Mindluster Platform

About the course GameDev game development

Game development: The act of creating a game; sometimes referred to as â€œgamedev.â€ The game development process typically requires input from one or more game designers, artists, programmers, animators, testers, project managers, etc .

Programming Category's Courses

Course Lesson(231)

Lesson 1 :
Unity3d Visual Studio Code setup VSCode intellisense VSCode Unity Debugger and VSCode Snippets

Lesson 2 : **Creating Dynamic animations with DOTween for Unity3d**

Lesson 3 : **AR Foundation With Unity3d How To Track A Human Body in 3D With AR Foundation**

Lesson 4 :
Unity3d Procedural Generation of Buildings with a custom Unity script and custom inspector

Lesson 5 :
How to Setup Unity for Oculus Quest Development and Pushing Your First Game To the Device

Lesson 6 :
ARKit 3 with AR Foundation in Unity3d Getting MacOS Catalina OS iOS 13 and XCode 11 Betas Setup

Lesson 7 : **Unity3d with AR Foundation How To Instantiate A Game Object Per Tracked Image**

Lesson 8 :
Unity3d LWRP and VFX Graph for mobile games seeking high performance and beautiful graphics

Lesson 9 : **AR Object Selection with Raycasting in AR Foundation with Unity3d**

Lesson 10 : **Unity3D post processing effects Depth of Field and Color Grading**

Lesson 11 :
ARKit 3 with Unity3d and AR Foundation Adding Plane Detection and A Placement Controller

Lesson 12 : **Unity3d Graphics with Unity3d LWRP and creating a shader with Shader Graph**

Lesson 13 :
ARKit 3 with Unity3d AR Foundation and Body Tracking to Generate A Real time Body Skeleton

Lesson 14 :
Unity3d with AR Foundation How To Detect Which Object Is Been Tracked With Image Tracking

Lesson 15 : **How to use the Unity FBX Exporter for Maya**

Lesson 16 :
VSCode Unity Debugger How to set breakpoints watch expressions and use the debug console

Lesson 17 : **Unity3d post processing effects Grain Bloom Ambient Occlusion and Vignetting**

Lesson 18 :
ARKit 3 with Unity3d AR Foundation and Face Tracking to Generate A Real time Face Mesh

Lesson 19 :
AR Foundation with Unity3d Instantiating and Dragging Multiple Augmented Reality Objects

Lesson 20 : **Oculus Quest Development Adding an OVR Controller in Unity**

Lesson 21 : **Unity3d with AR Foundation How To Add And Remove Reference Points Anchors**

Lesson 22 :
Consuming RESTful web services in Unity3d and learn how to use the Unity Engine Networking API

Lesson 23 : **Unity3d Visual Effect Graph Essentials**

Lesson 24 : **AR Foundation with Unity3d and Creating An Augmented Reality Measuring Tape Tool**

Lesson 25 : **UNITY3D BUILD PIPELINE How to setup scripts to build Unity3D projects**

Lesson 26 : **Oculus Quest Development How to add hands to grab and throw items in Virtual Reality**

Lesson 27 :
Unity3d ARKit Face Tracking with fully configurable face expressions with scriptable objects

Lesson 28 : **Oculus Quest Development How to interact with UI in Virtual Reality**

Lesson 29 : **AR Foundation with Unity3d and Adding AR Point Cloud Particle Visualizers**

Lesson 30 :
AR Foundation With Unity3d How To Add Body Tracking With Cubes To A Skeleton Part 1

Lesson 31 :
Creating A RESTful Web Client With Unity Engine Networking API HTTP GET POST PUT and DELETE

Lesson 32 : **ARKit 3 with Unity3d AR Foundation and Reference Image Library with Image Tracking**

Lesson 33 : **Unity3d VFX Graph Exposed Parameters and Game Object Bindings**

Lesson 34 : **Oculus Quest Unity3d Adding A Character Controller and Prototyping a Scene**

Lesson 35 :
Unity3d VFX Graph Colliders with new VFX Scenes included such as Space Fire and Basic Scene

Lesson 36 : **Unity3d Visual Effect Graph Accessing Unity3d VFX properties through C scripts**

Lesson 37 :
Unity3d Building to WebGL with LWRP ShaderGraph and Post Processing in Unity3d 2019

Lesson 38 : **Unity3d with AR Foundation How To Setup and Implement AR Eye Tracking**

Lesson 39 : **Unity C Fundamentals Classes Inheritance Polymorphism and Composition**

Lesson 40 : **Unity3d with AR Foundation How To Add Images And Textures For AR Image Tracking**

