



# Virtual Reality with Unity



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# Unity Development With Virtual Reality

- Introduction
- Versions of Unity
  - Pricing
  - Features
- Installing Unity
- Introduction to the Object-Oriented Paradigm
- Unity Basics
  - Unity Entities
    - Meshes
    - GUI Elements
    - Materials
    - Lights
    - Particle Systems
- Example: Basic Elements of a Game
- Scripting in Unity
  - Transform
  - Renderer
  - Physics
  - Collision
  - Time Correction
  - Audio Sources and Listeners
  - Input
  - Debugging a Script
- Example: Scripting a demo game
- Exploring Documentation / Learning More
- Building Your Game / Compiling

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## **Virtual Reality**

- Develop professional VR apps using Unity 3D
- Run Unity 3D applications in VR on a smart phone
- Create a 3D scene
- Select items in the scene
- Move around the 3D world
- Create easy to interact with menus to control application parameters
- Input alphanumeric information (text, numbers)
- Play back regular video
- Panoramic pictures and video

