



**ANNAMACHARYA INSTITUTE OF TECHNOLOGY & SCIENCES::TIRUPATI
(AUTONOMOUS)**

DEPARTMENT OF COMPUTER SCIENCE& ENGINEERING

**One Week workshop
on
"Game Development Using Unity 3D Offline"**

**Mr. C. Satish Kumar, APSSDC,
Govt.of Andhra Pradesh
18th to 23stOctober2021**

An One Week Workshop on "**Game Development Using Unity 3D**" was organized by department of Computer Science and Engineering of Annamacharya institute of Technology and Science Engineering College for CSE students from 18th to 23st October 2021incollaborationwithAPSSDC.

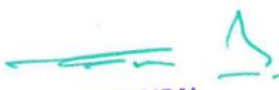
The objective of the workshop is to acquire knowledge on developing 3D games by using Unity application that require any programming language. Students have learnt how to install, configure and the Standard Operating Procedure (SOP) of the software and its supporting resources. Students have learnt

- About inserting Characters
- Updating action animations
- Character game plays Settings
- Inserting3D Objects
- covers building scripts
- API
- connect modules and more.

Game development Training is catered for students in game development with Unity 3D. Unity 3D is a flexible and high-performance end-to-end game development platform used to create rich, interactive VR, AR, 3D, and 2D experiences. Unity 3D is a game engine and complete integrated development environment (IDE) with an integrated editor, asset workflow, scene builder, scripting, networking and more. The software is to create different varieties of game environments. Student have practiced and demonstrated applying Effects, Logic, Labels, Light, Transform, Default Font, Trial, Portal, Flag, Gate-Kepper, Particle, Path, Mirror, MenuJump,Action,InsertingCoins,Powerups,RewardCoins,EditingMenuPage,Mappingtheuserinterfacesusingmenueditor.

The Program consisting of 67 students and it was coordinated by **Mr. B. Ramana Reddy**, Asst. Professor and HOD, **Ms. K. Divya Reddy**, Asst. Professor and **Ms. G. kanishka**, Asst.Professor, Department of Computer Science and Engineering.

The resource persons are experienced trainers from APSSDC, Govt. of Andhra Pradesh. They interactively demonstrated, taught and inculcated to the students the working with the application. The feedback from participants has been taken to understand and analyze the resource persons domain knowledge, content delivery, and interaction during the workshop, can enable the department to organize such workshops in future.Overall,


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the event was successful.

Outcomes:

- Students gained knowledge on developing a3DGameusingUnity.
- It helped students to develop creative thinking and imagination skills.

