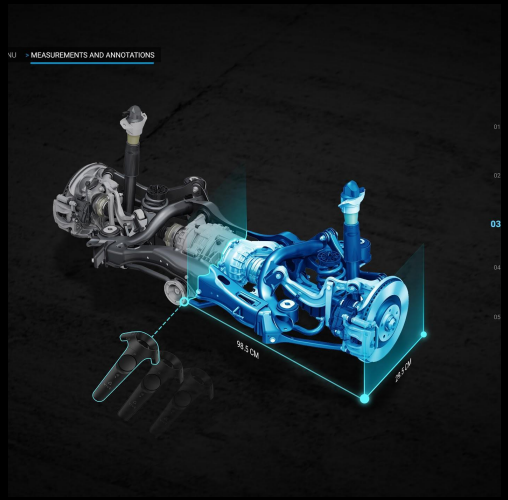
Session 10

Final Project Review

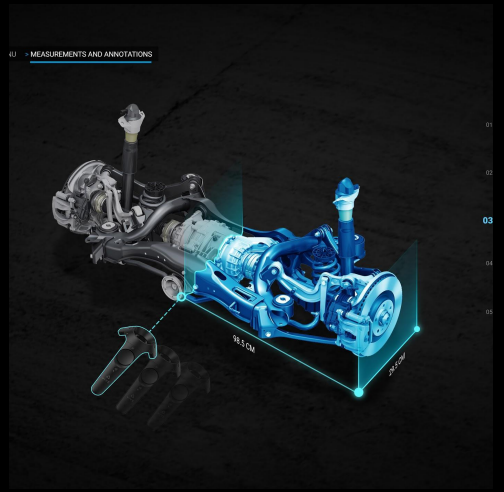
Generative Art — Made with Unity

unity

Instructor(s)



Instructor Name
Instructor Title
Instructor Company



TA Name
TA Title
TA Company

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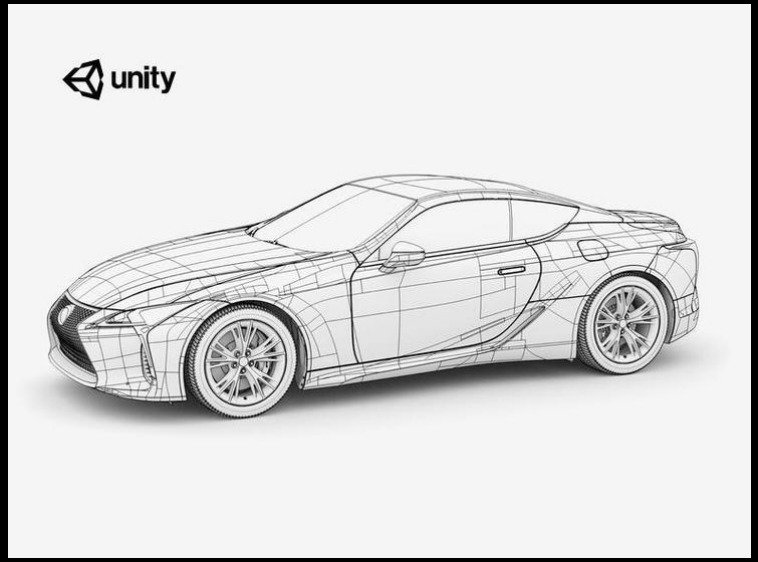
Session Goals



In this session, you'll:

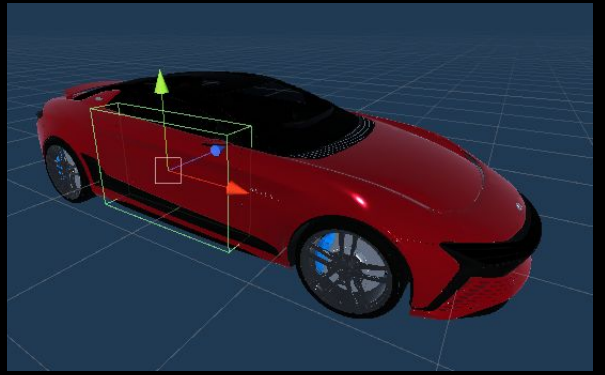
- Finalize and test projects
- Review final projects
- Record in-app experiences with Recorder
- Final Review of VR Topics

Session outline

1. Project - Final Adjustments and Build
    - Challenge: Prepare your final build!

2. Using the Recorder to record in-Editor footage
    - Challenge: Record footage of your project using the Recorder

    - Final Review of VR Topics



Activity 10: Final Project Review

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Capstone Project - Making Final Adjustments

- Refer to you design document - are the features you planned implemented and functional?
- Playtest and fix any bugs.

