

Become a VR Artist and Coder in One Day

EXSM 3928: Module 1

Learning Outcomes

What is the purpose of this module?

- Use a pre-built demo and **development environment**
- Recognize a development **folder structure** and **file extensions**
- **Experiment with code** by making changes and **fixing errors**
- Create a **virtual reality scene** and share a **live URL**

Module Resources

Design

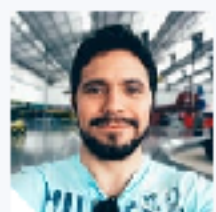


What are you looking for?

UX DESIGN 8 MINUTE READ

Coding for Designers: How Much Should We Know?

Much of the design community is locked in debate over whether designers should code. Some favor seeking out the unicorns who can do both, while others claim they don't exist or only get in the way.

By **Jon Vieira**

Jônatas is a detail-oriented digital art director who uses UI, UX, visual and motion design to make technology simple for everyone.



Summary

- “Shared understanding”
- Benefits of knowing HTML and CSS
- Importance of pixels and other units
- Front-end Javascript
- Collaboration
- Job opportunities



Summary

- Browser accessed IDE
- Quick to get started
- Capable of full stack applications
- Fun community
- Easy to get started
- Easy to share projects

Module 1 Demonstration

Module Discussion

To what extent should designers learn how to code? Should developers learn design principles? Why or why not?

Module 1 Prompt

Module 1 Assignment

- See eClass for details

