Game Development

urse	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Spring Holidays	Spring Holidays	Creaweek	Week 9	Week 10	Week 11	Week 12	Week 13	Exam Period 2
	14-Feb	21-Feb	28-Feb	7-Mar	14-Mar	21-Mar	28-Mar	4-Apr	11-Apr	18-Apr	25-Apr	2-May	9-May	16-May	23-May	30-May
Algorithms																
3D1		Simple Props: 3h				Milestone: models and unwraps ready (18h)		5 props Assignment (25h)						Milestone: models of your diorama (25h)		Diorama Scene (75h)
				Assignment 1	: Make 5 Props							Exam: Diorama Scene				
	Game analysis				Assigment 1: Mario	Proposal	Paper prototype				Playtest 1		Playtest 2		Playtest 3	
Game Design 1	,		Assignment 1: Mario							Exam Assignment						Lab & Theory Exam
Applied Math and Physics 2				Weekly Assignment									Weekly Assignment			Lab Exam Theory Exam
Programming 2				Weekly Assignment					Milestone Game			Weekly	Assignment			Deadline Game Theory Exam
nr 2																•
ar 2				Weekly	/ Quizzes							Week	y Quizzes			
3D for Games										Evam	Assignment: Procedura		,			Exam Assignment (60h
										LAdiii	Assignment. Procedura	1001				
Game Projects								Game Project								Presentation
Tool Development			Weekly exercise			Assignment 1 (15h)	Weekly exercise					Weekl	v exercise		Assignment 2 (15h)	Exam Assignment (60h
roor bevelopment			Assignment 1: C-	++ or C# assignment					Assignment 2: C# o	or C++ assignment						Exam Assignment (00)
				Weekly Assignment								Weekly Assignment				Oral presentation /
Programming 4								Exam project								Exam
						Milestone 1 (handin) 21-Mar @ 12PM					Milestone 2 (handin) 25-Apr @ 12PM				Milestone 3 (handin) 23-May @ 12PM	
Graphics Programming 2		Labs Assignme	nt (Milestone 1)		ı	Labs Assignment (Milestone 2	2)					bs Assignment (Milestor	e 3)	Labs Extra (I	No Milestone)	Exam Assignment
											Exam As	signment				
ar 3	MS1: Top 3 Research					MS2: Learning Log -			MS3: Learning Log -				MS4: Paper/Article -			, Final Graduation Work
Graduation Work (Sem2)	Topics (2h)			Reflection Report 1 (5h)		Literature Study (50h)			Research Questions(s)	Reflection Report 2 (5h)			Literatur Study (30h)		Reflection Report 3 (5h	Presentation (230h)
Internship																Presentation

Deadline (Expected Time Spent)

Sound Design

Course	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Spring Holidays	Spring Holidays	Creaweek	Week 9	Week 10	Week 11	Week 12	Week 13	Exam Period 2
	14-Feb	21-Feb	28-Feb	7-Mar	14-Mar	21-Mar	28-Mar	4-Apr	11-Apr	18-Apr	25-Apr	2-May	9-May	16-May	23-May	30-May
Year 1																
Algorithms																
3D1		Simple Props: 3h				Milestone: models and unwraps ready (18h)		5 props Assignment (25h)						Milestone: models of your diorama (25h)		Diorama Scene (75h)
				Assignment 1	: Make 5 Props							Exam: Diorama Scene				` '
Game Design 1	Game analysis				Assigment 1: Mario	Proposal	Paper prototype				Playtest 1		Playtest 2		Playtest 3	Lab & Theory Exam
			Assignment 1: Mario							Exam Assignment						, .
Sound Project 1			Ambient & Music 10% 15h		Foley 10% 10h		SFX 10% 10h						Spatialization 10% 15h		Mastering 10% 10h	Exam Assignment 50%
Sound Project 1		Ambient & Music		Fo	oley	Si	FX					Spatialization		Mast	ering	20h
											Milestone Game					Deadline Game
Programming 2				Weekly A	ssignment						Weekly Assignment		Weekly A	ssignment		Lab Exam Theory Exam
Maria 2																
Year 2				Weekly	Quizzes							Week	ly Quizzes			
3D for Games				vveeniy	Quizzes							Week	iy Quizzes			Exam Assignment (60h)
										Exa	m Assignment: Procedural	Tool				
Game Projects								Game Project								Presentation
Sound Effects			Weekly ex	kerercise			Milestone Assignment 1 (10h)				Milestone Assignment 2 (10h)	Milestone Assignment (10h)	Assignment 1 (10h)	Assignment 2 (10h)		Exam Assignment (60h)
Audiolab	Weekly exerercise (L)			Weekly exerercise (L)	Weekly exerercise (JUCE)	Weekly exerercise (NIME)	Weekly exerercise (L)				Weekly exerercise (JUCE)	Weekly exerercise (NIME)	Milestone Assignment 1 (10h)	Milestone Assignment 2 (10h)	Milestone Assignment 3 (10h)	Exam Assignment (60h)
Sound Projects 2			Wwise Assign	nment (12h)					Unity Assignment (12h)					Unreal Assig	nment (12h)	Exam Wwise (20h)
Sound Projects 2									Exam	Preparation Wwise, Unity	, Unreal					Exam Unreal (20h) Exam Unity (20h)

