



RAJEEV INSTITUTE OF TECHNOLOGY

HASSAN- 573 201, KARNATAKA
(Affiliated to VTU, Belagavi, Approved by AICTE, New Delhi.)

DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING



Date: 08-05-2023

To
The Principal,
RIT, Hassan

Dear Sir,

Subject: Requesting permission to conduct Institutional Internship Training on “2D and 3D Game Development Using Unity Software”.

With respect to the above subject, we would like to request your permission to conduct 3 weeks Institutional Internship Training on “2D and 3D Game Development Using Unity Software” from 15-05-2023 to 04-06-2023. The program is organized by IS&E department under IQAC. The Internship is targeted for 4th sem diploma students. Kindly do the needful.

Thanking you,

Permitted
Dr. Arjun B C
08/05/2023

Yours faithfully Arjun B C
Dr. Arjun B C 08/05/23
Professor & Head,
Department of IS&E,
RIT, Hassan



Department of Information Science and Engineering



Augmented Reality and Virtual Reality Lab (AR & VR)

Dear participants,

We are excited to inform you that we will be providing Internship for lateral entry students on Unity Game development from 15th May 2023 to 4th June 2023. These sessions will provide you with the opportunity to gain practical experience in the Unity software.

We would like to remind you that attending these sessions is mandatory, as they are an integral part of your Internship requirements.

Students will learn the fundamentals of building a game using a Realtime engine.

Topic	Syllabus	Subtopics
Unity Game Development	Module 1	Unity Curricular Overview, Game Development Breakdown, Real-time game engines, Unity Interface and Asset store.
	Module 2	Creating Scenes with models, Creating Terrain, Physics
	Module 3	Shader Graph, Cinemachine and Lighting
	Module 4	2D Animation and Development, C# Skills for Unity, Sound
	Module 5	Debugging and Code review, Build Settings and Deployment

In Association with





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REPORT ON

Three weeks Institutional Internship Training on “2D and 3d Game Development Using Unity Software”

Organized by

**Department of Information Science and Engineering
Under IQAC**

In Association with



DATE: 15-05-2023 to 04-06-2023

Main coordinators:

Mrs. Nalini H C, Asst.Prof, Dept. of ISE

Mr. Anil Kumar K N, Asst.Prof, Dept. of ISE

Associate Training Coordinators:

Akash D, Student , 6th sem, IS&E, RIT, Hassan

Sachith Gowda M, Student , 6th sem, IS&E, RIT, Hassan

Sanjay K R, Student , 6th sem, IS&E, RIT, Hassan



Report on Institutional Internship Training on “2D and 3D Game Development Using Unity Software”

The Department of Information Science and Engineering has conducted Institutional Internship Training on “2D and 3d Game Development Using Unity Software” from 15-05-2023 to 04-06-2023. The program is organized by IS&E department under IQAC. The Internship was targeted for 4th sem diploma students. A detailed report regarding the event is furnished below.

Date: 15-05-2023 to 04-06-2023

Title: Institutional Internship Training on “2D and 3d Game Development Using Unity Software”.

Main coordinators and Trainers:

Mrs. Nalini H C, Asst.Prof, Dept. of ISE

Mr. Anil Kumar K N, Asst.Prof, Dept. of ISE

Associate Training Coordinators:

Akash D, Student , 6th sem, IS&E, RIT, Hassan

Sachith Gowda M, Student , 6th sem, IS&E, RIT, Hassan

Sanjay K R, Student , 6th sem, IS&E, RIT, Hassan

Timings: 9:00 AM - 5:00 PM

Objectives of the Internship

- The objective of this 3 week internship is to introduce students to Unity, a leading software platform for developing interactive 3D and 2D content, with a focus on Augmented Reality(AR) and Virtual Reality (VR).
- The program aims to provide participants with hands-on experience in developing AR and VR applications using Unity, along with an understanding of the underlying technologies and best practices in AR and VR development.
- The internship aims to equip students with the knowledge and skills needed to incorporate AR and VR technologies into their teaching and research activities, with the ultimate goal of enhancing student engagement and learning outcomes.



