



Lecture 7

Announcements

- **Notice :** If you post a comment on your assignment in canvas, we won't see it. Email us instead.
- Remember to test your builds every couple days, as they sometimes differ from their in-editor counterparts.
- UV Mapping : How do artists get textures onto a complex 3D model?
 - [Mario is just a bunch of connected polygons \(mesh\) with a texture wrapped over them.](#)
 - [It's a lot like this.](#)
 - [Here's the texture of a realistic human face.](#)
 - [Here's how a general humanoid maps to a UV texture.](#)
 - [And another humanoid.](#)
- Don't over-engineer! Don't prematurely optimize! Use your limited resources wisely, investing heavily only where it makes sense.
 - [True efficiency](#)

Assignments Released

- [P1 Gold](#)
 - New for this deliverable : Portfolio
 - You're creating your own JIRA tasks for this sprint!
 - Zelda slomo Demo

(Continued) Game Design : Interesting Decisions

- [Slides](#)

Game Design : Guiding the Player

- [Slides](#)