



Game Developer in Unity

from Zero to Middle

This immersive training is designed to transform beginners into proficient Unity developers. The course covers everything from the fundamentals of game design to advanced Unity techniques. Participants will gain hands-on experience with real-world projects, learning to create engaging game environments, work with animations, and implement game physics.

INTRODUCTION TO UNITY

Overview of the Unity Interface, basic game elements.

GAME DESIGN FUNDAMENTALS

Principles of game design, creating engaging gameplay.

WORKING WITH ASSETS

Importing assets, managing asset libraries.

CREATING GAME ENVIRONMENTS

Designing levels, using tiles and terrains.

ANIMATION TECHNIQUES

Animating characters and objects, animation controllers.

GAME PHYSICS

Implementing movement, collision detection, and physics engines.

SCRIPTING IN UNITY

Basics of C# for Unity, writing and debugging scripts.