1

View Price

Full payment means full payment, no payment plan.

Several courses you can pay per 20 hours, l.e if a course is 60 hours, you pay 3 payments of Rx amount - terms and conditions apply

2

Pay

(banking details are on online Enrolment form under 'Enrol'
Please note: Most courses are offered 1 on 1 online with a
real lecturer, please enquire before paying if wanting a
course offered at venue.

3

Register Online

Register online under 'Enrol', In +-2 working days your personal lecturer will contact you to arrange times and dates that fit into both your schedules!

GAME DEVELOPMENT: UNITY & C#

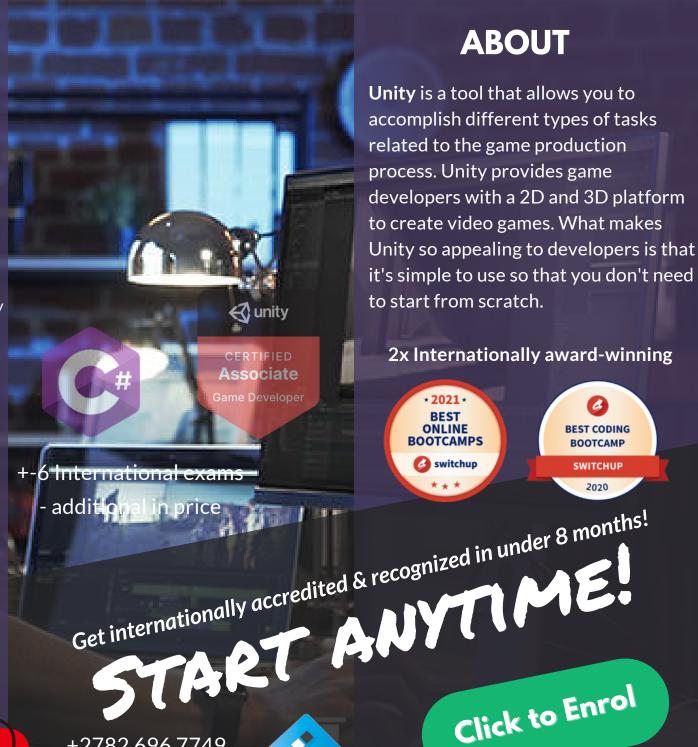
[Duration: 120 Hours/ 6 months]

Uses unity and c#

- Can build your own projects using C# in Unity
- Adept at navigating the Unity interface and interpreting basics of the API
- Confident iterating with prototypes, debugging, and solving programming challenges
- Capable of creating and programming a function state machine
- Can build complex games using C# in Unity
- Build a game for publication
- Get a solid understanding of end-to-end game production

PRICE: R65 400 / \$4560 / €4160 / £4000 R10900 / \$740 / €630 / £570 per 20 hours

Prerequisite: Intro C# course



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BEST CODING

BOOTCAMP

SWITCHUP

GAME DEVELOPMENT: UNREAL & C++

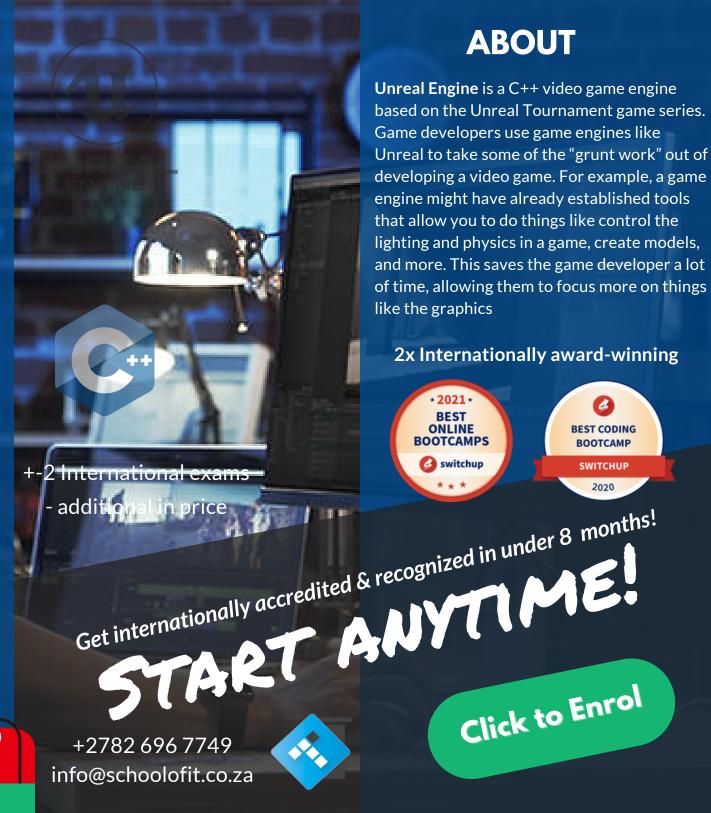
[Duration: 120 Hours/6 months]

Uses unreal engine and c++

- Recreate the process for blocking out a 3D environment.
- Edit a blocked-out scene based on testing of pacing and flow.
- **Use** best practices to light a scene to create a believable mood.
- Apply post-processing volumes to modify the color grading and atmosphere of a scene.
- Import custom assets into Unreal Engine.

PRICE: R65 400 / \$4560 / €4160 / £4000 R10900 / \$740 / €630 / £570 per 20 hours

Prerequisite: Intro C++ course



GAME DEVELOPMENT: PYGAME & PYTHON

[Duration: 60 Hours/ 3 months]

Uses Pygame and python

- Module 1: Introduction to Python
- Python Overview
- Application of Python
- Installation
- Module 2: Basics of Python
- Variables
- Data Types
- Lists and Loops
- · Conditional Statements
- · Object-Oriented Concepts
- Module 3: Introduction to Pygame
- Overview
- Installing Pygame
- Events in Pygame
- Display
- Font Module
- Module 4: Creating Visuals
- · Working with Pixel
- · Working with Colour
- Images in Pygame
- Drawing Objects • Module 5: Moving Objects
- Frame Rate
- · Moving in a Straight Line
- Exploring Vectors
- · Module 6: User Inputs
- Introduction
- Keyboard Control
- Mouse Control • Moving in a Straight Line
- · Joystick Control
- Module 7: Sound Interaction
- · Storing Sound
- · Creating Sound Effects
- Playing Sounds with Pygame
- · Playing Music with Pygame



ABOUT

Pygame is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used with the Python programming language.

2x Internationally award-winning





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Click to Enrol

PRICE: R47 700 / \$3000 / €3000 / £3000 R15900 / \$1000 / €1000 / £1000 per 20 hours