



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

**REPORT – FIVE DAYS NATIONAL LEVEL FDP ON INTRODUCTION TO
UNITY AND REAL TIME 3D APPLICATION DEVELOPMENT**

Title: Introduction to Unity and Real Time 3D Application Development

Date: 20/08/2024 to 24/08/2024

Trainers Name: Mr. Balaji

Topics Covered:

Introduction to Unity and Real Time 3D Application Development		
Day	Title	Topics
1 20/08//2024	Introduction and Basic Concepts	Introduction to Unity, Overview of the Unity interface, Setting up a new project, Understanding the Unity workflow, Basic Concepts, Game Objects and Components, Scenes and Hierarchy, Inspector and Project Window, Creating Your First Scene, Importing assets, Placing objects in the scene, Basic transformations (move, rotate, scale), Basic Scripting with C#, Introduction to C# scripting in Unity, Creating and attaching scripts to Game Objects, Understanding MonoBehaviour
2 21/08/2024	Intermediate Scripting and Physics	Advanced Scripting Concepts, Variables, methods, and classes in C#, Unity's Start, Update and other methods, Handling input (keyboard, mouse), Physics in Unity, Rigid bodies and Colliders, Collision detection and triggers, building a Simple Game Prototype, Setting up the game environment, Basic player movement and controls, Simple AI or enemy behaviour
3 22/08/2024	UI	User Interface (UI) Basics, Creating and customizing UI elements (buttons, text, images), Canvas and UI hierarchy, Handling UI events (clicks, input fields), UI Scripting, Updating UI elements through scripts, implementing a basic HUD (score, health, etc.),
4 23/08/2024	Animation	Introduction to Animation, Unity's animation system, Creating and editing animations in the Animator, Using Animation and Animator components, Controlling animations through scripts, Scripting Animations, Blend trees and animation transitions,
5 24/08/2024	Lighting	Lighting and Rendering, Types of lights in Unity (directional, point, spot), Lighting settings and light mapping

Feedback/Comments about the training:

The feedback from participants was overwhelming positive, praising the structured, phase-wise approach and the balance between theory and hands-on learning. Many appreciated the engaging demonstrations, real-time support, and the clarity with which complex concepts were explained. Participants expressed excitement about applying their newly acquired Unity skills in developing games and interactive projects, as well as pursuing global Unity certification to enhance their career prospects in the gaming and tech industries.

We hereby confirm that the training was done for the students and faculty members from 20/08/2024 to 24/08/2024 in Computer Lab 1, AR-VR Centre of Excellence, Department of Computer Science & Engineering, Akshaya Institute of Technology, Koratagere road, Tumakuru, Karnataka, India.



Dr. K V Sreenivas Rao
Principal