

Since 2007, Making IT Experts & Products

Course: AR/VR Development (Unity)

Duration: Hrs (Changeable) | Fees: Individual / Batch

Since 2007, Nestsoft TechnoMaster has been providing training, internships, and services in IT technologies, both online and offline, with the expertise of **over 250 industry experts**. We have delivered internships, training, and seminars to more than 50,000 students, resulting in numerous success stories. **We offer 100% placement support through JobsNEAR.in**

Our Courses/Internship

- Python/Django Fullstack
- Artificial Intelligence
- Machine Learning
- Data Science
- Software Testing (All)
- Wordpress, Woocommerce
- Digital Marketing, SEO
- Php/MySQL, Laravel
- Flutter, Android, IOS
- Asp.net MVC
- Web Design, Javascript
- Angular JS, React JS
- CCNA, MCSA, CCNP
- AWS, GCP, Azure
- Odoo, Salesforce, Sap
- Microsoft Excel
- Ethical Hacking



Syllabus on the Next Page ..



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Training by Industry Experts

- * Classes and Objects
- * Methods and Functions
- * Object-Oriented Programming Concepts
- * Writing Scripts in Unity

3D Graphics Fundamentals

- * Introduction to 3D Modeling
- * 3D Coordinates and Transformations
- * Materials and Textures
- * Lighting and Rendering
- * Camera Systems
- * Animation Basics

Month 2: Unity Development & Interactive Applications

Unity Game Development

- * Unity Physics System
- * Collision Detection
- * Input Handling
- * User Interaction
- * Prefabs and Components
- * Animation Controllers
- * UI Design in Unity

Advanced C# Programming

- * Inheritance

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- * Polymorphism
- * Encapsulation
- * Interfaces
- * Events and Delegates
- * Data Structures
- * Error Handling

3D Environment Creation

- * Creating 3D Scenes
- * Terrain Design
- * Asset Management
- * Environment Optimization
- * Particle Systems
- * Sound Integration

Month 3: Augmented Reality Development

AR Development Fundamentals

- * AR Concepts and Workflow
- * AR Applications Overview
- * AR Foundation Introduction
- * Device Tracking
- * Plane Detection
- * Object Placement

AR Application Development

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- * Marker-Based AR
- * Markerless AR
- * Image Recognition
- * AR Object Interaction
- * AR User Interface Development
- * Mobile AR Deployment

AR Tools and Platforms

- * Unity AR Foundation
- * Google ARCore Overview
- * Apple ARKit Overview
- * XR Interaction Toolkit
- * Mobile AR Testing

Month 4: Virtual Reality Development

VR Development Fundamentals

- * Introduction to Virtual Reality
- * VR Hardware Overview
- * VR Interaction Design
- * VR User Experience Principles
- * VR Scene Development

VR Application Development

- * VR Camera Setup
- * VR Controllers

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- * Hand Tracking
- * Object Interaction
- * VR Physics
- * Immersive Environment Creation

XR Development

- * Extended Reality Concepts
- * XR Interaction Toolkit
- * VR Performance Optimization
- * Cross Platform XR Development
- * VR Application Deployment

Month 5: Advanced AR VR & Projects

Advanced AR VR Concepts

- * Real-Time 3D Applications
- * Multiplayer XR Experiences
- * AI Integration with AR/VR
- * Spatial Computing Basics
- * AR/VR Optimization Techniques

Industry Applications

- * AR/VR in Gaming
- * AR/VR in Education
- * AR/VR in Healthcare
- * AR/VR in Architecture

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- * AR/VR in Training Simulations

Final Projects

- * AR Mobile Application Project
- * VR Interactive Environment Project
- * Unity 3D Game Project
- * Virtual Simulation Project
- * Complete AR/VR Application Deployment

Tools and Technologies

- * Unity Engine
- * C# Programming
- * Blender
- * AR Foundation
- * ARCore
- * ARKit
- * XR Interaction Toolkit
- * Meta Quest SDK
- * Visual Studio
- * 3D Modeling Tools

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(Click on Course for more details)

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- Thank You -

N.B: This syllabus is not final and can be customized as per requirements / updates.

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