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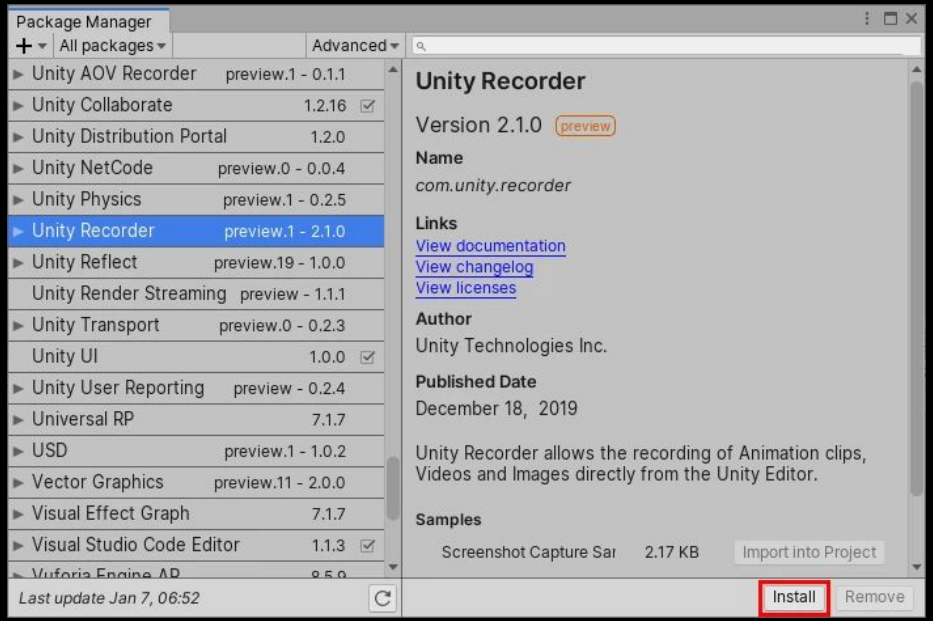
Using the Recorder to record in-Editor Footage



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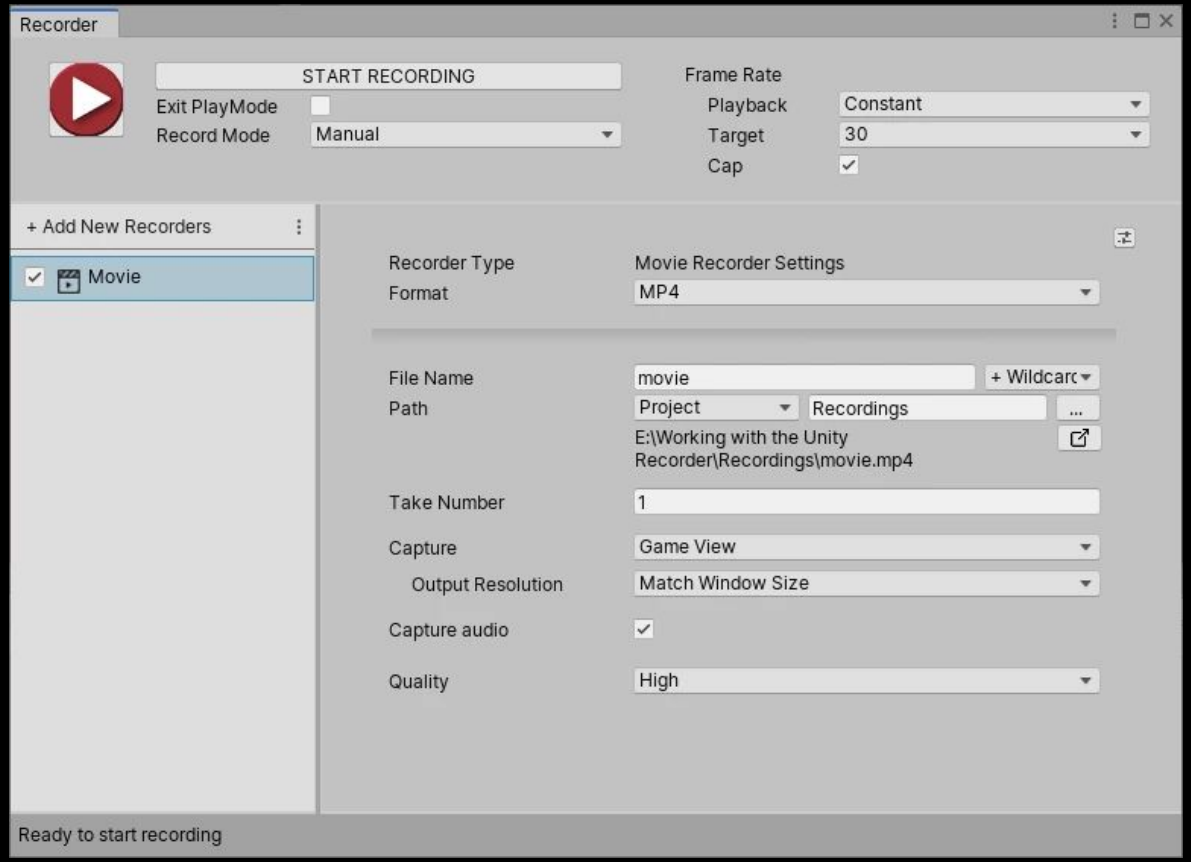
Recorder
START RECORDING
Exit PlayMode
Record Mode
Manual
Frame Rate
Playback
Constant
Target
30
Cap
+ Add New Recorders
Movie
Recorder Type
Movie Recorder Settings
Format
MP4
File Name
movie
+ Wildcard
Path
Project
Recordings
...
E:\Working with the Unity Recorder\Recordings\movie.mp4
Take Number
1
Capture
Game View
Output Resolution
Match Window Size
Capture audio
Quality
High
Ready to start recording