Deadline (Expected Time Spent)

Independent Game Production

?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Spring Holidays	Spring Holidays	Creaweek	Week 9	Week 10	Week 11	Week 12	Week 13	Exam Period
	14-Feb	21-Feb	28-Feb	7-Mar	14-Mar	21-Mar	28-Mar	4-Apr	11-Apr	18-Apr	25-Apr	2-May	9-May	16-May	23-May	30-May
	Game analysis				Assigment 1: Mario	Proposal	Paper prototype				Playtest 1		Playtest 2		Playtest 3	
Game Design 1	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		Assignment 1: Mario							Exam Assignment						Lab & Theory
										Exam Assignment						
			Weekly assignments 10% 12h				Crazy Bunch 30% 25h		Stickfigures + idea and reference							Hero vs B
2D for Games 2		Markh Ardenas	10/0 1211		A ! 4	· Correct Brownia	30/0 2311		reference				Exam: Hero vs BBEG			60% 6
		Weekly Assignments				: Crazy Bunch							Exam: Hero vs BBEG			
		design	model	texture	Flying Circus	model	texture		WeaponCraft							Exam Assig
Game Art 1					20% 30h				20% 25h							60% 5
			Assignment 1: Flying Circu	IS			Assignment 2:	: WeaponCraft					Exam Assignment			Ċ
Game Enterprenuership 1	GE1 Business	GE1 Business		GE1 Business			GE1 Business				GE1 Business		GE1 Business	GE1 Business	GE1 Business	Exam schriftel
GE1 XLS DOC PPT			GE1 XLS DOC PPT		GE1 XLS DOC PPT							GE1 XLS DOC PPT				Exam (2 h)
	Milestone 1 GE1		Milestone 2 GE1	Assignment 1 XLS DOC		Assignment 1 Business	Assignment 2 XLS DOC					Assignment 2 Business		Assignment 3 Business	Assignment 3 XLS DOC	
	Business Resources		Business Reflection	PPT			PPT Graded Lab Test				Theory Quiz	,			PPT Project	
Platform Development 2							20% 4h				10% .5h				30% 50h	Exar
Platform Development 2																400/ 1
					Assignment: Propo	osal Game Concept							Exam Assignment			40%
					Assignment: Propo	osal Game Concept							Exam Assignment			40%
					Assignment: Propo	osal Game Concept							Exam Assignment			40%
				Weekh		osal Game Concept						Weekly				40%
3D for Games				Weekly	Assignment: Propo	osal Game Concept						Weekly				
				Weekly		osal Game Concept				Exan	n Assignment: Procedura	•				
		Concept 1		Concept 2		osal Game Concept Concept 3		Concept 4		Exan	n Assignment: Procedura	•				Exam Assigni
		Concept 1 12.5% 20h						Concept 4 12.5% 20h		Exan	n Assignment: Procedura	•				Exam Assignn Exam Assig
3D for Games	Con		Cone	Concept 2		Concept 3 12.5% 20h	Conc			Exan	n Assignment: Procedura	•				Exam Assignr Exam Assig
3D for Games Game Design 3		12.5% 20h cept 1		Concept 2 12.5% 20h cept 2	· Quizzes	Concept 3 12.5% 20h	Conc	12.5% 20h		Exan		l Tool	Quizzes Exam Assignment	Funding Decease	Dane.	Exam Assignr Exam Assig
3D for Games		12.5% 20h cept 1	Cone Start-up eco-system 2	Concept 2 12.5% 20h cept 2	Quizzes	Concept 3 12.5% 20h ept 3		12.5% 20h		Exan		•	Quizzes	Funding Process	Recap	Exam Assignn Exam Assign Exam Assig
Game Design 3		12.5% 20h cept 1		Concept 2 12.5% 20h cept 2 Game motivational	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out	VAF	12.5% 20h		Exan		l Tool	Quizzes Exam Assignment	Funding Process	Recap	Exam Assignn Exam Assig
3D for Games Game Design 3 Game Enterpreneurship 3	Game Market review	12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster	Start-up eco-system 2	Concept 2 12.5% 20h cept 2 Game motivational models	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress	VAF Jouri Presentation	12.5% 20h		Exan		Ai In game application	Quizzes Exam Assignment Legal documents	Funding Process	Recap	Exam Assignn Exam Assig
3D for Games Game Design 3 Game Enterpreneurship 3		12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster		Concept 2 12.5% 20h cept 2 Game motivational	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress	VAF	12.5% 20h		Exan		l Tool	Quizzes Exam Assignment Legal documents	Funding Process	Recap	Exam Assigns Exam Assi 50%
