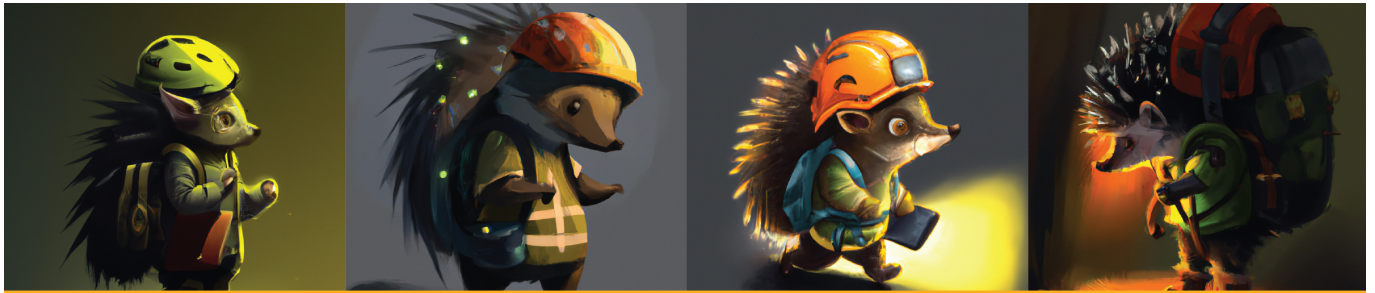GAME 395 Topics Class

Schedule

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

August 29 & 31

Introductions to the class and Software Setup.

September (Holiday) 5 & 7

GitHub Desktop Setup, & Version Control Basics

September 12 & 14

Unity Interface Introductions, Unity Package Manager, & Setting up Unity and Version Control

September 19 & 21

Unity Input System, Unity Editor Tags/Layers, Unity Event System, Importing 2D/3D Assets, & Look into Unity Learn Pathways

September 26 & (No Class) 28

Unity Learn Pathway with GitHub Project Board

October 3 & 5

Hurricane knocked out one class, Wednesday was in class project proposal - Turn in Project Proposals

October (No Class) 10 & 12

Fall break: UI, Unity Prefabs, Scriptable Objects - Project Feedback

> 10-12: Live Q&A with **Jobye-Kyle Karmaker** *'Lead 3D Artist at System Era Softworks and Environment Art Mentor'*

October 17 & 19

Visual Scripting & in class project time

October 24 & 26

> 10-24: Live Q&A with **Francois Roughol** *'World Director at Shark Mob a Tencent Studio in Sweden'* Unity Visual Scripting Continues,Unity Raycasts and Unity Physics

October 31 & 2

Unity Timeline & in class project time

November 7 & 9

Audio Systems & Terrain

November 14 & 16

VFX Systems & Particle Systems and more Particle Systems

November 21 & (Holiday) 23

Compiling for WebGL, Graphics Pipeline, and Asset Management with ProBuilder/PolyBrush

November 28 & 30

Chance I'm out this entire week: virtual class via remote Zoom: Scene Management & Deployment

December 5 & 7

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

December 16

Friday: "SHOW ME WHAT YOU GOT"