Lesson 41 : **Unity C Fundamentals Collections Arrays Lists IEnumerables and Dictionaries**

Lesson 42 :
AR AMBIENT LIGHT ESTIMATION with AR Foundation and Unity3d Displaying values in the canvas

Lesson 43 : **Unity3D C Advanced Features while making a new indie game**

Lesson 44 : **Unity3d with AR Foundation How To Capture And Track Images In RealTime**

Lesson 45 : **Oculus Quest Development with Unity3d How To Add Item Pickup Functionality in VR**

Lesson 46 : **How to Disable and Enable AR Plane Detection With Unity3d and AR Foundation**

Lesson 47 : **Vuzix Blade Unboxing and Getting Ready for Vuzix Blade Development with Unity3d**

Lesson 48 : **How To Use Dependency Injection In Unity3d with Zenject**

Lesson 49 :
NEW Unity3d Editor UI Unity3d 2019 3 0 Alpha Version with a completely overhauled Flat UI

Lesson 50 : **Unity3d AR Foundation Extending the AR Object Selection With Text Mesh Pro Overlays**

Lesson 51 : **AR Foundation Plane Detection in Unity3d With Basic AR Inventory Selection**

Lesson 52 :
AR Foundation with Unity3d and Adding Dragging Functionality with AR Raycast and Physics Raycast

Lesson 53 : **Unity C Fundamentals Declaring Variables and Methods**

Lesson 54 : **Unity3d VFX Graph Creating Portals**

Lesson 55 :
UNITY3D WITH AR FOUNDATION Adding Placement Objects And Rotating Them Upon Selection

Lesson 56 :
Unity3d Editor Tutorial Package Manager Overview usage and understanding the manifest json

Lesson 57 : **Unity3d with AR Foundation How to Place Different Prefabs With AR Plane Detection**

Lesson 58 : **Unity3d iOS Plugins How To Create An iOS Plugin With Unity3d**

Lesson 59 : **Unity3d ARKit Face Tracking and placing face game objects with anchor data**

Lesson 60 : **Unity3d with AR Foundation How To Add An AR Tracked Image Manager At Runtime**

Lesson 61 :
Unity C Fundamentals GameObject Methods Find FindGameObjectsWithTag FindObjectOfType more

Lesson 62 : **Unity Oculus Development OVR Camera Rig for Stationary VR Experiences**

Lesson 63 : **Unity3d with AR Foundation How to Lock and Unlock AR Objects From Movement**

Lesson 64 : **Unity3d with AR Foundation How To Scale Objects In Augmented Reality**

Lesson 65 : **Unity3d Graphics with Unity3d LWRP and creating a vertex displacement shader**

Lesson 66 : **Unity C Fundamentals Interfaces and why C interfaces are so powerful**

Lesson 67 :
Unity3d HDRP High Definition Rendering Pipeline Intro to Volume Procedural Sky Post Processing

Lesson 68 : **Unity C Fundamentals What is a Queue and How to use it in C with Unity3d**

Lesson 69 : **UNITY3D BUILD PIPELINE Creating a build pipeline for asset bundles**

Lesson 70 :
AR Foundation With Unity3d How To Offset A Human Body Tracked by AR Foundation And ARKit

Lesson 71 :
ARKit 3 with Unity3d AR Foundation Running Image Tracking Demo In iPhone Xs Device

Lesson 72 :
AR Foundation With Unity3d How To Add Body Tracking With Cubes To A Skeleton Part 3

Lesson 73 : **Unity3d with AR Foundation How to Use Body Tracking With Fire For Halloween**

Lesson 74 : **Unity3d HDRP Smashing a car with cloth physics and adjusting Cloth physic options**

Lesson 75 : **Unity3d Ray Tracing with NVIDIA 2080 and Unity DXR Editor Experimental Build**

Lesson 76 : **Unity3d Cloth component introduction with the High Definition Rendering Pipeline**

Lesson 77 : **Unity3d VFX Graph Tips and Tricks while creating comets and stars**

Lesson 78 : **How to use a singleton pattern in Unity3d and implement game managers Part 1**

Lesson 79 :
Unity3d Oculus Quest Development Adding A Low Poly Asset for VR Usage from the Asset Store

Lesson 80 : **Unity3d Procedural Generation Creating Quad Meshes and Random Color and Materials**

Lesson 81 :
Unity3d Procedural Generation Procedurally Generated City And Creating A Grid System

Lesson 82 :
AR Foundation With Unity3d How To Add Body Tracking With Cubes To A Skeleton Part 2