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About the Internship

Total number of participants: 22 attendees mentioned below.

Sl. No	Full Name	Designation	Department
1.	DARSHAN PRAKASH C P	Student	ISE
2.	GOWTHAMI S SHETTY	Student	ISE
3.	HITESH S KUMAR	Student	ISE
4.	KIRAN MALLAPPANAHALLI	Student	ISE
5.	SNEHA C S	Student	ISE
6.	VEDASHREE D R	Student	ISE
7.	VINAY P	Student	ISE
8.	ASHWINI C	Student	CSE
9.	DAKSHITHA H R	Student	CSE
10.	DEEPAK D K D	Student	CSE
11.	GAGAN B G	Student	CSE
12.	KARTHI B R	Student	CSE
13.	KIRAN KUMAR C V	Student	CSE
14.	NIKSHITH GOWDA T T	Student	CSE
15.	NITHISH KUMAR K H	Student	CSE
16.	PRASHANTH K	Student	CSE
17.	PRUTHVI M S	Student	CSE
18.	SANDHYA C A	Student	CSE
19.	SINCHITHA H A	Student	CSE
20.	SINDHU H P	Student	CSE
21.	SURAJ B	Student	CSE
22.	VIDYASHREE BASAVARAJ ANGADI	Student	CSE

Profile of Associate Trainers:



Akash D



Sachith Gowda M



Sanjay K R



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Akash D, Sachith Gowda M, Sanjay K R are the proud students of 6th semester, Department of Information Science and Engineering, Rajeev Institute of Technology, Hassan, who underwent 5 days FDP training on “Augmented Reality and Virtual Reality” from 26th April 2023 to 30th April 2023 organized by the Department of Information Science and Engineering Under IQAC in association with ARK Infosolutions and took initiative to transfer their knowledge to their juniors.

Topics Covered During the Institutional Internship Training:

Introduction to UNITY, Basic of UNITY, Game development breakdown , UNITY interfaces and Assets
Creating Scenes And Creating Terrains, Camera.
Creating Player, Movement of Player(Script).
Creating Obstacles, Introduction to Rigid body and colliders.
Introduction to C# programming in UNITY.
Animations, Lighting, Tags and Layers.
Animations, Lighting, Tags and Layers. – part 2
Basics of 2D Development.
UI and Scene loader.
Developing Game and Scenery.
AR & VR Experience.
AR & VR Experience.

Feedback from the Participants:

Sl. No	Full Name	Department	Student Feedback
1	DARSHAN PRAKASH C P	ISE	Good experience ,we learn a lot about unity and game development
2	GOWTHAMI S SHETTY	ISE	Your efforts in planning the convention have attracted a great deal of attention and praise. Learning something new that you didn't know before. It was a good internship ,Thank you for all your efforts



