Game Designing Using 3dsMax and Unity3D

3dsMax

Introduction
1. Introduction
2. Basic interface and layout study

Modeling
1. Edit Poly Modeling
2. Extrude
3. Chamfer
4. Cut and Slices
5. Symmetry Mirror Modeling
6. Designing a table and chair
7. Designing a house using box
8. Lines and Shapes
9. Shell
10. Doors and Windows
11. Stairs

Modifiers
1. Compound objects
   a. Connect
   b. Scatter
   c. Pro Boolean
   d. Loft
   e. Terrain
2. Bend, Taper, Twist, Stretch, Skew
3. FFD
4. Lattice

Texturing
1. Diffuse
2. Specularity
3. Bump Mapping
Exporting to Unity
1. Organizing before exporting
2. Export format
3. Export Settings

Unity3D

Introduction to Unity
- Introduction to gaming and game development process
- Unity Basics
- Interface
- Inspector
- Project and Hierarchy

Starting making a game
- Working With Projects
- Creating Projects
- Importing Geometry
- Importing Textures
- Using terrain generator to make terrain
- Creating basic primitives in unity

Materials
- Working with materials 1
- Working with materials 2
- Finishing materials on all objects

Lighting
- Creating lights
- Adjusting Lights
- Creating Sunlight

Animation
- Animating objects
- Animating lights
- Adjusting Animations
Audio
- Adding Sound
- Interacting sound
- Modifying sound

Programming Tools
- JavaScript
- Editor for JavaScript
- Variables and functions
- Simple programming

Testing
- Test the game
- Fixing bugs
- Changes in games

Building the game
- Game authoring Settings
- Building game for windows
- Playing the game