



ARVETI4.0 –
Project partner:



LTTA2:

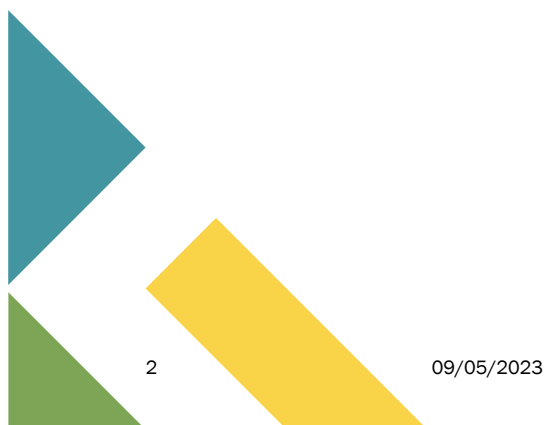
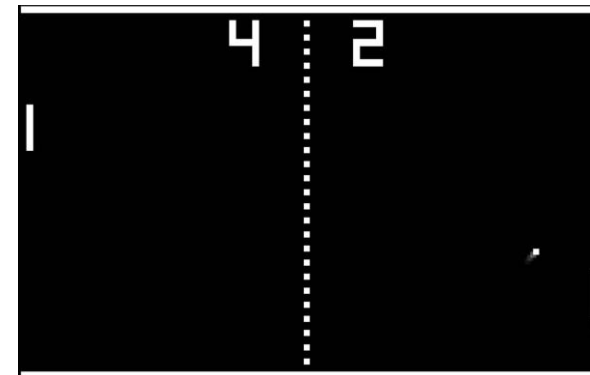
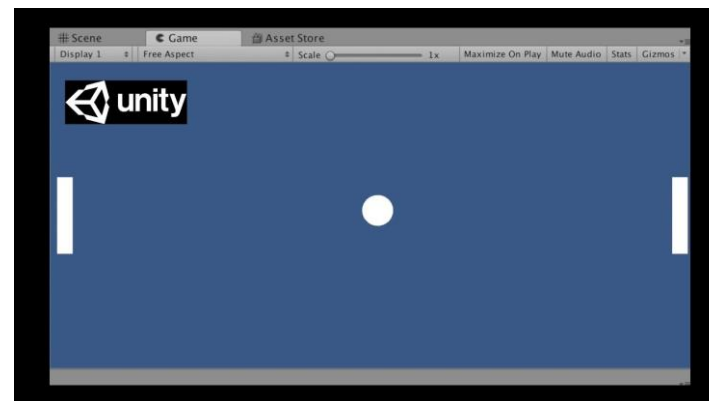
- **Short tutorial to the usage of Unity**
- **VR videogame about creating an assembly chain**



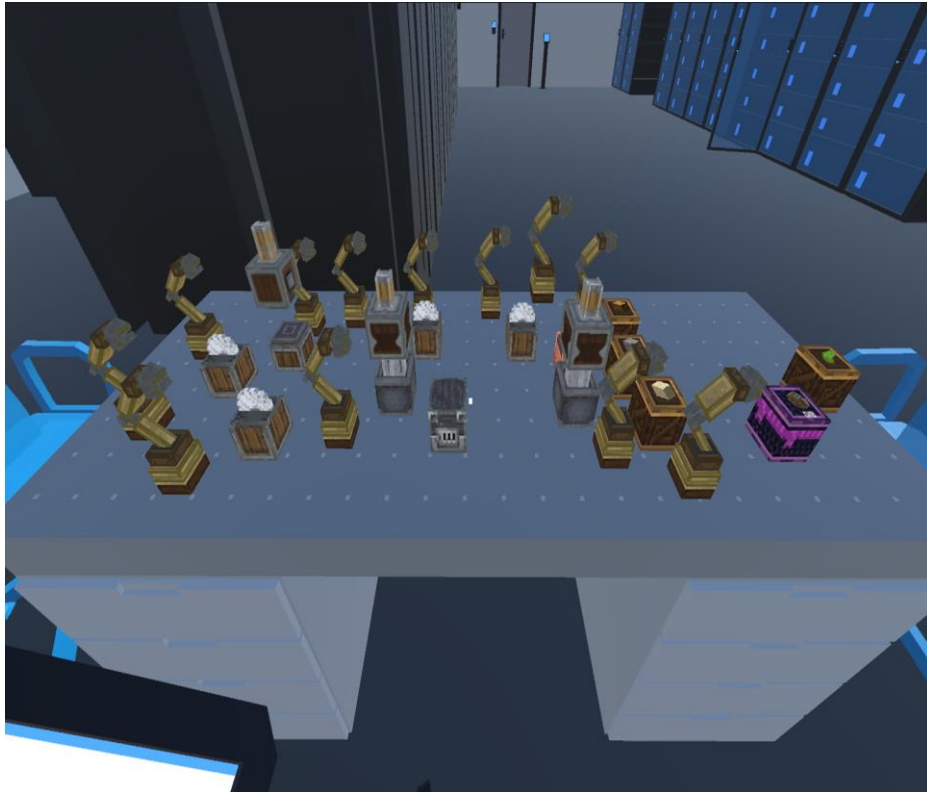
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Step 1

- A small tutorial about the usage of Unity
- The workshop was about recreating the game "Pong"
- Our goal was to make people approach Unity development



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Step 2

- A VR videogame about creating an assembly chain
- Made with Unity and C#
- All machines can be freely moved on the desk
- Every machine has an input and an output



On the field

Teaching Unity programming



Solving some last minute problems