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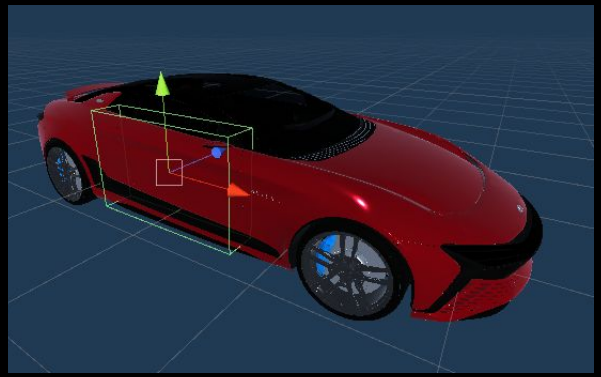
Final Adjustments/Recordings

1. Take this time to debug, playtest, and make adjustments to your project. Please reach out to us for any questions!
2. Using the built-in Recorder, record 2-3 30 second clips of the major features you highlighted in your design document in Play Mode. You will be using this for your presentation!



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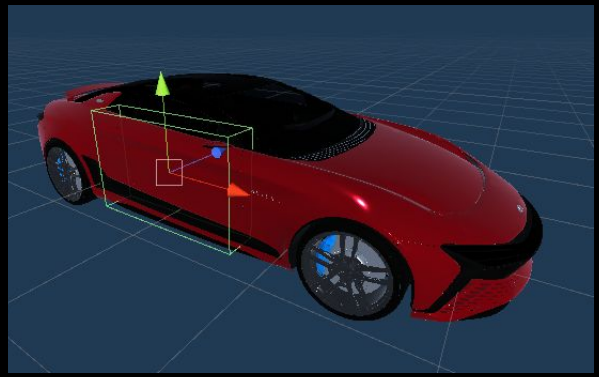

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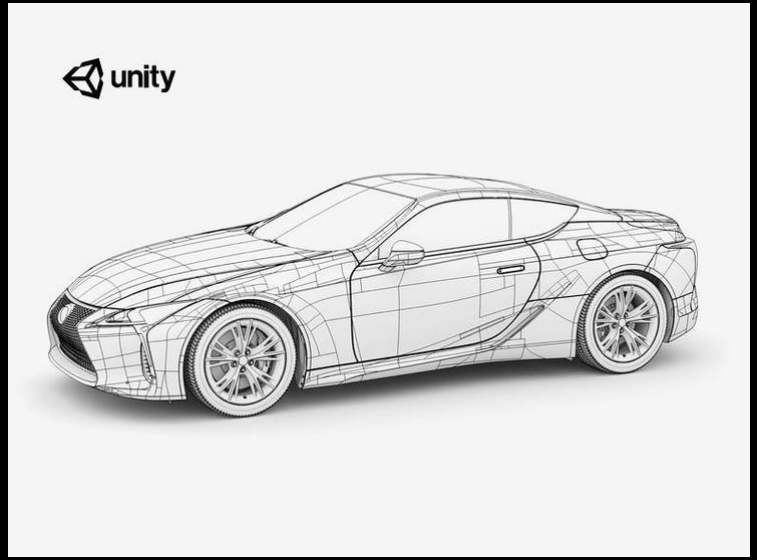
Final Review