Lesson 83 : **Unity3d with AR Foundation How To Draw With Your Hands in Augmented Reality**

Lesson 84 :
Unity3d HDRP High Definition Rendering Pipeline Multiple Volumes Volumetric Fog and Film Grain

Lesson 85 :
Magic Leap Creators Lightweight Rendering Pipeline Visual Effect Graph and Shader Graph setup

Lesson 86 : **Unity3d HD Render Pipeline with procedural sky procedural fog and materials**

Lesson 87 : **Unity C Fundamentals Delegates Lambdas and LINQ**

Lesson 88 :
UNITY3D OCULUS DEVELOPMENT Extending OVR Controller By Adding A Jump And Double Speed Run Mechanic

Lesson 89 : **Oculus Quest Development Fixing Unresponsive OVR Player Controller**

Lesson 90 :
Unity3d Procedural Mesh Visualizations Generate procedural meshes with audio spectrum data samples

Lesson 91 : **Unity3d 2019 Upgrading Unity3d Project HDRP Post Processing and Visual Effect Graph**

Lesson 92 : **Unity3d Ray Tracing with NVIDIA 2080 and Unity Experimental Build Requirements**

Lesson 93 :
Unity3d Editor Tutorial Adding Music Audio Sources and Interacting with Audio Through Scripts

Lesson 94 :
Unity3d Trigonometry Fundamentals Circles with Mathf Sine and Mathf Cos Sine and Cosine

Lesson 95 :
Unity3d LWRP Post Processing Audio Spectrum Shader Vertex Displacement and Checkerboard Node

Lesson 96 : **Creating RESTful web services in NET Core for your indie games while using Unity3d**

Lesson 97 :
Unity3d Graphics with Unity3d LWRP and Exposing Shader Properties for accessing through scripts

Lesson 98 : **Unity3d Editing a Cloth component and using the High Definition Rendering Pipeline**

Lesson 99 :
Unity3d Graphics Creating Dynamic Primitives Spectrum Audio Data and Post Processing Effects

Lesson 100 : **AR Foundation with Unity3d and Placing TVs in Augmented Reality**

Lesson 101 :

Unity3d HDRP High Definition Rendering Pipeline Depth Of Field Color Curve and Illumination

Lesson 102 : **Unity3d ARKit Face Tracking and generating a 3D to map to face geometry**

Lesson 103 :
How to Block Out People Just Like In Black Mirror Unity3d with AR Foundation People Occlusion

Lesson 104 : **Unity3d Creating a minimalistic UI Canvas Setup Custom Progress Bar**

Lesson 105 :
AR Foundation with Unity3d Adding A Bounding Area To Selected AR Placement Objects

Lesson 106 :
Unity3d Graphics with Unity3d LWRP and creating a shader with noise gradient and changes to normals

Lesson 107 :
Unity3d Procedural Generation Creating Cube Meshes and Random Color and Materials

Lesson 108 :
Unity3d Editor Tutorial Creating and Using Tags and Layers through inspector and scripts

Lesson 109 :
Unity3d VFX Graph How To Create Powerful Visual Effects With Unity 2019 2 0f1 or Greater

Lesson 110 : **Computer Vision Unity3d RESTful Web Service With Azure Cognitive Services OCR**

Lesson 111 : **Oculus Quest Development Weapon and Bullet Controller with OVRInput Detection**

Lesson 112 : **Unity C Fundamentals What is a Stack and How to use it in C with Unity3d**

Lesson 113 :
AR Foundation with Unity3d Working on a new AR Application that heavily uses a Line Renderer

Lesson 114 : **Unity3d AR Foundation with Lightweight Render Pipeline Support LWRP**

Lesson 115 :
Unity3d VSCode Tips and Tricks with Unity Debugger Debug Console Watcher Call Stack Breakpoints

Lesson 116 : **Unity3d with AR Foundation How To Detect AR Device Features with Subsystems**

Lesson 117 : **Unity C Fundamentals Static Classes Versus Non Static Classes**

Lesson 118 :
AR Hand Tracking with Magic Leap Adding Key Points Functionality with Finger Prefabs

Lesson 119 : **Unity3d 2019 New Features Released Quick Search And Shortcuts**

Lesson 120 :
Oculus Quest Development Adding A Sci Fi City Pack with Character Controller and Oculus Controller

Lesson 121 :
ARKit 3 with Unity3d AR Foundation LWRP Creating and Placing Procedural Structures

