



## Advance Gaming Course with Augmented Reality

Term 1	Softwares	Duration Per Term
Introduction to The Game	Photoshop	<b>4 months term 1</b>
Game Programming Language	Digital Art	
Source Code Program		
Programming in C Pre Production	Language I	
Visual Design	Flash	
History of Gaming	Theory	
Term 2	Softwares	8 months term 2
Understand different forms of Augmented Reality & their applications	Unity	<b>8 months term 2</b>
Unity 3D fundamentals	Unity	
Tracking of cylindrical objects & placing digital models surrounding the cylinder	Unity	
Export To IOS & Android	Unity	
User Defined Targets	Unity	
Build Your App To A Mobile Device / Tablet	Unity	
Understand Mixed Reality	Unity	
Placing a life size Lamborghini car in real world using Markerless tracking	Unity	
Import Augmented Reality Software To Unity	Unity	
Import & Animate 3D Models	Unity	
create AR apps by writing codes in C	Unity	
Use Image Targets With Extended Tracking	Unity	
Learn Foundation C# Programming Syntax	Unity	

Understand the basic difference between Virtual Reality & Augmented Reality	Unity	
Difference Holography and Photography	Unity	
Game Programming Language	Unity	
Source Code Program	Unity	
Programming in C	Unity	
C > Game & Graphic Code	Unity	
UX and UI Design	Unity	
	Unity	