CURRICULUM MAP

A journey through AR/VR Solutions track

Pre-Season

Introduction, Creating Project(2D/3D)template, Interface Overview

Season 1

Developing Unity3D game, Setting up the Game Moving the Player

Season 2

Developing Unity 2D game, Adding Animations to Player and Platforms

Season 3

Different Augmented Reality Tools(Vuforia, Kudan,Wikitude, ARKit, ARCore)

Season 4

Scanning Single Image Target and Multiple Image Target

Season 5

The City ResQ Game in AR, Working with UI in AR Business, Card, 3D Maze Game in AR

Clear, Measurable, Meaningful and Integrated Competencies