

Get all the support you need

ICT Trainings offers lots of support to help you prepare for your future.

Find a wide range of support, including official ICT preparation materials –
www.ictrainings.com/

Find quizzes and learning tips on our Facebook page –
www.facebook.com/ICTtrainingsLahore

Register now

You can take the course in a class or online on computer.

Step 1: Visit ICT Trainings Centre

Choose from over 50 courses.

Step 2: Choose from over 50 Courses

Find out about registering, costs and preparation courses.

Step 3: Choose your starting date and time

We have dates every month – and you can register just one week before taking your course.

Find out more at

www.ict-trainings.com

Show you are serious about your career

Join millions of people that have selected IT and using in official/daily chores.

ICT Certificates to show they have the work-focused

IT and Telecom skills for career success. These high-quality international courses are developed by Industry leading professionals

Boost your employability – get the IT skills you need to access the best jobs.

Excel in business-related studies with proven IT skills.

Recognized by top local & multinationals as a quality delivering educational institution.

Contact us

ICT Trainings Lahore

349 H/3, Johar Town
Lahore
Punjab
Pakistan
Cell: +92 321 3499131
LandLine: +92 42 35951406-7



Find us:

website: ict-trainings.com

<http://facebook.com/ICTtrainingsLahore>

email: info@ict-trainings.com

www.ict-trainings.com/curriculum/unity3d-leaflet.pdf

ICT develop and produce the most valuable range of qualifications for learners of IT and Telecom.

Over 20000 students trained in Two Decades.

Universities, employers, government, ministries and other organizations recognize us as valuable partner.

ICT Trainings Institute – Engineering Your Career

Unity3D Developer



Course Guide

Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop, VR/AR, consoles or the Web, and connect with loyal and enthusiastic players and customers.



Unity3D is globally accepted game engine

The Unity3D is trusted and accepted by leading employers, educational institutions and governments worldwide.

For a full list of trainings & exams, go to

<http://www.unity3d.com/>



Unity Course Contents

Unity curriculum follows the Unity Certified Developer courseware standards which are designed to meet the requirements of next generation 3D, AR & VR needs.

Unity Language Constructs

- Differentiate Unity services
- Differentiate video game production practices
- Distinguish console hardware
- Distinguish production talent roles and responsibilities
- Distinguish video game design elements
- Distinguish video game genres
- Distinguish video game production practices
- Distinguish video game types
- Examine Unity services
- Explain Unity services
- Identify production phases by criteria
- Identify video game production practices
- Implement Unity services
- Know video game controls
- Know video game design principles
- Know video game industry terms
- Recognize Unity services
- Summarize Unity services
- Understand model asset optimization
- Understand the Unity Asset Store
- Understand video game art principles
- Understand video game industry practices
- Understand video game industry terminology

Exploring the Unity User Interface

- Distinguish the Hierarchy Window
- Distinguish Unity editors
- Distinguish Unity views
- Distinguish Unity windows
- Know the Project View Window
- Manage Scene files
- Navigate the Scene View Window
- Reorganize the Unity interface
- Understand Tags
- Understand the Hierarchy Window
- Understand the Inspector Window
- Understand the Project View Window
- Utilize the Inspector Window

Using Game Objects and Assets

- Define Prefabs
- Differentiate GameObjects

- Distinguish components
- Distinguish Models
- Examine GameObject components
- Identify GameObjects
- Know the Project View Window
- Manage GameObjects
- Manage Prefabs
- Understand GameObject components
- Understand the Project View Window
- Utilize Models
- Utilize the Hierarchy Window
- Utilize the Toolbar

Managing Projects and Assets

- Distinguish Models
- Distinguish Unity views
- Implement project management settings
- Organize Unity game projects
- Understand project management features
- Understand the Project View Window

Preparing Assets for Implementation

- Create materials
- Create textures
- Evaluate materials and effects
- Examine material and lighting features
- Know materials and effects
- Know model import and export best practices
- Know modeling best practices
- Manage materials
- Manage textures
- Optimize textures
- Refine material properties
- Understand animation best practices
- Understand material and texturing best practices

Assembling the Game Level

- Distinguish properties
- Distinguish Rigidbody properties
- Examine forces on Rigidbody
- Integrate colliders
- Know colliders
- Know Rigidbodies
- Manipulate colliders
- Understand Rigidbodies
- Utilize the Hierarchy Window

Lighting in Games

- Analyze lighting tools and processes
- Distinguish light types

- Examine lighting situations
- Know lighting tools and processes
- Understand lighting tools and processes
- Understand UI components
- Understand video game art principles
- Utilize the Sprite Editor

Baking Lighting in Game Production

- Distinguish light types
- Examine lighting situations
- Examine lighting tools and processes
- Know lighting tools and processes
- Understand lighting tools and processes

Animating Game Objects in the Unity Editor

- Animate game objects
- Distinguish character animation options
- Manage animation settings
- Refine the animation of game objects
- Understand character animation processes

Bringing Animations into the Game

- Assess Animator Controllers
- Examine Animation Types
- Examine States
- Examine Transitions
- Know States
- Manage Animator Controllers
- Understand Transitions
- Utilize States
- Utilize the Animator Window
- Utilize Transitions

Scripting in Game Development

- Assess program code
- Distinguish programming terms
- Distinguish variables in code
- Examine program code
- Examine raycasts within a scene
- Execute programming tasks
- Identify script types
- Understand layers
- Understand programming terms
- Understand raycast parameters
- Understand raycasts

Implementing Navigation and Pathfinding

- Understand a NavMesh
- Understand a NavMesh baking
- Understand Max Slope
- Understand obstacle avoidance

Building the Player and Allies

- Create allies
- Create players
- Implement a game manager
- Implement a player controller
- Manage cameras

Building the Enemies

- Create enemies
- Design enemy behaviors
- Evaluate enemy behaviors
- Integrate enemies into a game
- Manage enemies

Creating Particle Systems

- Distinguish Image Effects
- Distinguish particle options
- Evaluate materials and effects
- Produce particle effect results
- Understand materials and effects

Adding Audio to Game Levels

- Control Audio Properties
- Enable Audio Properties
- Examine Audio Properties
- Identify Audio Clips
- Identify Audio Effects
- List Audio Clips
- Manage Audio Clips
- Understand Audio Properties

Building the Camera and Player Selection System

- Configure cameras
- Evaluate camera choices
- Evaluate player behaviors
- Examine player behaviors
- Integrate character selections
- Refine player settings

Designing User Interfaces for Games

- Administer pivots and anchors
- Demonstrate text properties
- Distinguish button properties
- Distinguish render modes
- Distinguish UI components
- Evaluate UI features
- Examine Rect Transforms
- Know anchor points
- Understand button properties
- Understand UI components

Building and Deploying the Game

- Administer Unity Cloud Build tools
- Build a game
- Distinguish console hardware
- Refine build settings
- Understand the build process

Preparing for Mobile Deployment

- Distinguish build platforms
- Evaluate mobile publishing choices
- Examine mobile publishing options
- Manage game settings for mobile publishing
- Understand mobile development procedures

Final Project

Conclusion

Practical Approach

The real-life examples will be given throughout the lectures.

www.ict-trainings.com/curriculum/unity3d-leaflet.pdf