程序代写代做 CS编程辅导

Unit

FIT2169 - Immersive environments

WeChat: cstutorcs

Assignment Project Exam Help

Overview

Email: tutorcs@163.com

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This unit introduces students to immersive environment design and production principles using game engine prototyping software. Building upon the 3D creation and editing skills in the prerequisite unit FIT1033 Foundations of 3D, students will learn how to create game levels, import assets (models, sounds, animations), and extend supplied code to visualise interactive virtual environments for a range of applications and devices.

https://tutorcs.com

Faculty:
[Faculty of Information Technology](#)

Owning organisational unit:
Faculty of Information Technology

Study level:
Undergraduate

SCA band:
2

EFTSL:
0.125

Credit points:
6

Open to exchange or study abroad students?
No

Requisites

Prerequisite

| → | FIT1033 | 6 CP |

Foundations of 3D

Prohibition

| → | FIT3169 | 6 CP |

Immersive environments

Notes

Not offered in 2023.

Learning outcomes

On successful completion of this unit, you should be able to:

1. Analyse and evaluate game asset production techniques;

2. Implement game design principles in working interactive environments;

3. Construct and create virtual environments;

4.   Design and develop immersive 3D or 2D game prototypes.

Teaching approach

Active learning

Scheduled teaching activities

Offerings:

- Applies to all offerings

Workload requirements

Workload

Minimum total expected workload to achieve the learning outcomes for this unit is 144 hours per semester typically comprising a mixture of scheduled online and face to face learning activities and independent study. Independent study may include associated reading and preparation for scheduled activities. The unit requires on average three/four hours of scheduled activities per week. Scheduled activities may include a combination of teacher directed learning and online engagement.

Learning resources

Technology resources

Autodesk Maya 2020 will be provided on campus lab computers, and students are encouraged to register with the Autodesk Education Community for their own educational trial version under the

company's terms and conditions. Please visit Autodesk Maya 2020 <http://www.autodesk.com/education/free-software/maya> .

Students are required to use the following software packages this semester. Both Maya and Unity are compatible with PC and Mac, and as such we recommend installing them on a personal device so assignments can be completed off-campus.

Unity will be provided o[ ]ters and students are encouraged to download Unity free of charge for use at hor[ ]exact version of Unity to download will be specified in week 1.

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