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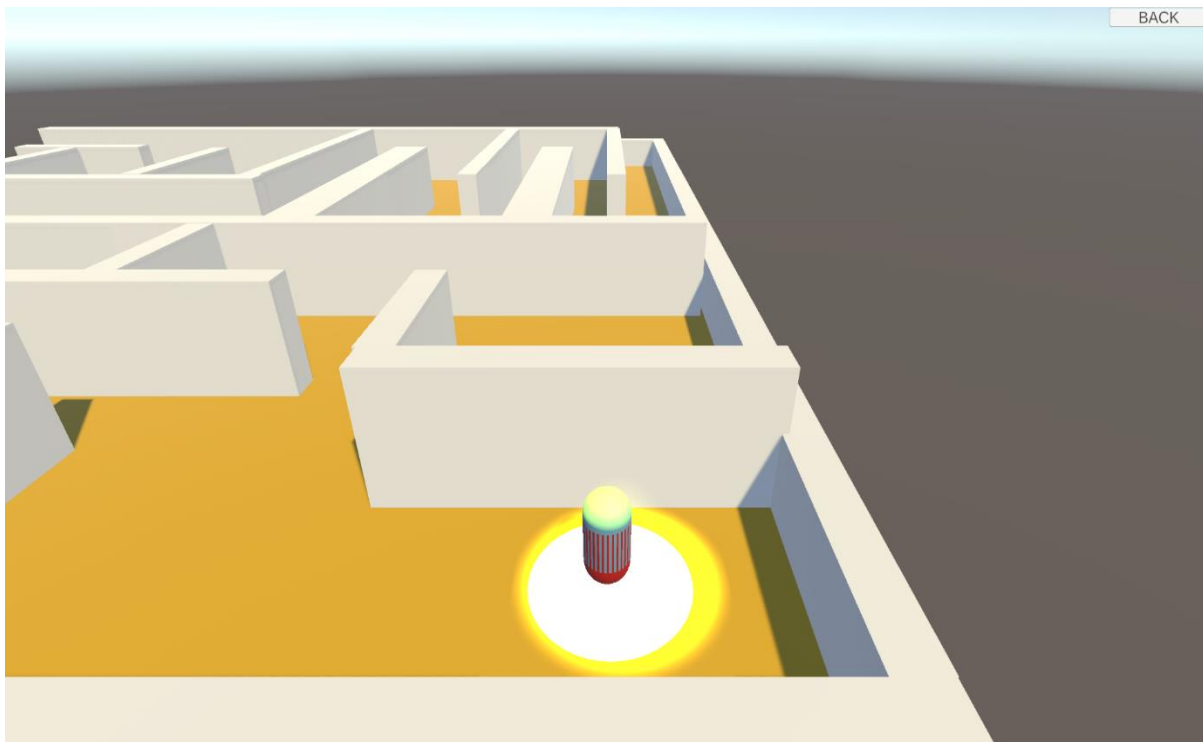
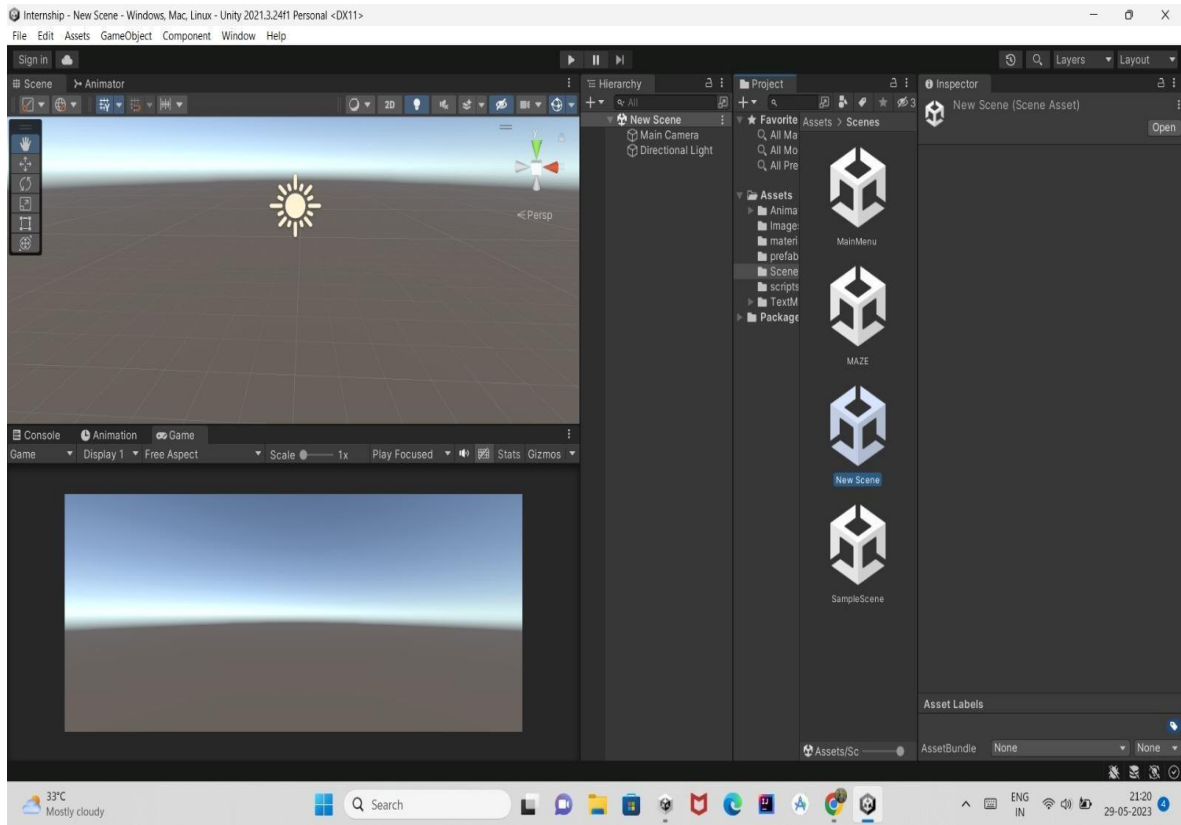
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3	HITESH S KUMAR	ISE	Good experience, learned about unity how to prepare a game, how does companies create a game etc. The VR experience was amazing!!!. The seniors taught us well and helped us whenever we asked doubts. It was nice to learn something new. Thank you
4	KIRAN MALLAPPANA HALLI	ISE	Guides helped us so much for learning new things and taught each and every phases about game development
5	SNEHA C S	ISE	Excellent
6	VEDASHREE D R	ISE	Good
7	VINAY P	ISE	Very good
8	ASHWINI C	CSE	Offer meaningful and actionable suggestions on how to improve. Give clear examples. Offer support.
9	DAKSHITHA H R	CSE	Surprisingly it turned to be one of the best internship for me ever.... I would thank seniors who kindly co-operated with us and taught such good developing skills .I would also thank our faculty for providing such a useful courses .The VR experience was the Top Notch ..It was Worth the money .. Thank you .
10	DEEPAK D K D	CSE	Excellent, We have learnt how to develop 3D game
11	GAGAN B G	CSE	It was a great experience, we learnt a lot
12	KARTHI B R	CSE	Good
13	KIRAN KUMAR C V	CSE	Good
14	NIKSHITH GOWDA T T	CSE	It was good and nice experience and learnt many things .thanks to seniors who helped with our internship
15	NITHISH KUMAR K H	CSE	In this internship is very useful
16	PRASHANTH K	CSE	Good
17	PRUTHVI M S	CSE	Good
18	SANDHYA C A	CSE	Excellent
19	SINCHITHA H A	CSE	I know this will help when looking for jobs and needing references. I was dreading it in the beginning, but now I am so happy it was required. As much as the curriculum changes, I hope that class remains constant.
20	SINDHU H P	CSE	Good
21	SURAJ B	CSE	Awesome, had an amazing experience
22	VIDYASHREE BASAVARAJ ANGADI	CSE	It was very useful in career point of view. The program was very nice. Thanks for all your efforts.



