



Lecture 20

Announcements

- Course completion stickers will be available at our final lecture on Monday.
- Showcase is next week Tuesday from 6-10pm EST (slightly different then public hours of 7-10pm EST). **Please be careful** about making any last-minute additions, [or you could end up like Phil Fish](#).
- Tension between realism / consistency and drama / artistry : [altering lights during a cutscene in RE4:R](#).
- Tip for trailers : stock footage can sometimes add a bit of spice. Consider browsing the royalty-free footage at Pexels.com ([for example, if you're making a Bambi-style game about deer](#)).
- Laboratory seeking student game developer (Summer Job / Internship)
 - Prof Jessie Yang (xijyang@umich.edu - send resume and portfolio to her).
 - Paid opportunity (likely ~20 hours per week)
 - Description of project :
https://f002.backblazeb2.com/file/sharex-hN8T5vpN8wZGmmwU/2025/April/16/00/56/13/315/08c40453-0266-448a-8e00-a97e6be3bc9f/Mass%20Evacuation%20Testbed_ver4.docx
- Assignment Released
 - [p3_gold](#)
 - [p3_marketing_final](#)
 - [Showcase registration due Monday at midnight](#) ([equipment requests due tonight](#))

Trailer Feedback (p3_marketing_draft)

- Watch through every trailer. Quick feedback from course staff and students.

SIMD and GPU Programming

- [slides](#)
- [Demonstration / Tutorial for an Underwater Image Effect \(UnityPackage\)](#)
- [ShaderToy](#)