

# 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