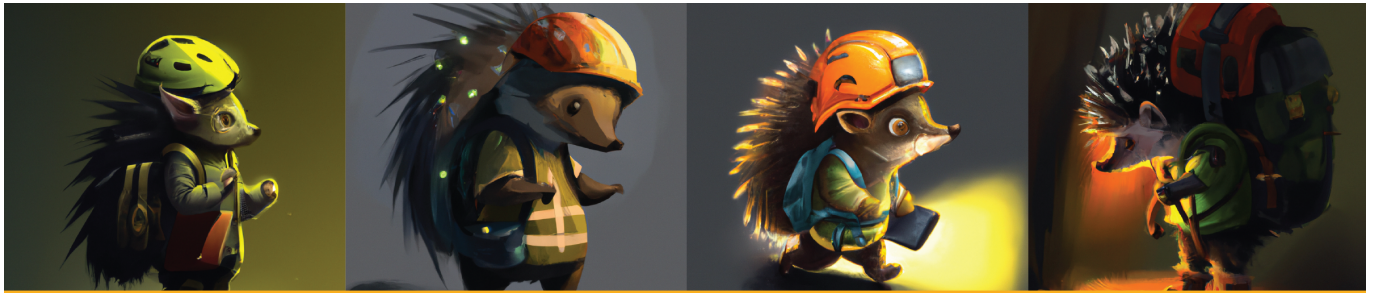# Schedule

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

No class Monday 3-13

Wednesday class: Introduction to John's Chaos Unity Project Template. Motion Capture getting pushed back until April 7th or April 10th.

March 20 & 22

- Unity ProBuilder & Grey boxing new level for Chaos Project.
- New Unity Tooling, Unity AR Face Capture show case Unity facial capture tools.

March 27 & 29

- Continuation of Content Creation & Capture: PolyBrush as we add in new obstacles for the Chaos Project
- Graphics Pipeline and time permitting add in some simple Unity Terrain for the Chaos Project.

April 3 & 5

Let's watch John not be an animator but still manage to showcase how you can use the Rigging tools.

- 2D
- 3D

April 10 & 12

- Project Updates and Project Contract Ammendments and in class time to work on your own work.
- I will be using the class time to see how easy/hard it will be to get my current Chaos Project to be networked for a simple multiplayer version of it

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"