



Don Bosco Institute of Technology, Mumbai -400070



Department of Computer Engineering

Report on : Unity Engine Workshop

Title : Unity Engine Workshop

Date : 7th and 8th October 2022

Time : 2 pm to 5 pm and 10 am to 1 pm

Venue : Computer Center

Participants Present : 60

Resource Person : Mr. Sahil Shelke, Mr. Gaurav Samanta, Mr. Grejo Joby

Organizing Department / Committee / Authority : ACM Student Chapter

Faculty Coordinator : Mr. Imran Mirza

Objective :

- ❖ To enhance the creative thinking and design skills of the participants.
- ❖ To help the students to get acquainted with the game development process.
- ❖ To provide the participants with knowledge of how to use Unity software that can aid them in creating innovative games

Outcome :

- ❖ Workshop will encourage innovation and artistry of the learner.
- ❖ To use basic Unity tools and concepts to develop innovative games.
- ❖ Workshop will improve the skills of the students in developing and successfully presenting a game.

Report :

The ACM's ***Unity Engine Workshop*** was conducted in the Computer Center of DBIT on October 7th and 8th, 2022, from 2 pm to 4 pm and 10 am to 1 pm respectively. The main goal of conducting this workshop was to teach students a new skill of game development using Unity Engine and direct their existing creativity in the right direction. This workshop was run by analyzing the increasing demand for game developers across the globe. The workshop was kept open not only for the students in college but also other colleges. The installation procedure of Unity Engine was shared a day prior to the workshop and all the participants were allotted a mentor for further guidance.

The workshop was kick started by Mr. Siddhesh Madkaikar giving a brief introduction about the workshop. Further, Mr. Sahil Shelke gave a quick overview of the Unity engine along with how it works. He covered all the basic concepts related to the Unity engine like use of camera, canvas, game mode and edit mode. He then went forward by giving demonstration of how to use various tools of the engine. He further explained the concept of sprites and how to import various sprites into the game. He also gave a brief explanation of the importance of 2D physics and how it is applied in a game. While giving the demonstration he also encouraged the participants to try on their own for better understanding. Later, Mr. Guarav Samanta explained the concept of scripts and how character movement is done with the help of scripting. During the workshop the mentors were also present to guide every participant and to clear their queries or doubts.

During the 2nd day the Alumni of DBIT Mr. Grejo Joby began the workshop by telling every participant of some do's and don'ts while using Unity. He further conducted the workshop by picking up from where the 1st day of the workshop had ended and demonstrated the complete process of developing a game by creating various scenes, adding sprites, concepts of 2D physics and scripts into the game. He also briefed the students on the concept of layering and prefab. While explaining and guiding the participants he also shared various free resources for downloading assets. Following that the participants were asked if they had any queries or if they wanted any concepts to be repeated too. Mr. Grejo Joby answered the questions and queries that the participants had during the session.

At the end of the 2 days workshop the Vice Chairperson of ACM Mr. Siddharth Dhaigude presented Mr. Grejo Joby, Mr. Sahil Shelke and Mr. Gaurav Samanta with a token of Appreciation. Lastly the participants were requested to fill the feedback form which was circulated on the WhatsApp group marking the end of the hands-on workshop.

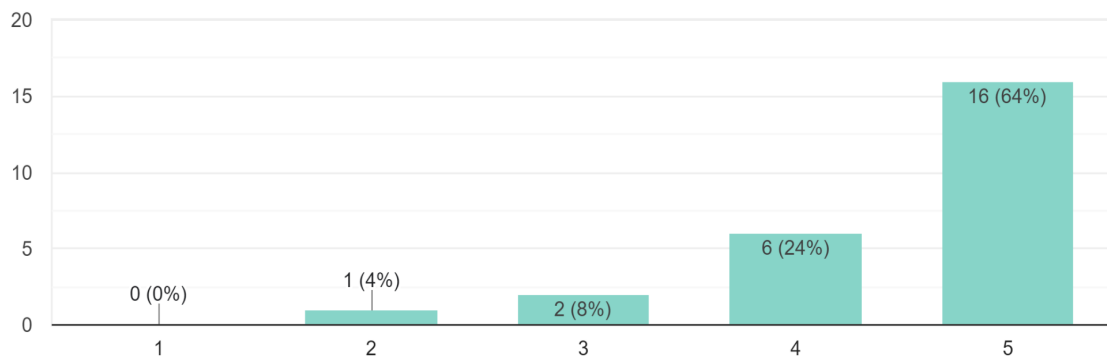
Snapshot of the Event :



