



## **Department of Information Technology**

### **Workshop**

**on**

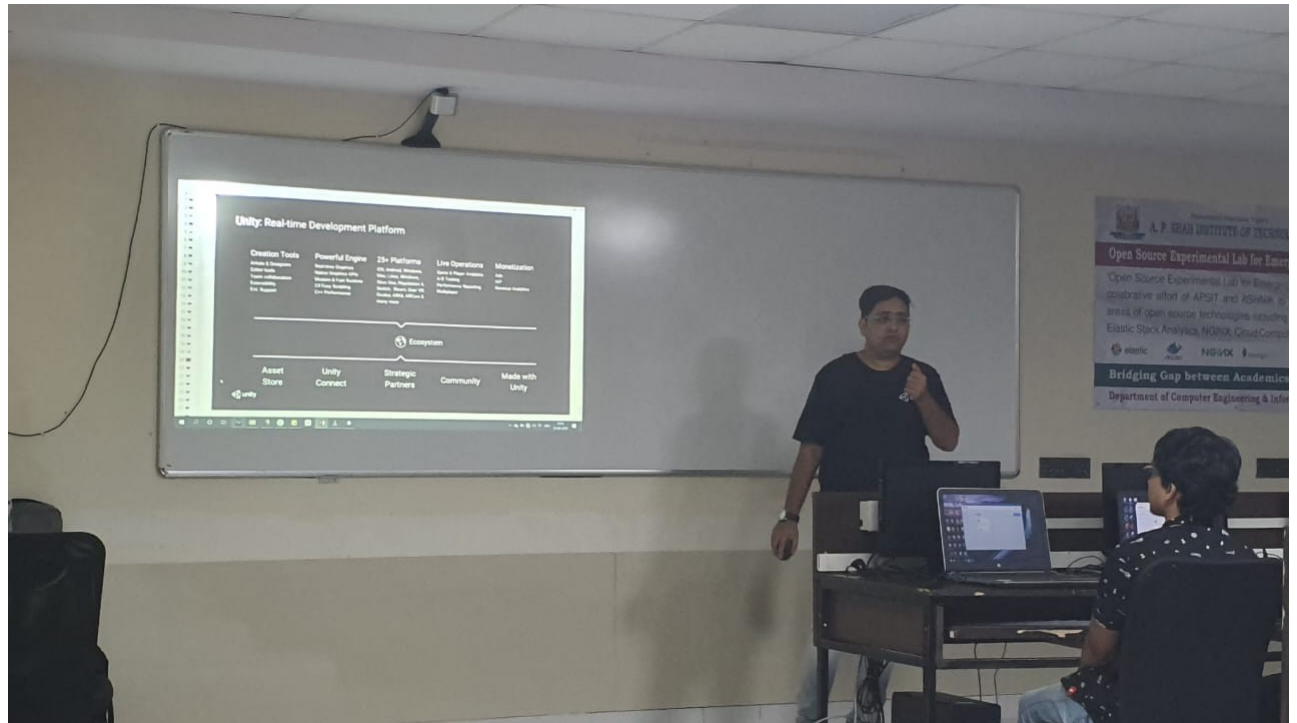
### **Game Development in Unity**

Unity is a Multi-utility platform ranging from Gaming, Augmented Reality, and Immersive Technologies like holographs, training simulation etc. The purpose of conducting this workshop was to make our students familiar with one of the most booming technology of this era. This workshop was organized by the Department of Information Technology on 10th Sept 2019. Mr. Madhur Gupta Field Engineer at Unity Technologies conducted the workshop which was aimed at providing knowledge and information to students regarding the

- Widespread areas where unity is used like automatic industry, broadcast industry, fashion, graphics, city development etc and the numerous job prospectuses for the students in this field.
- Introduction to the Unity software and how to navigate in Unity
- Create basic GameObjects and position them in the scene
- Create and attach scripts to game objects
- Manipulate and move game objects via scripts
- How to work with animators and colliders
- How to add physicality to the objects and addition of key frames for smooth animations
- How to create executables for different platforms like ios, android etc.

The session was overall informative and motivational for 22 students of SE TE and BE IT. Mr. madhur gupta also Demonstrated by developing a game and gave ideas about the types of games that can be developed .He also discussed the Resources and Certifications that the students can do in Unity and the benefits of it. He also gave a brief about Unity Forums and Student Circles for making it integral to study and implement it with ease which really motivated students.





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