3D for Games Game Design 3 Game Enterpreneurship 3	Game Market review Milestone 1 GE3 Game	12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster	Start-up eco-system 2 Milestone 2 GE3	Concept 2 12.5% 20h cept 2 Game motivational models Assignment case	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress	VAF Jouri Presentation Deadline 1 Case	12.5% 20h		Exan		Ai In game application Deadline 2 Case	Quizzes Exam Assignment Legal documents	Funding Process	Recap	Exam Assignr Exam Assign 50%
3D for Games Game Design 3 Game Enterpreneurship 3 External Guests Applied Games	Game Market review Milestone 1 GE3 Game	12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster	Start-up eco-system 2 Milestone 2 GE3	Concept 2 12.5% 20h cept 2 Game motivational models Assignment case Anywhere	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress Visit a game company	VAF Jouri Presentation Deadline 1 Case	12.5% 20h		Exan	Gaming Metrics 2	Ai In game application Deadline 2 Case	Quizzes Exam Assignment Legal documents Legal Presentation	Funding Process	Recap	Exam Assignr Exam Assigns 50%
3D for Games Game Design 3 Game Enterpreneurship 3 External Guests	Game Market review Milestone 1 GE3 Game	12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster	Start-up eco-system 2 Milestone 2 GE3	Concept 2 12.5% 20h cept 2 Game motivational models Assignment case	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress	VAF Jouri Presentation Deadline 1 Case	12.5% 20h		Exar		Ai In game application Deadline 2 Case	Quizzes Exam Assignment Legal documents	Funding Process	Recap	Exam Assignr Exam Assignr 50%
3D for Games Game Design 3 Game Enterpreneurship 3 External Guests Applied Games	Game Market review Milestone 1 GE3 Game	12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster	Start-up eco-system 2 Milestone 2 GE3	Concept 2 12.5% 20h cept 2 Game motivational models Assignment case Anywhere	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress Visit a game company	VAF Jouri Presentation Deadline 1 Case	12.5% 20h		Exan	Gaming Metrics 2	Ai In game application Deadline 2 Case	Quizzes Exam Assignment Legal documents Legal Presentation Test	Funding Process	Recap	Exam Assigni Exam Assi 50% Exam (
3D for Games Game Design 3 Game Enterpreneurship 3 External Guests Applied Games	Game Market review Milestone 1 GE3 Game Market insights	12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster	Start-up eco-system 2 Milestone 2 GE3	Concept 2 12.5% 20h cept 2 Game motivational models Assignment case Anywhere	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress Visit a game company Test 10%	VAF Jouri Presentation Deadline 1 Case	12.5% 20h	MC2.Lauring L	Exan	Gaming Metrics 2	Ai In game application Deadline 2 Case	Quizzes Exam Assignment Legal documents Legal Presentation Test 10%	Funding Process		Exam Assignn Exam Assign 50% 9
3D for Games Game Design 3 Game Enterpreneurship 3 External Guests Applied Games	Game Market review Milestone 1 GE3 Game	12.5% 20h cept 1 Start-up eco-sytem 1 Interview Moonmonster	Start-up eco-system 2 Milestone 2 GE3	Concept 2 12.5% 20h cept 2 Game motivational models Assignment case Anywhere	Conc Reaching Customers Poduct Market Fit	Concept 3 12.5% 20h ept 3 Tracking roll out progress Visit a game company	VAF Jouri Presentation Deadline 1 Case	12.5% 20h	MS3: Learning Log - Research Questions(s)	Exan	Gaming Metrics 2	Ai In game application Deadline 2 Case	Quizzes Exam Assignment Legal documents Legal Presentation Test	Funding Process		Exam Assignn Exam Assign 50% 1