Lesson 122 : **Unity3d with AR Foundation How To Toggle AR Image Reference Libraries At Runtime**

Lesson 123 : **Unity3d Editor Tutorial on Console and Displaying Debug Log Messages**

Lesson 124 :
Magic Leap Creators Building Unity3d project with zero iteration and creating virtual rooms

Lesson 125 : **Unity3d VFX Graph Creating meteors and adding stars to simulate motion**

Lesson 126 :
Unity3d iOS Metal Building and Publishing a ShaderGraph Shader with Vertex Displacement

Lesson 127 :

Unity3d HDRP High Definition Rendering Pipeline White Balance Shadows Channel Mixer and Bloom

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Unity3d HDRP High Definition Rendering Pipeline Gradient HDRI Sky Film Grain and Split Toning

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Unity3d HD Render Pipeline and upgrading car materials from standard to high definition materials

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Unity3d Ray Tracing with NVIDIA 2080 Procedural Sky HDRI Sky Gradient Sky and Volumetric Fog

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Lesson 135 : **How I implemented procedural level design in my second game Cubiques**

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Oculus Quest Development How To Setup Synty Prototype Unity Asset For Oculus Quest Prototyping

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Unity C Fundamentals String manipulation by concatenation string interpolation string builder

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DON T MISS IT Procedural Generation City with Unity3d and Performance Optimization

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Magic Leap Development with Unity3d Adding Spatial Mapper Placement Feature and Controller

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Visual Studio Code markdown preview with Unity3d source code and How to setup markdown in VSCode

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Oculus Quest Development My VR Drawing Prototype UI Colors And Unity Events Part 3

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Magic Leap Development Using Hand Gestures to control audio state and 3d models deformation

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Oculus Quest Development with Unity Weapon Manager For Multiple Weapon Selection

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Unity3d ARKit Face Tracking and adding configurable actions post to detecting expressions

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Oculus Start Program How to get into the Oculus Start Program as an Unity3d developer

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Unity3d Procedural Generation Creating Cube Meshes Normals and Randomness Options in Inspector

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Oculus Quest Development Adding A TCP Server With NET Core For My VR Draw Experience

Lesson 161 :
Oculus Quest Development Adding Unity3d TCP Client And Action Dispatcher For My VR Draw Experience

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Magic Leap Development Hand Tracking and Head Pose Tracking with Magic Leap and Demo Project

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Unity C Fundamentals Default Values Nullable Types Coalesce and nullable conditional operator

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Magic Leap Creators Generating a certificate pre deployment of your Magic Leap application or game

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Magic Leap Development with Unity3d and porting an existing non AR game to the Magic Leap platform

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Unity3d VSCode and C 7 Tuples Creating Tuples through Tuple Create and by Projection with Unity

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LITHO Input Device For The Real World Device Overview and How to Create a LITHO Unity3d Project

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Procedurally Generation in Unity3d Adding Manual Versus Procedural Material Options

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Magic Leap Hand Meshing and Hand Tracking For Generating Super Powers With Both Hands

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Magic Leap Game with Procedural Generated Structures Placement and Spatial Mapping

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Magic Leap Development Hand Tracking Audio Spectrum Shuffle Procedural Shapes Unity Events

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Magic Leap Development With Unity By Implementing A Controller Grabber And Grabbable Feature

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Magic Leap Creators Saving and Loading JSON Game data with a JSON Serializer Code Included

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How To Implement Augmented Reality Selection and Hovering With Magic Leap And Unity3d

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AR Hand Tracking with Magic Leap Drawing with Key Point Spheres and A Trail Renderer

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Magic Leap Development Emulating Controller Hands Eyes and Head with Action Key Bindings

Lesson 218 : **Magic Leap Development With Unity3d How to Configure and Use Hand Meshing**

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Lesson 220 :
Magic Leap Development How To Use The Magic Leap Template To Speed Up Development

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Magic Leap Development Creating Particle Systems Particle System Collisions Rocket Controller

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Magic Leap Development New Unity3d Project Requirements New XR Management Component

Lesson 227 :
Magic Leap Development ML Particles Collisions with ML Spatial Mapper Generated Meshes

Lesson 228 :
Magic Leap Development How Use The Placement FitType With SpatialMapper And Controller

Lesson 229 : **An Overview Of My GitHub Open Source Repositories Provided To The Community**

Lesson 230 :
Magic Leap Development How to Bring A Component From Oculus Quest To Magic Leap Part 2

Lesson 231 :
Magic Leap Development How to Bring A Component From Oculus Quest To Magic Leap Part 1

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