

Training Seminar sponsored by the SIGGRAPH Education Committee and Unity 3D

To be held: Sunday August 5, 2012
10am-6pm

J. W. Marriott Hotel Los Angeles (at L.A. Live)
900 West Olympic Boulevard
Los Angeles, CA 90015

Seminar Description

This seminar is an in-depth overview of the award-winning Unity platform for creating games and 2D and 3D applications for the desktop, web, mobile devices and consoles. Geared toward educators at the high school level and above, Unity evangelists will help educators gain insight into how to weave rich digital media experiences into courses for game development, technical art and software development courses. Educators will come away with ideas to integrate visual and software scripting methods using computer graphics and interactive 3D techniques they can employ in their classrooms.

This session will cover how to create a 3D and 2D game from start to a final cross platform version for the iOS, Android, Facebook and Standalone.

The topics include:

- Project and Scene Management
- Prototyping a game in Unity: creating a FP shooter
- scripting/API
- prefabs and unity packages
- Terrain Creation
- Workflow with 3D software packages
- replacing prototype with final art
- tools to make your level faster
- overview and applying materials/shaders
- creating own shaders
- More API and Optimization: let's collect ammo
- overview and use more API's
- debugging with Mono
- file and run time optimization with the profiler and log file
- Particles:
 - explosions
 - dust
- AI scripting: Robots are attacking you - win or died
- path finding & AI
- random spawning of robots
- drawn gizmos in Unity 3.4 - GUIText, GUITexture, GUIskin
- creating
- HUD
- creating custom buttons and using custom fonts
- Storing Data
- Points system
- Storing data
- Converting to 3rd person viewpoint
- character animation control, blending and mxing
- ragdoll versus victory mode
- camera setup
- Build to standalone
- overview of the build
- log file overview to optimize file size
- Lightmapping with BEAST
- Occlusion Culling
- Adding Post Processing Image effects
- Build to Web – Facebook
- overview of settings

- build for webplayer
- export to facebook
- Build to Android
- Setup for automatic input/control based on build setting
- Texture Quality/Size setting per device
- Setup for automatic quality setting for build
- Unity Remote with Android
- Build to Android Device
- Build to iPhone
- Using rotation sensor for character

- input/control
- overview of iOS SDK portal
- overview of iOS setting
- build to Xcode
- how to build in Xcode and submit app
- Creating a multiplatform 2D game in Unity
- overview of the assets store
- SM2 – Sprite Manager 2
- Creating a 2D game for webplayer
- Using the Orientation sensors to control character on iOS

Educators interested in participating should email

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provide

name
address
email
phone