Deadline (Expected Time Spent)

Game Graphics Production

rse	Week 1 14-Feb	Week 2 21-Feb	Week 3 28-Feb	Week 4 7-Mar	Week 5 14-Mar	Week 6 21-Mar	Week 7 28-Mar	Spring Holidays 4-Apr	Spring Holidays 11-Apr	Creaweek 18-Apr	Week 9 25-Apr	Week 10 2-May	Week 11 9-May	Week 12 16-May	Week 13 23-May	Exam Period 2 30-May
r1	14100	21100	2010	7 1001		22 19101	20 (4)(1)	+ /γμι		10 Арі	25 Api	2 Ividy	3 ividy	10 1414	25 Way	30 May
Game Art 1		design	model	texture	Flying Circus 20% 30h	model	texture		WeaponCraft 20% 25h							Exam Assignment
Game Art 1			Assignment 1: Flying Circu	us			Assignment 2	2: WeaponCraft					Exam Assignment			60% 55h
		Concept and Lightstudy	dy Rough shading	The Chest	Compositions	Rough Lineart and Start	Color Keys	Details	Composition							Evam Assignment
Preproduction 2			ent 1: The Chest	20% 15h		Color Keys	Assignment 2: Composition	on	30% 26h				Exam Assignment			Exam Assignment 40% 50h
					2D Oh: - + 200/ /20h)					Con Books Finished		Con Boots		Materials - Details	Chudia Catuus	
3D 2					3D Object 30% (20h)	Choose a Car				Car Body Finished		Car Parts		Materials + Details	Studio Set-up	Exam Assignment 70 (60h)
			Assignment 1: Vintage Obj	ect						Exam Assign	ment: 3D car					(33)
									Assignment 1 (30% 30h)							
Procedural: Introduction						Assignment	1: Basic HDA									Exam Assignment (70% 70h)
											Exam As	signment				
Programming for Artists 2		Weekly q	quiz/exercises		Graded Quiz (10%)	Weekly qu	iz/exercises				Graded Quiz (10%)	Weekly q	uiz/exercises	Graded Quiz (10%)		Exam Assignment (70
					2.0000 Q.00 (2000)		,				2.2222 Qua (2014)	/,		2.2222		
. 2																Game Project
Game Projects								Game Project								Presentation
Rigging for Games						Techsheet (8h)	Start joints					Start control chain				Exam: Mechinical
			Mechanical	Rig: Techsheet							Exam: Mechanical Rig					Rig(45h)
		Weekly Exercise (1h)) Weekly Exercise (1h)	Weekly Exercise (1h)	Weekly Exercise (1h)	Weekly Exercise (1h)										
Realtime FX			Мс	oodboard + Simple Particle	(16h)						Exam As	signment				Exam Assignment (3
									Stair Case							
Proceedings Assessed							-1.		Stail Case							
Procedural Assets						Assignment 1: Stair case (2)	on)									Exam Assignment (7
										Exar	m Assignment: Procedura	l Tool				
				Assignment 1 (10% 15h))				Assignment 2 (20% 25h)							
Scripting 2		Assignment 1: Pra	actice, weekly hand-ins				Assignment 2: Small Scrip	ot								Exam Assignment (70% 60h)
											Exam As	signment				` ' '
				Ruins			Archviz									
Environments 2		Acciana	ment 1: Ruins	25% 30h		Assignment 2: Archviz	20% 25h				Evam As	signment				Exam Assignment 55% 60h
		Assignin	ient 1. Kuns									significant				
					Assignment 1 (20h)						Assignment 2 (20h)					
Character Creation		Assignmen	ent 1: MIB Alien					Assignment 2	: Realtime Head							Exam Assignment (60
											Exam As	signment				
			Assignment 1 (11h)	Assignment 2 (4h)		Mesh Milestone	Done Milestone	Assignment 3 (30h)			At Least The Blockout Milestone					
Stylized Creation	Assignme	ent 1: Blockouts	Assignment 2: Face		As	ssignment 3: Creature Work	shop					Exam Assignment				Character (60h)
			Assignment 0: Find	a concept for the exam												
			and the second s	Topin the Glant												
3	MS1: Top 3 Research	h				MS2: Learning Log -			MS3: Learning Loc				MS4: Paper/Article -			, Final Graduation Wo
Graduation Work (Sem2)				Reflection Report 1 (5h))				MS3: Learning Log -	Reflection Report 2 (5h)					Reflection Report 3 (5h	
Graduation Work (Semz)	Topics (2h)					Literature Study (50h)			Research Questions(s)				Literatur Study (30h)			Presentation (230h)