Feedback Analysis :

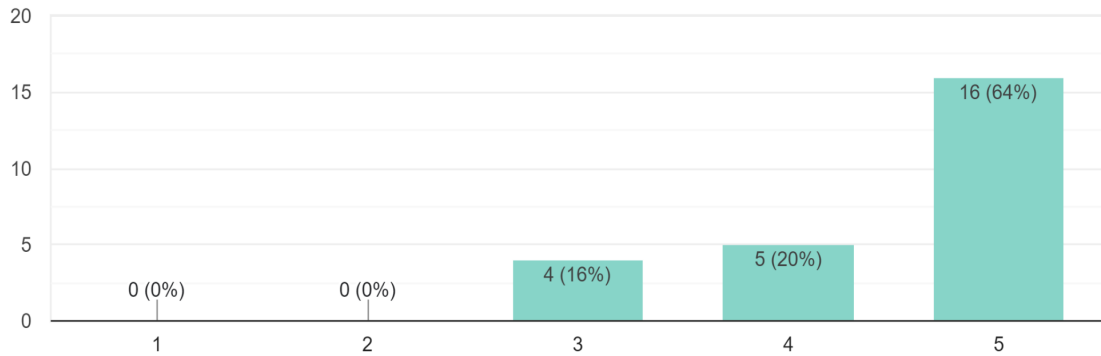
Was the session thought provoking and engaging ?

25 responses



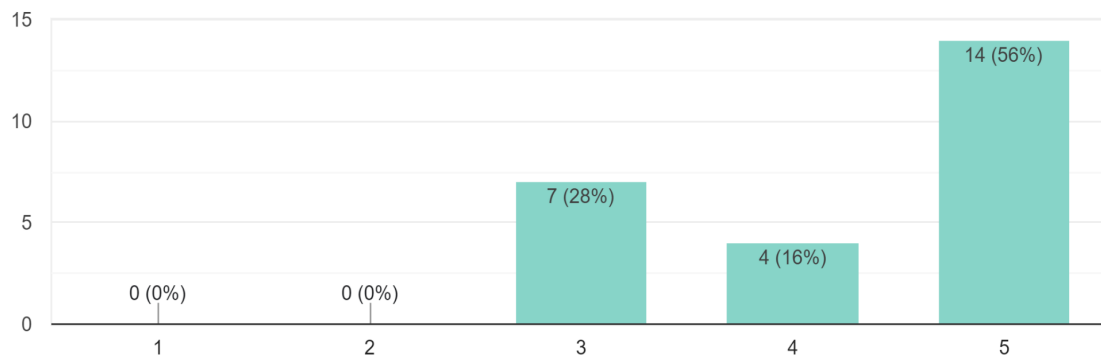
Were all your doubts solved satisfactorily?

