

Syllabus

סדר הנושאים והשבועות, עשוי להשתנות במעט, בהתאם לזרימת הקורס.

הערות :	נושאים	שבוע
חלק ראשון של השיעור, הוא חינמי בהרשמה מראש.	Introduction physics& scripting	1
	Full game from scratch 3D	2
	Terrain textures, and trees. Triggers ,UI Canvas Overlay, Menu, ,Import Assets, Cremator as example ,Hinges	3
	Games Roll a Ball Another full game from scratch. UI 4.6 Continuing, More elements, Unity3d, Recast	4
With Blender Introduction	Animation with Controller, Open Door, Blender Introduction	5
	AI, FSM Steering, Path finding, Nav Meshes	6
With Blender	Smash Building, Demolition,	7
With Blender	Build models with rigs, Kill humanoid, Animation to Mecanim	8
	Particle system, 2D and 3D Audio Listeners, Lights	9
	Full 2D game, principle, and main highlight	10
	Multiplayer game in network, Publishing the game phone, Cardboard, The winner?	11