Deadline (Expected Time Spent)

3D Animation

Week 1 Week 2 14-Feb 21-Feb	Week 3 28-Feb	Week 4 7-Mar	Week 5 14-Mar	Week 6 21-Mar	Week 7 28-Mar	Spring Holidays 4-Apr	Spring Holidays 11-Apr	Creaweek 18-Apr	Week 9 25-Apr	Week 10 2-May	Week 11 9-May	Week 12 16-May	Week 13	Exam Period 2
21-reb	20-гей	/-ividi												30-May
				21-19101	ZO-IVIdI	4-Api	11-Api	16-Api	23-Api	Z=IVIdy	3-IVIdy	10-iviay	23-May	30-iviay
	CuteBot: Choice and Techsheet (4h)				CuteBot: Rig (20h)									Exam: Animation scene (60h)
Assignment1: CuteBot: choice and T	rechsheet		Assignment 2	2: CuteBot: Rig					Exam: Cut	eBot Scene				(oon)
Concept and Lightstudy	Rough shading	The Chest 20% 15h	Compositions	Rough Lineart and Start Color Keys	Color Keys	Details	The Comm Tower 30% 26h							Exam Assignment
Assignment 1	1: The Chest			Assignm	ent 2: The Communication	on Tower					Exam Assignment			40% 50h
			3D Object 30% (20h)	Choose a Car				Car Body Finished		Car Parts		Materials + Details	Studio Set-up	Exam Assignment 70%
As	ssignment 1: Vintage Obje	ct						Exam Assign	nment: 3D car					(60h)
	Shortfilm		Photoboard											
Assignment 1: Shortfilm		Assignment 2					Assignme	ent 3: 3D Preproduction F	Pipeline (35%) Weekly m	ilestones				Exam assignment 40%
		Assignment 1 15h												End Assignment 60h
Assignm	ment 1							Exam Assignment						0011
														Portfolio Piece &
									***					Presentation
	Assignment 1 (11h)	Assignment 2 (4h)		Mesh Milestone	Done Milestone	Assignment 3 (30h)			Milestone					
Assignment 1: Blockouts	Assignment 2: Face		Ass	ignment 3: Creature Works	hop					Exam Assignment				Character (60h)
	Assignment 0: Find a	concept for the exam												
tone/feedback Block out Ass1	Assignment1: Animal walk(12h) 20%	Milestone/feedback analysis	Block out Ass2	Assignment 2: Animal Behavior (12h) 20%	Milestone/feedback				Recording and clean up mocap	Recording and clean up mocap	Recording and clean up mocap	Assignment 3 Mocap(12h) 10%		Exam Assignment (60h)
									Exam As	signment				(50)
	Assignment 1 (12h)			Milestone 1 (8h)					Milestone 2 (12h)				Milestone 3 (18h)	
Assignment 1: Scans in RC							Exam assignment: U	nreal cinematic shot						Exam Assignment (60h)
	Assignment 1: Shortfilm Assignment 1: Shortfilm Assignment 1: Blockouts Assignment 1: Blockouts	Assignment 1: CuteBot: choice and Techsheet Concept and Lightstudy Rough shading Assignment 1: The Chest Assignment 1: Vintage Obje Shortfilm 10% Assignment 1: Shortfilm Assignment 1 Assignment 1 Assignment 1 Assignment 1: Blockouts Assignment 2: Face Assignment 0: Find a ne/feedback nalysis Block out Ass1 Assignment1: Animal walk(12h) 20%	Assignment 1: CuteBot: choice and Techsheet Concept and Lightstudy Rough shading 20% 15h Assignment 1: The Chest Assignment 1: Vintage Object Shortfilm 10% Assignment 1 Assignment 1: Blockouts Assignment 2: Face Assignment 0: Find a concept for the exam ne/feedback analysis Assignment 1 (12h) Assignment 1 (12h)	Assignment 1: CuteBot: choice and Techsheet Concept and Lightstudy Rough shading The Chest 20% 15h Compositions Assignment 1: The Chest 3D Object 30% (20h) Assignment 1: Vintage Object Shortfilm 10% Assignment 2: Photoboard 15% Assignment 1 15h Assignment 1 15h Assignment 1 Assignment 1 15h Assignment 1 15h Assignment 1: Blockouts Assignment 2: Face Assignment 0: