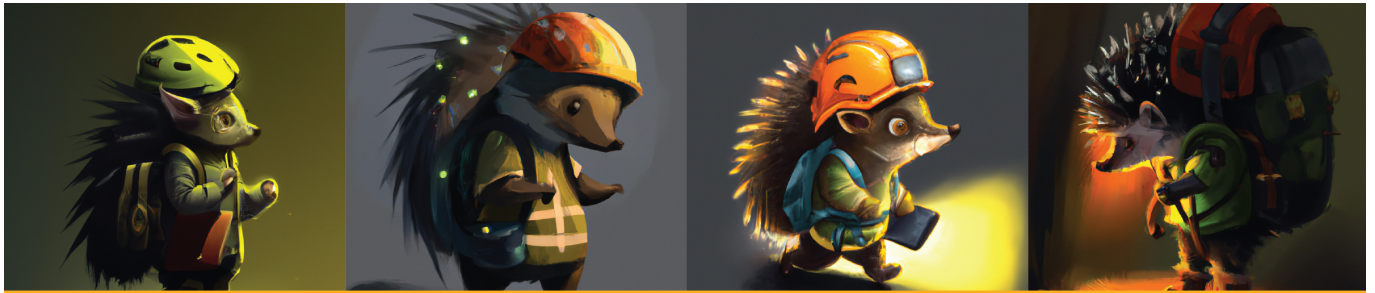


Schedule



A porcupine wearing a backpack and a hardhat with a light looking for the loot, digital art

January 9 & 11

Syllabus, introduction to the class, low-stake assignments, markdown & GitHub setup.

January (Holiday) 16 & 18

Unity Setup w/licenses, Unity project setup with Version Control Basics, and Unity Learn Pathways.

January 23 & 25

[Unity Editor 101 Interface Introductions](#), [Unity Package Manager](#), Unity's Component Model, and GitHub Project Plan.

January 30 & February 1

[Unity Input System](#), Unity Editor Tags/Layers, Unity Event System, Importing 2D/3D Assets, & lock in on Unity Learn Pathways

February 6 & 8

Continuation of Unity Editor, I/O, importing assets, and exploring content capture applications and hammer down on your project plan.

February 13 & 15

Project plans are due UI, [Unity Prefabs](#), [Scriptable Objects](#), and Saving Player Data

February 20 & 22

General Scripting & [Visual Scripting](#), and Project Feedback

February 27 & March 1

[Unity Raycasts](#) and [Unity Physics](#)

March 6 & 8 (SPRING BREAK)

NOTHING!

March 13 & 15

Content Creation and Capture: New Unity Tooling, [Unity AR Face Capture](#), and motion capture at VMASC

March 20 & 22

Chance I'm out this entire week pre-recorded videos dealing with Continuation of Content Creation and Capture: [Unity ProBuilder & Grey boxing](#), [VFX Systems](#) & [Particle Systems](#) and more [Particle Systems](#)

March 27 & 29

Continuation of Content Creation & Capture: [PolyBrush](#), [Unity Terrain Editor](#), and [Graphics Pipeline](#)

April 3 & 5

Dip into Unity Animation Rigging [2D](#) & [3D](#)

April 10 & 12

Flex Week - cover anything that fell off and work towards final project completion

April 17 & 19

Flex Week - cover anything that fell off and work towards final project completion (Final Project due April 21st)

April 24

Last day of the semester and all final projects have to be in by midnight.

April 28

Friday: Exam Block 3:45-6:45, ["SHOW ME WHAT YOU GOT"](#)