Activity Session 10

Final Project Review

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Activity 10 - Capstone Project Review

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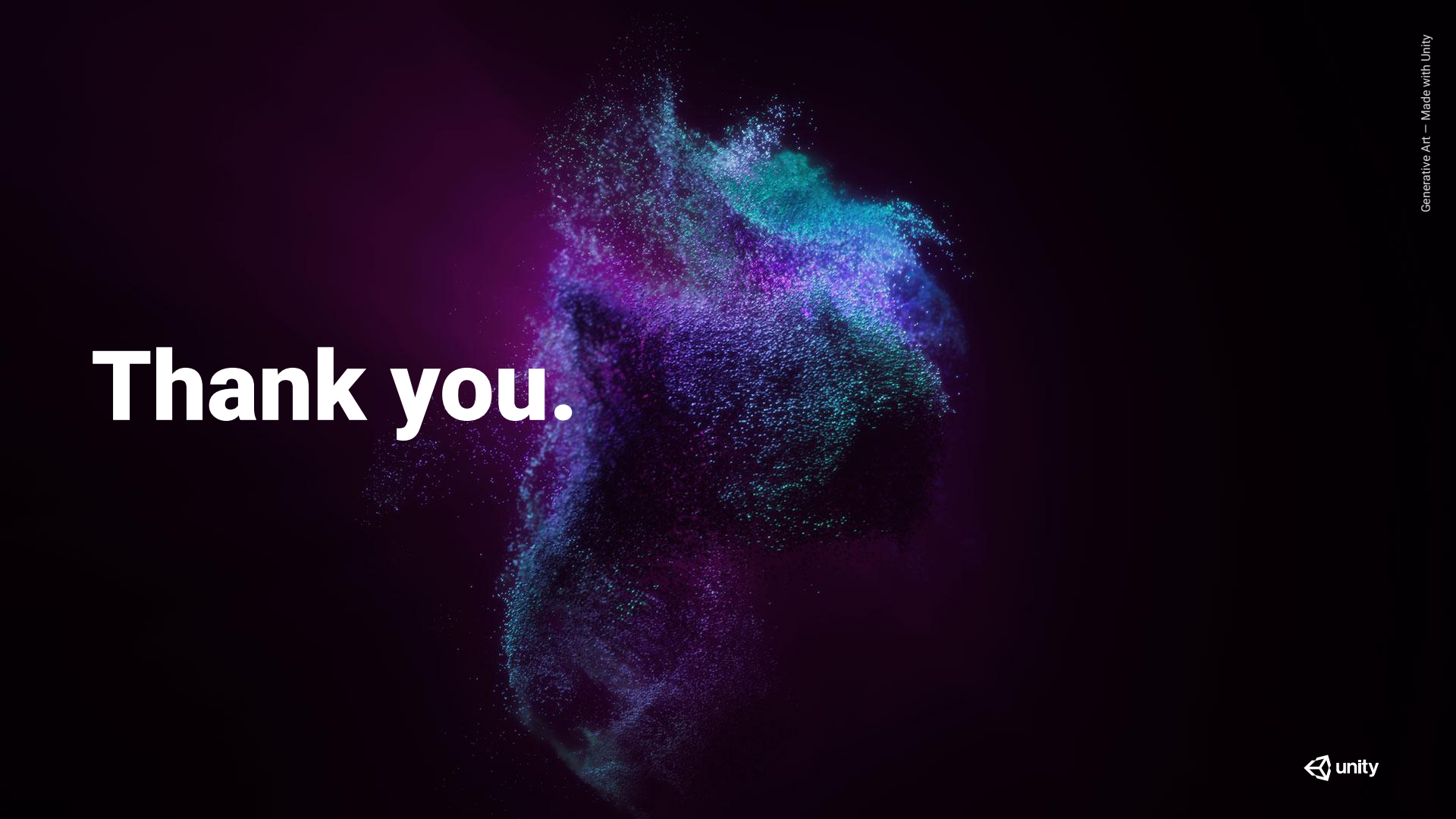
Thank you.
Generative Art — Made with Unity
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