Find a concept for the exam ne/feedback nalysis Block out Ass1 Assignment 1 (12h) Assignment 1 (12h)	Assignment 1: CuteBot: choice and Techsheet Concept and Lightstudy Rough shading Rough Lineart and Start Color Keys Assignment 1: The Chest Assignment 1: The Chest Assignment 3 D Object 30% (20h) Choose a Car Assignment 1: Vintage Object Shortfilm 10% Assignment 2: Photoboard 15% Assignment 1 Assignment 2: Assignment 2 Assignment 3: Creature Works Assignment 0: Find a concept for the exam ne/feedback nalysis Block out Ass1 Assignment 1: Animal walk(12h) 20% Assignment 1 (12h) Milestone/feedback analysis Milestone 1 (8h) Milestone 1 (8h)	Assignment 1: CuteBot: choice and Techsheet Concept and Lightstudy Assignment 2: The Chest Compositions Assignment 2: The Chest Assignment 2: The Color Keys Assignment 2: The Chest Assignment 2: The Communication 3D Object 30% (20h) Choose a Car Assignment 1: Vintage Object Shortfilm 10% Assignment 2: Photoboard 15% Assignment 1 15h Assignment 1 15h Assignment 1 Assignment 1 Assignment 1 Assignment 1 Blockouts Assignment 2: Face Assignment 3: Creature Workshop Assignment 3: Creature Workshop Assignment 3: Creature Workshop Assignment 1: Animal wall(12h) 20% Assignment 1: Animal wall(12h) 20% Assignment 1 (12h) Milestone 1 (8h) Milestone 1 (8h)	Assignment1: CuteBot: choice and Techsheet Concept and Lightstudy Rough shading The Chest 20% 15h Assignment 2: CuteBot: Rig Concept and Lightstudy Assignment 1: The Chest Assignment 2: The Chest Color Keys Assignment 2: The Communication Tower 3D Object 30% (20h) Choose a Car Assignment 1: Shortfilm 10% Assignment 2: Photoboard 10% Assignment 1: Shortfilm Assignment 2: Photoboard Assignment 1: Shortfilm Assignment 1: Shortfilm Assignment 2: Photoboard Assignment 3: Shortfilm Assignment 3:	Assignment1: CuteBot: choice and Techsheet Concept and Lightstudy Rough shading The Chest 20% 15h Compositions Rough Lineart and Start Color Keys Assignment 2: The Communication Tower Assignment 3: The Chest 30% 26h Assignment 2: The Communication Tower Assignment 1: Virtage Object Shortfilm 10% Assignment 1: Photoboard 15% Assignment 1: Shortfilm 10% Assignment 1: Shortfilm 15h Assignment 1: Shortfilm 15h Assignment 1: Blockouts Assignment 1: Face Assignment 1: Flore Assignment 2: Face Assignment 3: Creature Workshop Assignment 1: Blockouts Assignment 1: Flore Assignment 2: Face Assignment 3: Creature Workshop Assignment 1: Blockouts Assignment 1: Flore Assignment 1: Flore Assignment 3: Assignment 3: Creature Workshop Assignment 2: Assignment 3: Assignment 3: Assignment 3: Assignment 3: Energy Workshop Assignment 3: Assignment 3: Assignment 3: Assignment 3: Block out Assignment 3: Assignment 3: Assignment 3: Block out Assignment 3: Assignment 3: Block out Assignment 3: Assignment 3: Block out Assignment 3: Block out Assignment 3: Block out Assignment 3: Assignment 3: Block out Assignment 3: Assignment 3: Block out Assignment 3: Block out Assignment 3: Block out Assignment 3: Block out Assignment 3: Assignment 3: Block out Assignment 3: Block out Assignment 3: Assignment 3: Assignment 3: Assignment 3: Block out Assignm	Assignment 1: CuteBot: choice and Technheet Concept and Lightstudy Rough shading 2705 15h Compositions Rough Lineart and Start Color Keys Details 305 20h Soyi 20h Assignment 1: The Chest 305 20h