Sarvajanik Education Society

Sarvajanik College of Engineering & Technology,

Surat.

Master of Computer Application Department

Academic Year 2015-16

Date: 16-Sept-2015

A Report on Workshop : *Unity 3D Game Development Tool*

MCA Department had conducted a workshop on "***Unity 3D Game Development Tool***" for students of MCA III, Sem 5 on 14th September 2015. The workshop was coordinated by **Prof. Rashmi Chouhan** and **Prof. Manpreet Kaur**. The workshop was arranged at MCA Lab and was conducted by **Mr. Yash Makadia,** entrepreneur **GA Technologies, Surat**. The schedule of the workshop was:

Date	Day - Time	Details
14th September 2015	Monday 9:00 AM to 3:30 PM	1. Editor Basics 2. Model and Material 3. Terrain Sculpting 4. Using Cameras 5. Cinematic Explosion 6. Nav Meshes 7. Scripting and Animation 8. Android Deployment

The purpose of conducting the workshop was to make our students familiar with one of the most booming gaming technology "**Unity 3d**" in market and to gain practical knowledge on Unity 3D. Mr. Yash also covered **publishing and deployment** of Mobile app on **Google play** and on **Apple store**.

I would like to thank ***Prof. Gayatri Kapadia***, HOD MCA Department to motivate us to conduct such workshop. Also, we extend our thanks to ***Dr. Vaishali Mungurwadi***, Principal, SCET for her relentless support for facilitating such superfluous activities at MCA Department.

Some glimpses of Workshop on Unity 3D Game Development Tool are herewith.