

Centurion University of Technology & Management Webinar on

UNITY AND MAKING OF ASSETS

Date: 27th September, 2020

Resource Person:

S. Avinash

Application Developer, UNITY

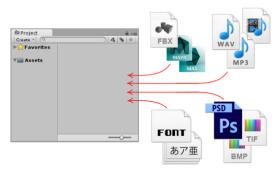
No. of Participants: 18

About the session

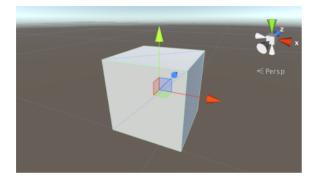
An asset may come from a file created outside of Unity, such as a 3D model, an audio file, an image, or any of the other types of file that Unity supports. There are also some asset types that can be created within Unity, such as an Animator Controller, an Audio Mixer or a Render Texture

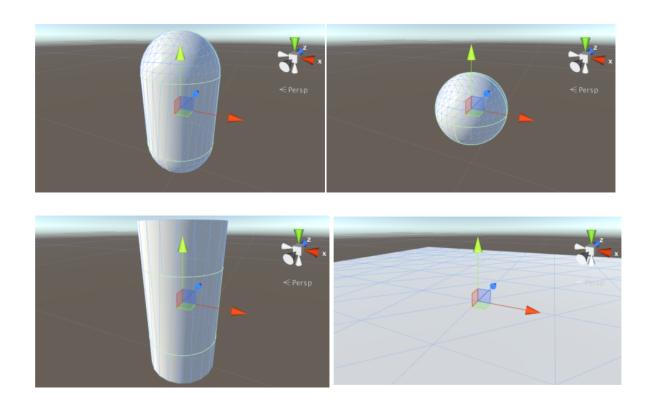
Primitive and Placeholder Objects

Unity can work with 3D models of any shape that can be created with modeling software. However, there are also a number of primitive object types that can be created directly within Unity, namely the Cube, Sphere, Capsule, Cylinder, Plane and Quad. These objects are often useful in their own right (a plane is commonly used as a flat ground surface, for example) but they also offer a quick way to create placeholders and prototypes for testing purposes.









Brochure of the event:



No. of participants:

1	Mr. Amit Biswas	Assistant Professor
2	Anil Kumar Meher	Assistant Professor
3	Dr. Mamata Garanayak	Assistant Professor
4	Nilamadhab Dash	Assistant Professor
5	Raj KumarMohanta	Assistant Professor
6	Rakesh Kumar Ray	Assistant Professor
7	Dr. Sangram Keshari Swain	Associate Professor
8	Dr. Sasmita Kumari Nayak	Assistant Professor
9	Dr. Shreela Dash	Assistant Professor
10	Subhashree Sahoo	Assistant Professor
11	Dr. Sujata Chakravarty	Professor
12	Suvendu Kumar Nayak	Assistant Professor
13	Mrs. Mamata Wagh	Assistant Professor
14	Dr.Figlu Mohanty	Assistant Professor
15	Ms. Shivani Nanda	Assistant Professor
16	Dr. Chinmayee Dora	Assistant Professor
17	Dr. Harish Chandra Mohanta	Associate Professor
18	Dr. Amit Kumar Sahoo	Assistant Professor

Prabhat K. Pattnaik FDP Coordinator

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Dr. Prasanta Ku. Mohanty Dean Academic