Color Keys Assignment 2: The Communication Tower 30 Object 30% (20h) Choose a Car Car Boot Keys Assignment 2: The Communication Tower Shortfilm 10% Assignment 2: Photoboard 15% Shortfilm 10% Assignment 2: Photoboard 15% Shortfilm 10% Assignment 3: 3D Preproduction 15% Shortfilm 15% Assignment 1 15h Assignment 1 15h Assignment 1 15h Assignment 1 15h Assignment 1 Shockouts Assignment 2 (4h) Mesh Milestone Done Milestone Done Milestone Assignment 3 (30h) Assignment 1: Blockouts Assignment 2: Face Assignment 3: Creature Workshop Assignment 4: Assignment 5: Creature Workshop Assignment 5: Creature Workshop Assignment 6: Block out Ass1 Assignment 6: Assignment 6: Assignment 7: Pace Assignment 7: Assignment 8: Creature Workshop Assignment 6: Milestone/Feedback analysis Block out Ass2 Assignment 7: Assignment 7: Assignment 8: Assignment 8: Assignment 8: Assignment 8: Assignment 8: Creature Workshop Assignment 1: Milestone/Feedback analysis Block out Ass2 Assignment 7: Animal walk (27h) 20%. Assignment 1: Assignment 1: Animal walk (27h) 20%. Assignment 1: Milestone (18h) Milestone (18h)	Assignment 2: CuteBot choice and Technisest Concept and Lightstudy Assignment 1: The Chest Assignment 2: CuteBot Rig Concept and Lightstudy Assignment 1: The Chest Assignment 1: The Chest Assignment 1: The Chest Assignment 1: Wintage Object Assignment 1: Wintage Object Assignment 1: Shortfilm Assignment 2: Photoboard Show Assignment 2: Photoboard Assignment 3: Shortfilm Assignment 4: Shortfilm Assignment 5: Shortfilm Assignment 5: Shortfilm Assignment 6: Assignment 7: Face Assignment 7: Shortfilm Assignment 7: Shortfilm Assignment 1: Shortfilm Assignment 1: Shortfilm Assignment 1: Shortfilm Assignment 1: Shortfilm Assignment 3: Shortfilm Assignment 3: Shortfilm Assignment 3: Shortfilm Assignment 4: Shortfilm Assignment 3: Shortfilm Assignment 4: Shortfilm Assignment 5: Shortfilm Assignment 5: Shortfilm Assignment 6: Face Assignment 7: Face Assignment 7: Face Assignment 7: Face Assignment 8: Shortfilm Assignment 9: Shortfilm	Assignment I: Outedot choice and Technibet Concept and Lightstudy Rough shading Assignment 2: The Chest Assignment 3: The Chest Assignment 3: The Chest Assignment 3: Writage Object Shortfilm 105 Assignment 1: Shortfilm Assignment 1: Shortfilm Assignment 2: Photoboard 155 Assignment 1: Shortfilm Assignment 3: The Chest Assignment 3: Shortfilm Assignment 3: Shortfilm Assignment 1: Shortfilm Assignment 2: Photoboard Assignment 3: Shortfilm Assignment 4: Shortfilm Assignment 3: Shortfilm Assignment 4: Shortfilm Assignment 3: Shortfilm Assignment 4: Shortfilm Assignment 4: Shortfilm Assignment 5: Milestone 2: Shortfilm Assignment 6: Shortfilm Assignment 6: Shortfilm Assignment 6: Shortfilm Assignment 7: Face Assignment 8: Shortfilm Assignmen	Assignment L: Outdoor Lothour	Ausgement 1: Out-lote of to-lote and level-here and level-here of technology and lightning and plant and p	Assignment 1. Cerebot inchoice and Technolite Concept and Lightstady Rody shading Assignment 2. The Chest Assignment 2. The Chest Assignment 2. The Chest Assignment 3. The Chest Assignment 3. The Chest Assignment 2. The Chest Assignment 3. The Chest Assignment 4. The Chest Assignment 3. The Chest Assignment 4. The Chest Assignment 3. The Chest Assignment 4. The Chest Assignment 3. The Chest Assignment

