

Critical Reading and Play (for 2/27)

Walking Simulators

1. Critically play/experience the following games. Be patient and wander. Think about how they use game mechanics, space, animation, sound, light, texture, etc. to create a particular experience:
 - [Bernband](#)
 - [Césure](#)
2. Pick an additional exploration game or walking simulator to play:
 - A game from the [Ambient Mixtape 16](#)
 - Itch.io's [games](#) tagged with "Walking Simulator"
 - Warpdoor's [posts](#) tagged with "Exploration"
 - Rock Paper Shotgun's [posts](#) tagged with "Walking Simulator"
3. Read "[Is it time to stop using the term 'walking simulator'?](#)"
4. Formulate and post your thoughts (3 - 5 paragraphs) on "walking simulators" to the #sharing channel. Specifically, address the following:
 - What was your experience in the additional game you picked? How do the elements of the game - game mechanics, space, animation, etc. - contribute to an overall experience?
 - What are the common threads you see across the "walking simulators" we've played (Sacramento, Bernband, Césure and the additional one you've chosen)?
 - Considering the Kill Screen reading, is "walking simulator" even a useful classification?

Short Unity Assignment (for 2/27)

This shouldn't take too long, but it is important for becoming fluent in Unity:

- Create an indoor lit scene
 - Add room.blend from today's class
 - Place an object (or objects) in the room
 - Turn off the skybox and use ambient color for global illumination
 - Light it creatively using point lights and spotlights
 - Apply textures/materials to the room and/or objects
 - Post a screenshot to #sharing

Check out the slides and Unity website to help remember what we did in class!