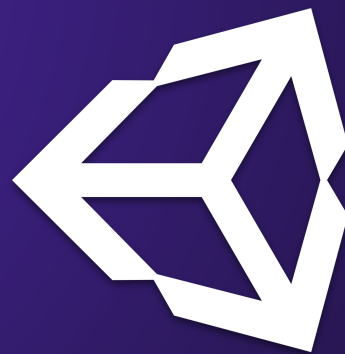




Unity

Welcome to Journey of Game Development

SmartGuru : Er. Kumar Anurag



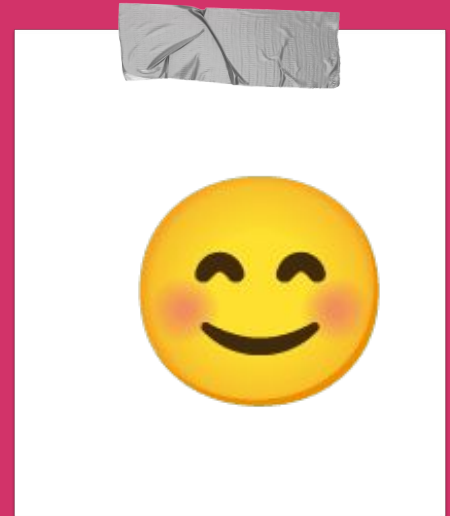
Er. Kumar Anurag

- Microsoft Technology Associate
- Smart India Hackathon - Deloitte Innovation Award
- NASA Astronomy Olympiad - Gold Medalist
- Author of Book - Python My Bestie
- Best Research Paper Award - Digital Banking
- Internship at Apple
- Trained more than 60,000 students.



What are the Prerequisites?

Kid should know how
to open a computer.



Chapter 1 | INTRODUCTION TO UNITY

Chapter 2 | MAPS & LAYERS

Chapter 3 | PLAYER MOVEMENT

Chapter 4 | UNITY STATE MACHINE - I

Chapter 5 | UNITY STATE MACHINE - II

Chapter 6 | UNITY CAMERA

Chapter 7 | PARTICLE SYSTEM

Chapter 8 | LEVEL FLOW



Chapter 9 | SCENE TRANSITION

Chapter 10 | COLLECTABLES

Chapter 11 | GAME SESSION - I

Chapter 12 | GAME SESSION - II

Chapter 13 | ENEMIES - I

Chapter 14 | ENEMIES - II

Chapter 15 | SFX

Chapter 16 | REVISION

Course Add-Ons

UNITY BEGINNERS

We will start the course with basics

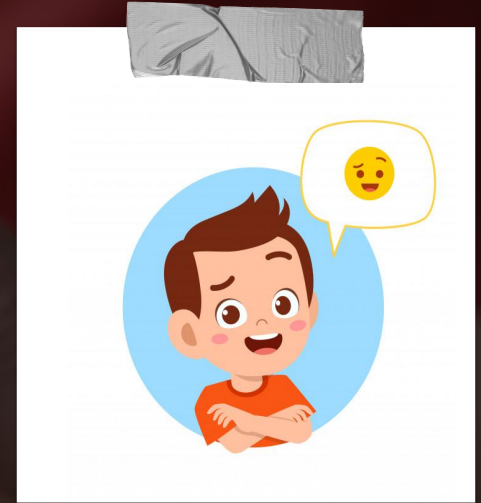
UNITY INTERMEDIATE

Then we will move to some intermediate concepts

UNITY ADVANCED

Finally, we will do some advanced concepts

Let's connect
For a Better
Tomorrow



kmranrg : Instagram, Twitter

The background of the image shows a group of people sitting on a balcony or terrace, their figures in silhouette against a bright window. Through the window, a cityscape is visible, featuring a prominent large domed building, likely a state capitol, and other urban structures. The overall scene is dimly lit, with the primary light source being the window, creating a high-contrast silhouette effect.

What are you waiting for ?

More than **90,000+** students
already enrolled in the **last**
month at SmartGurucool.

How to enroll for the course ?

- Open Google Pay or PhonePe
- Pay 16,000/- (Unity Basics + Unity Advanced) on following UPI Address
- UPI Address: kmrnrg@okhdfcbank
- Send the payment screenshot at kmrnrg@gmail.com
- WhatsApp No. - 9983436229