Deadline (Expected Time Spent)

Visual Effects

Course	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Spring Holidays	Spring Holidays	Creaweek	Week 9	Week 10	Week 11	Week 12	Week 13	Exam Period 2
Course	14-Feb	21-Feb	28-Feb	7-Mar	14-Mar	21-Mar	28-Mar	4-Apr	11-Apr	18-Apr	25-Apr	2-May	9-May	16-May	23-May	30-May
Year 1																
			CuteBot: Choice and Techsheet (4h)				CuteBot: Rig (20h)									Exam: Animation scene
3D pipeline	Assignmen	t1: CuteBot: choice and Te			Assignment 2	: CuteBot: Rig					Exam: Cute				(60h)	
		Street/TV/Room (4h)	Too Many Daughters (5h)	3D + Particles (5h)	Projection (5h)		MS: Highway Bridge (8h)					Highway Bridge (30h)	MS: Matte Painting	MS: Douwe Egberts		
Compositing 2			Intro to Fusion						Highway Bridge					EXAM - Douwe Egberts		Exam (70h)
													EXAM - Matte Painting			
					3D Object 30% (20h)	Choose a Car				Car Body Finished		Car Parts		Materials + Details	Studio Set-up	F
3D 2			-i													Exam Assignment 70% (60h)
		ASS	signment 1: Vintage Obje	ct						Exam Assign	ment: 3D car					
									Assignment 1 (30% 30h)							
Procedural: Introduction						Assignmen	t 1: Basic HDA									Exam Assignment (70% 70h)
											Exam Ass	ignment				(70%[7011)
											Exam As					
Programming for Artists 2		Weekly quiz,	/exercises		Graded Quiz (10%)	Weekly qu	uiz/exercises				Graded Quiz (10%)	Weekly qu	z/exercises	Graded Quiz (10%)		Exam Assignment (70%)
Year 2																
redi 2				Assignment 1												
Film Projects				15h												End Assignment 60h
		Assignm	nent 1							Exam Assignment						
Portfolio																Portfolio Piece & Presentation
						Hand-In (40%)										resentation
VFX Simulation 2						Hana III (40%)										Hand-in (60%)
			Assign	ment 1: Small Destruction	scene					Assignment 2	(Final Assignment): Destr	uction Project				
		MS: CP #1 (8h)	CP #1 (16h)	MS: CP #2 (8h)	CP #2 (16h)	MS: CP #3 (8h)	CP #3 (16h)		Camera Tracking (20h)			Blockout		1st Version		
Compositing 4					Camera Tracking								Exam			Exam (60h)
																` '
				Comp Projects												
			Assignment 1 (12h)			Milestone 1 (8h)					Milestone 2 (12h)				Milestone 3 (18h)	
			Assignment 1 (1211)													
3D4	Д	ssignment 1: Scans in RC	733igiiiieiie 1 (1211)						Exam assignment: Ur	Inreal cinematic shot						Exam Assignment (60h)
3D4	A	ssignment 1: Scans in RC	rosignificat 2 (221)						Exam assignment: Ur	Inreal cinematic shot						Exam Assignment (60h)
3D4	A	ssignment 1: Scans in RC	Acceptance of the Control of the Con						Exam assignment: Ur	Inreal cinematic shot	Exam Ass	signment				Exam Assignment (60h)
	P	ssignment 1: Scans in RC	733gmicht 1 (221)						Exam assignment: Ur	Inreal cinematic shot	Exam Ass	ignment				Exam Assignment (60h)
Year 3	IS1: Top 3 Research Topics (2h)	ssignment 1: Scans in RC	rooguireit 2 (221)	Reflection Report 1 (5h)		MS2: Learning Log - Literature Study (50h)			MS2-Learning Log -	Inreal cinematic shot Reflection Report 2 (5h)	Exam Ass	ignment	MS4: Paper/Article - Literatur Study (30h)		Reflection Report 3 (5h	Final Conduction Work

Deadline (Expected Time Spent)