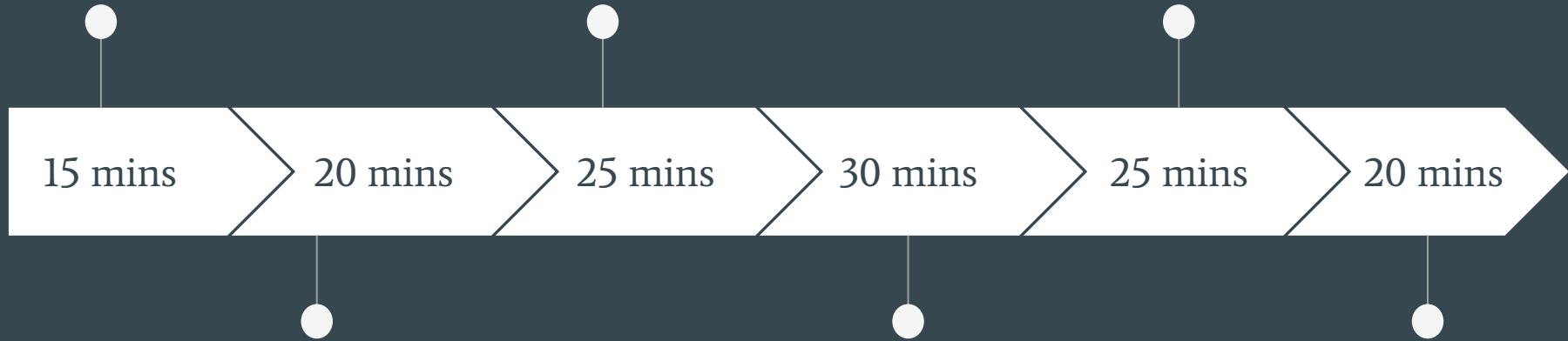
- Introduction to 3D games
 - 3D Vector Basics
 - VRTK library
 - 3D Assets
 - Navigating and 360' camera
 - VR Headset and Controller
 - Adding components
 - Basic controls
 - Finish up
 - Q & A
-

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

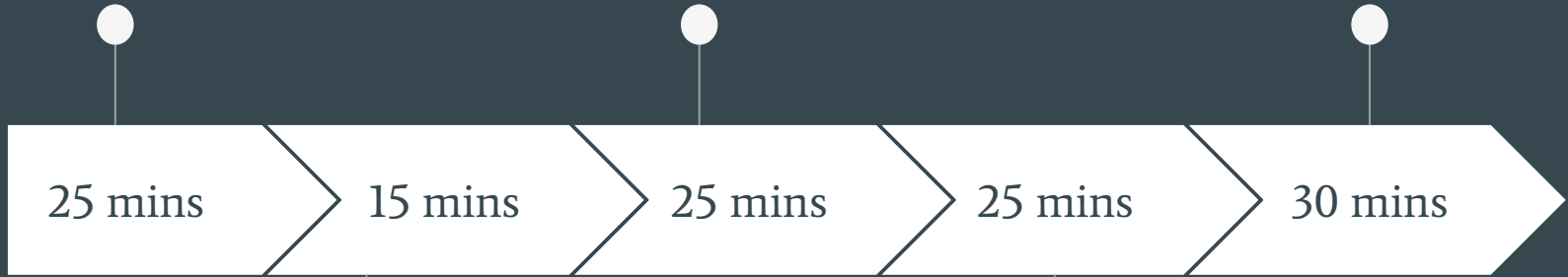
- Q&A

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

Suman Michael

suman@vihaar.tk

+91-8500928636

Bhanu Prakash

bhanuprakash@vihaar.tk

+91-9666970399

<http://www.vihaar.tk/>

mail us: info@vihaar.tk



VIHAAR

- FLEE TO FANTASY