Unity 3D Game Development
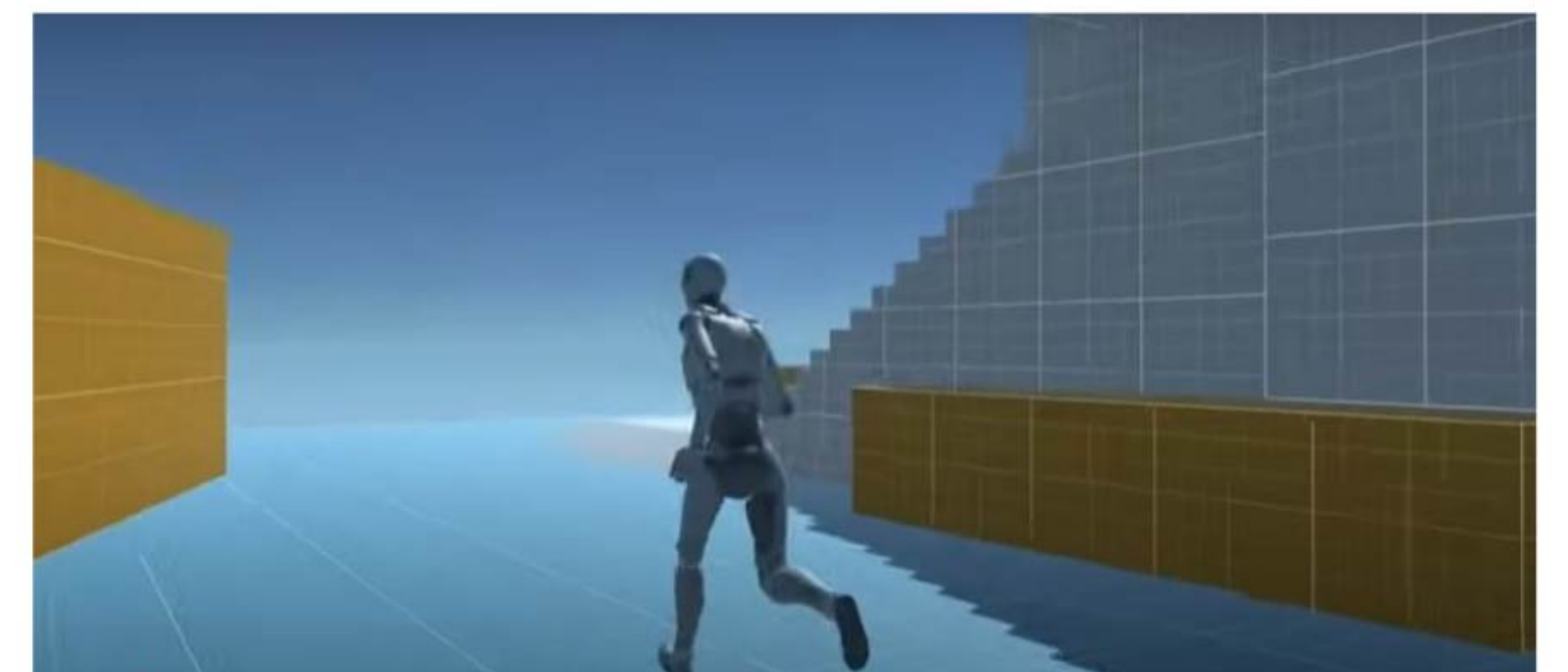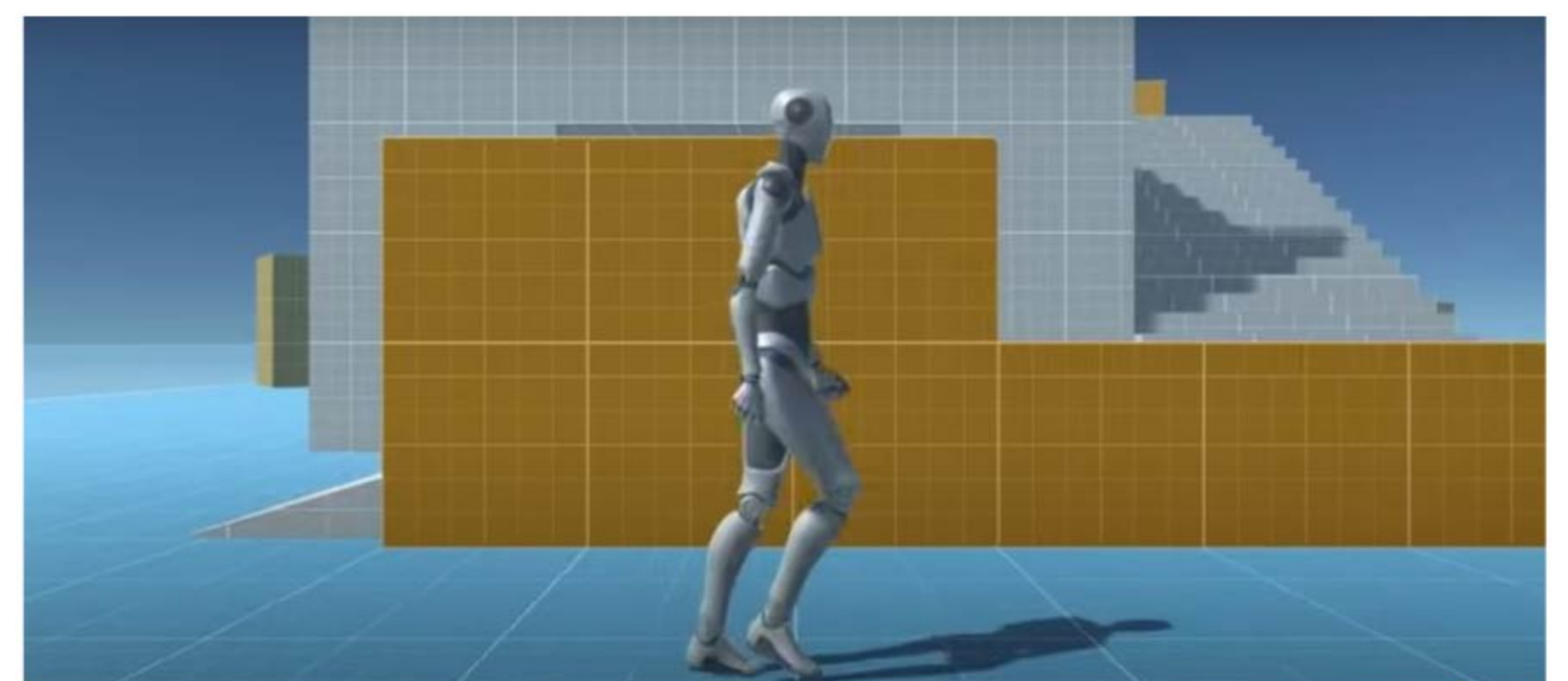
Rayner Digital Labs

This is an online live student-friendly Unity course that is an introduction to game development in Unity 3D game engine. Over 10 hours of interactive sessions, students learn the fundamentals of Unity, from creating environments and characters to adding simple gameplay mechanics, all with step-by-step guidance from an instructor. Ask questions, get feedback, and collaborate with fellow students to bring ideas to life. No experience is needed, just curiosity and creativity!

LESSON PLAN

- ✅ 1: Introduction to Unity & Interface
- ✅ 2: Creating Your First Scene
- ✅ 3: Applying Materials & Colors
- ✅ 4: Using Prefabs and Hierarchies
- ✅ 5: Basic Object Interaction
- ✅ 6: Player Movement 3rd & 1st
- ✅ 7: Adding Simple Gameplay Elements
- ✅ 8: Physics Engine
- ✅ 9: UI Basics
- ✅ 10: Build, Play & Questions

Cost
$250+ GST AUD, per student
Min 10 students

Package Includes
10 Lessons over 10 periods
Unity asset pack
Student lesson worksheets

School Requirements
Connect with Video Call
Student laptop or PC
Unity 6000.2.6f2 installed
Lesson package Installed

Speak with Our Team
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