

ITLS 4210/6210: Virtual Environment Development – Summer 2024
Discover the Magic Behind Virtual Worlds in ITLS 4210!



Have you ever imagined how games are developed? Have you tried a VR experience and wondered how the environment was developed? Have you heard about game engines? Have you wondered how the interactive elements in a game are developed?

In **ITLS 4210: Virtual Environment Development**, you will dive deep into the market-standard Unity game engine to create immersive virtual environments. By the end of this course, you'll not only build your first game but also have a plethora of projects to showcase in your portfolio. This course is your first step towards mastering the art of virtual environment development, offering you hands-on experience that could open doors to new opportunities in game design and beyond.

Course Overview:

ITLS 4210 offers an introductory yet comprehensive exploration into the development of virtual environments using Unity. This course is structured to ensure a deep understanding of both the theoretical and practical aspects of virtual environment creation. This is a tools class that prepares students to use Unity to build virtual environments for games, virtual reality applications, and other immersive environments.

Key Learning Outcomes:

- Master the Unity interface and essential game objects.
- Develop skills in creating terrains and environment objects.
- Learn character animation and scripting.
- Design and implement UI elements within your game.

Course Structure:

- Weekly mini-projects to consolidate learning.
- Final project that encapsulates all skills learned throughout the course.
- Continuous online engagement through weekly self-reflections.

Timetable:

- **Week 1-2:** Introduction and Unity Interface
- **Week 3-4:** Game Objects and Prefabs
- **Week 5-6:** Terrains and Basic Components
- **Week 7-8:** Character Animation and Scripting
- **Week 9-10:** Advanced Scripting and UI Systems
- **Week 11:** Project Planning
- **Week 12-14:** Project Development and Final Presentation

Join us this summer and transform your curiosity into creativity with ITLS 4210: Virtual Environment Development. Enroll now and start building worlds that others can only imagine!