



Lecture 16

Announcements

- Courses Available Next Semester
 - [EECS 298 : 3D Technical Art and Animation](#) (Falls only)
 - [EECS 440 : Extended Reality for Social Impact](#) (Winters only)
 - [EECS 498.007 : Game Engine Architecture \(ULCS\)](#) (Winters only)
- [3D Character Testbed in development](#) (for new Interactive 3D Art course)
- Theme your breakout clone with Google calendar. <https://eieio.games/nonsense/game-13-breaktime/>
- Interested in an IA or grader role? Check your email inbox for a message from the department. I believe applications are due soon.
- Using Mixamo to reduce development costs.
 - [Sandy 2D reference / technical art](#)
 - [Evil Sandy](#)
 - [Sandy geometry](#)
 - [Sandy geometry with material](#)
 - [Sandy in-game with face-twisting bug.](#)
 - [Sandy facial-area bones](#)
 - [Sandy facial-area vertices bone weights.](#)
 - [Sandy with corrected bone weights / no face-twisting bug.](#)
- Optimization via reduced resolution and art styles (to fix [performance issues](#)).
 - [Video \(using Dynamic Resolution to lower camera rendering resolution\)](#)
 - [Switch games often do this when in portable / undocked mode.](#)
 - $1280 \times 720 = 921,600$, $1920 \times 1080 = 2,073,600$
- **Assignments Released**
 - [p3 milestone](#)
 - Introduction of new criteria
 - [p3 research](#)

Playtesting (continued)

- Why?
 - The success of your p2 and p3 will hinge largely on how well you playtest. That is, how well you inform your iteration.
- [Slides](#).
- [Replaying a user-input recording to review the user's session](#).
- Data visualized automatically at unity.com
(https://d2vansag56dj8u.cloudfront.net/ShareX/2020/November/04/11/24/39/684/3997077f-8d3a-40ee-8d9e-b04374484064/firefox_2020-11-04_11-24-38.webp)

Teamwork and Politics

- [slides](#)