Agenda

01. Unity Editor Fundamentals

Navigate the workbench, understand the interface layout, and master 3D space controls for scene construction.

02. Components & GameObjects

Learn the component-based workflow, transform properties, and the parent-child hierarchy system.

03. Physics & Interaction Basics

Understand Rigidbodies, colliders, gravity, and how to create grabbable objects with specific component configurations.

Snapshot of Workshop 1

Virtual Reality (VR)

Augmented Reality (AR)

Mixed Reality (MR)

Extended Reality (XR)

How VR is Changing the World

01 Concept & Ideation

04 Testing & QA

02 Pre-Production

05 Development & Maintenance

03 Production

Fundamentals

- Scene View (The Stage)

- Game View (The Lens)

- Hierarchy (The Roster)

- Inspector (The Details)

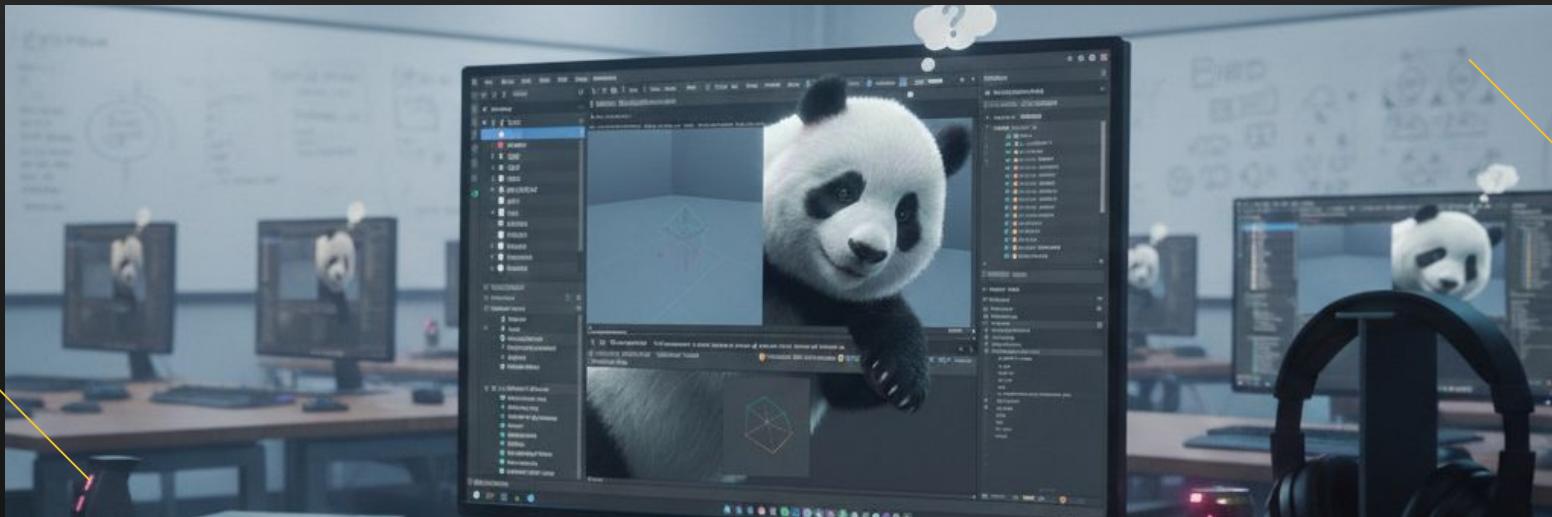- Project Window (The Inventory)

- Transform Basics

Pan

Orbit

Zoom

Focus

Components and GameObjects Basics

- Component-based workflow in Unity

- Introduction to Prefabs (concept level)

- Common Components: Transform, Mesh Renderer, Collider

- Adding, removing, enabling, and disabling components

Importing and Using 3D Assets

01 Importing 3D models into Unity

02 Supported formats overview

03 Placing assets into the scene

04 Scale and orientation adjustments

05 Applying materials

06 Common beginner mistakes

Preparing 3D Assets for Unity (Blender & Online Resources)

01 Supported File Formats

02 Correct Scale & Units

03 Proper Textures & Materials

04 Clean Mesh & Topology

05 Naming & Organization

Summary & What's Next

Ready to bring your ideas to life in Unity? See you tomorrow at 7:00 PM

Workshop 1: Greyboxing & Asset Sourcing

You've mastered the basics of spatial design and layout

Workshop 2: Modelling, Animation, XR Integration

Creating custom 3D models and integrating advanced XR features

Workshop 3: Physics, Interactions, Final Build

Finally, you'll add physics, interactivity, and polish your completed VR experience

"This is just the beginning — the next reality starts with you."

Thank you & Wrap-up

We'll take your questions !