Snapshots:

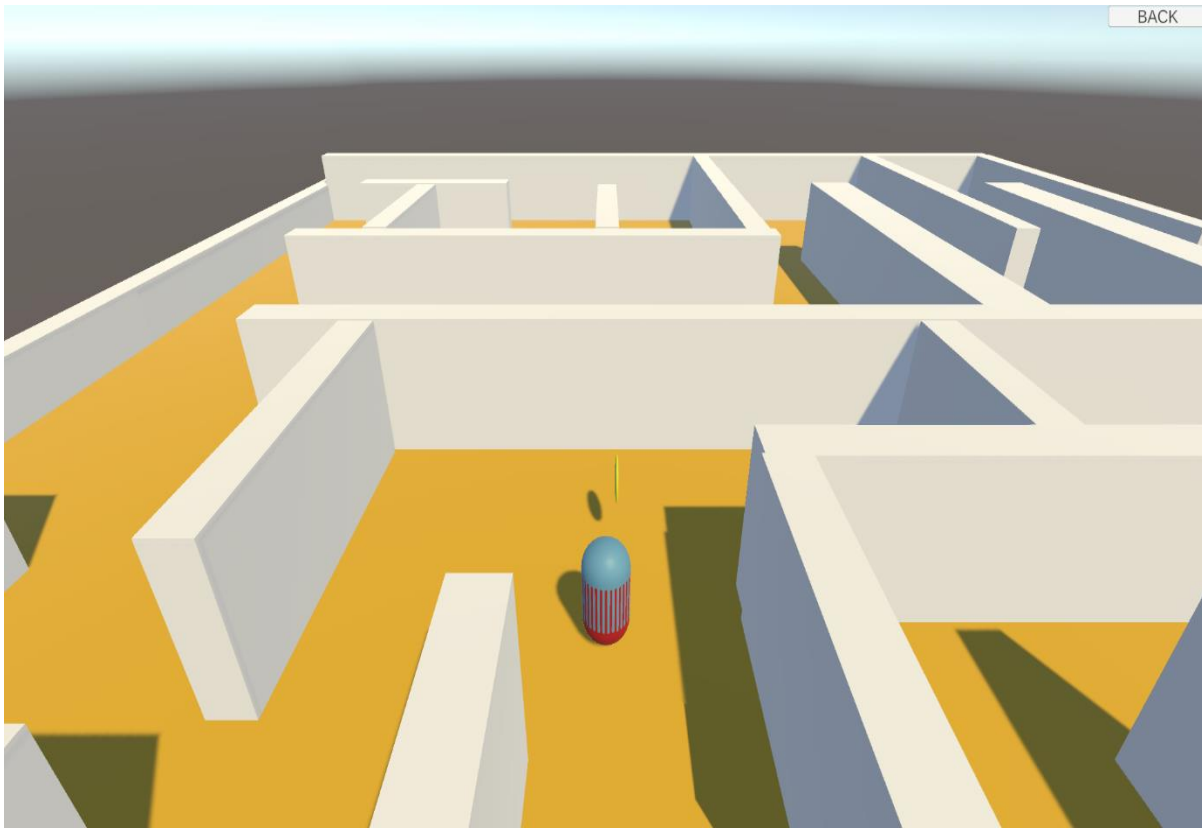




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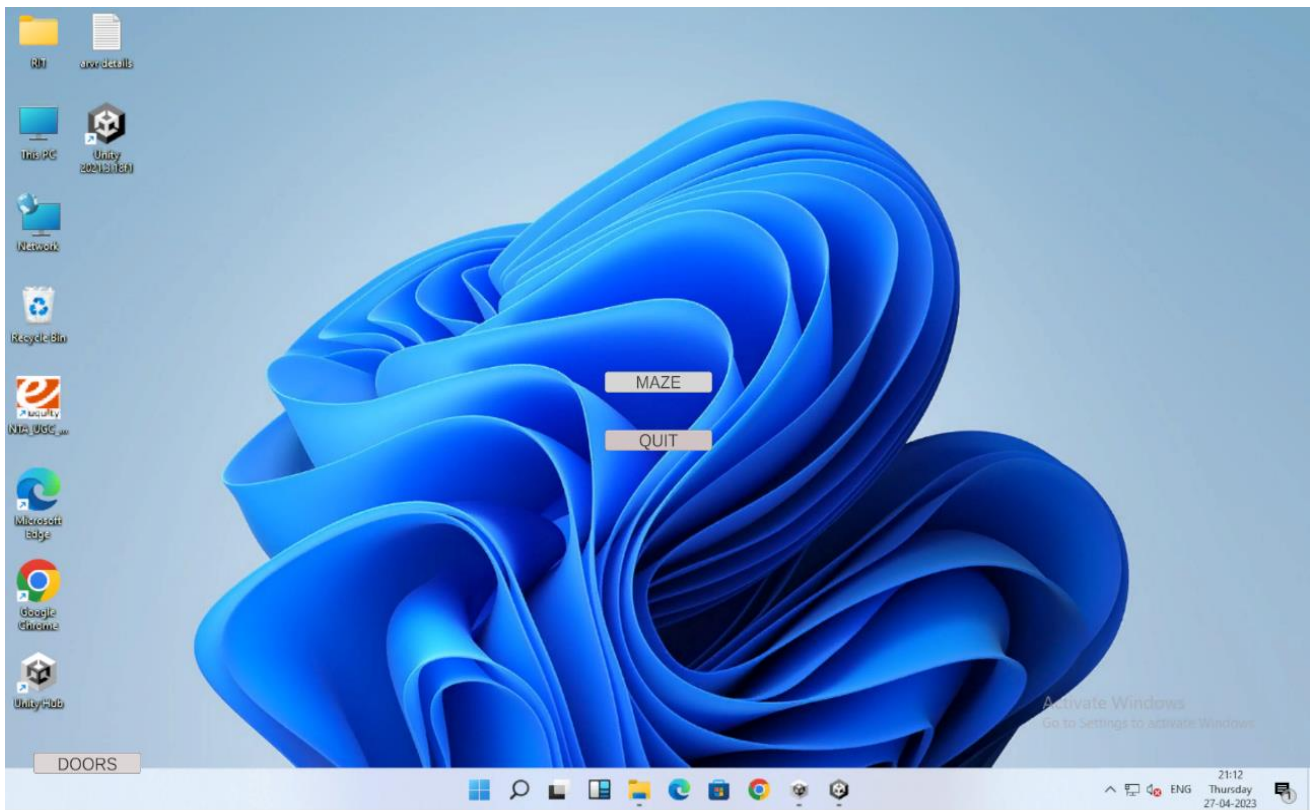
```
File Edit Selection View Go Run Terminal Help
PlayerMovement.cs - Visual Studio Code
PlayerMovement.cs x EnemyMovement.cs
C:\Users\USER> sachith > Assets > Script > PlayerMovement.cs
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class PlayerMovement : MonoBehaviour
6
7     public Rigidbody rb;
8     public GameObject gb;
9
10
11     public float forward = 2000f;
12     public float side = 500f;
13     // Start is called before the first frame update
14
15     void FixedUpdate()
16     {
17         rb.AddForce(0,0,forward*Time.deltaTime);
18
19         if (Input.GetKey("d"))
20         {
21             rb.AddForce(side*Time.deltaTime,0,0);
22         }
23
24         if (Input.GetKey("a"))
25         {
26             rb.AddForce(-side*Time.deltaTime,0,0);
27         }
28
29
30
31
32
Ln 8, Col 26 Spaces: 4 UTF-8 CRLF C#
27°C Mostly cloudy 10:33 PM
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Outcome of the Internship:

The AR and VR internship was an enriching and enlightening experience for the students who joined. They developed hands-on skills in using AR and VR technologies in the lab, such as crafting 3D models, manipulating virtual objects, and exploring simulated environments.

They also gained conceptual knowledge on the principles and applications of these cutting-edge fields, such as the distinctions between AR and VR, the types of devices and sensors involved, and the potential advantages and drawbacks of using them in various domains.

However, the highlight of the internship was learning how to use UNITY software for game development and design, which is a powerful tool for creating immersive and interactive experiences. They learned how to import assets, create scenes, add scripts, and build games for different platforms. They also learned how to use various features of UNITY, such as physics, lighting, animation, sound, UI, and networking. They experimented with different genres of games, such as action, adventure, puzzle, and simulation. They also learned how to optimize their games for performance and quality. The internship was a splendid achievement and we applaud all the attendees for finishing it and acquiring new competencies in UNITY 3D game development as well as AR and VR.