

Programma Didattico

1. Introduction

Cenni storici
Stato dell'Arte
Technology overview
Course overview

2. Unity Engine

Overview
Prefabs
Animator e Timeline
Colliders, Triggers
Cenni di Particle Systems
UI
Deployment
Materials
Shaders
Scenes
Illuminazione

3. Scripting C#

Overview
Unity Framework
Physics
Quaternions and Vectors
Editor Scripting
Tweening
Cenni di Audio

4. Virtual Reality

Overview
Storytelling
SteamVR
Interaction
User Experience
Cenni di Real Object Tracking
Cenni di IoT
Level Design
Cenni di Tecniche di Locomotion
Cenni di WebVR
Optimization

5. Augmented Reality

Overview
Experience Design
Markers, Superfici
e Tracciamento dell'Ambiente
WebAR
ARKit e ARCore
Optimization

6. Production Workflow

Overview
Lavorare in Team
Git
Assets Management
Agile project management
(scrum, kanban)
Cenni di Trello, Jira