25 responses



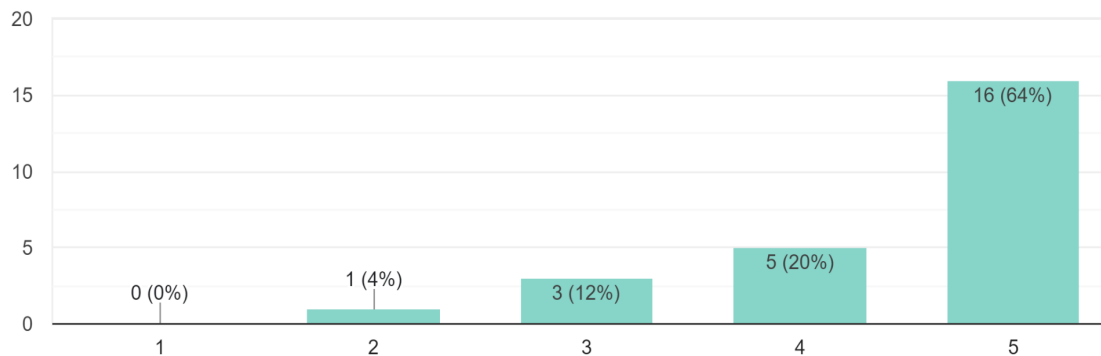
On a scale of 1 to 5 rate your understanding of topics covered in the workshop like "Overview of Unity Engine, Camera, Canvas, Inspector, Assets, UI Elements, etc"

25 responses



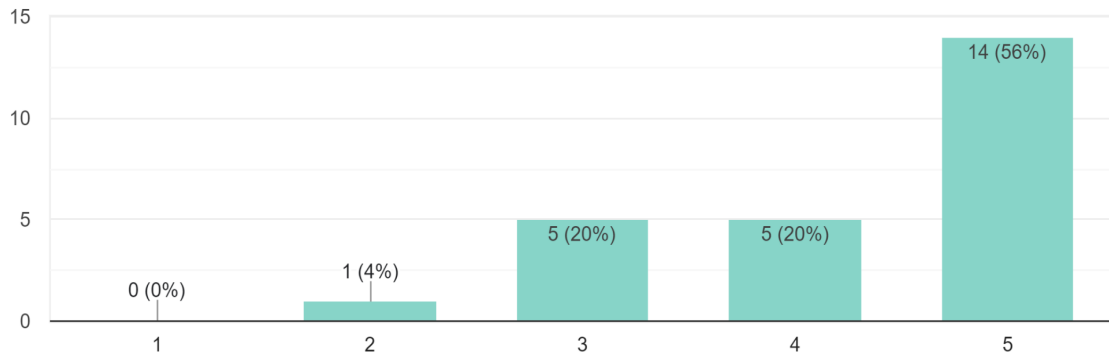
Rate Day 1 of the workshop

25 responses



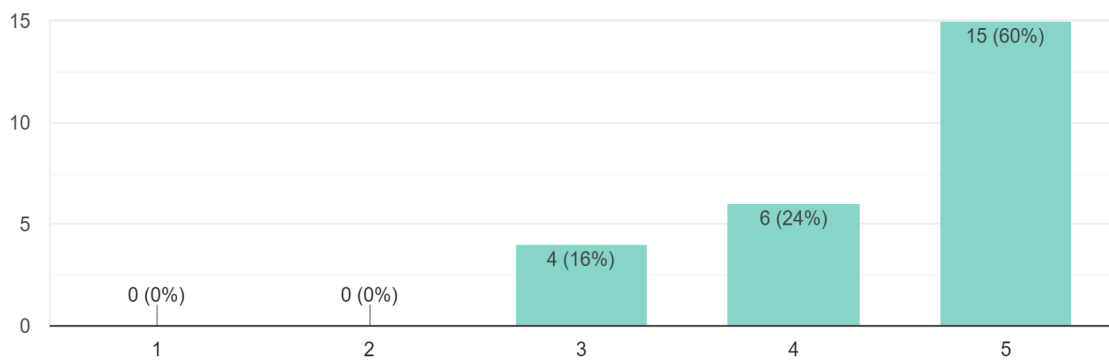
On a scale of 1 to 5 rate your understanding of topics covered in the workshop like "Scripts, Prefabs, Colliders, GameManager, etc"

25 responses



Rate Day 2 of the workshop

25 responses



Report Prepared By :
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