

# Midterm Project & Presentation (Due 10/18)

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For the midterm, your assignment is to:

- Pick an area you are interested in (games, art game/game art, visualization, simulation, interactive art, etc.)
- Research and find three pieces of art that inform the area you are exploring
- Create a self-directed project to be presented for group critique on 10/18

The point of the midterm is to give you a chance to start researching and experimenting in an area of interactive 3D that you are interested in. You can use this as a stepping stone towards your final project, or you can use this to build a project that is independent of your final project.

If you have any questions about your specific project direction, scope, resources, etc. DM/email me.

## Presentation & Critique

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You will give a 10 minute presentation on 10/18, followed by group critique & feedback. For the presentation, you should:

- Motivate the concept behind your project - why are you making what you are making
- Contextualize your project - who else is working in similar territory
- Show us your project

## What I'm looking for

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- Clear presentation that motivates and contextualizes your work
- Effort
- Exploration & experimentation - did you thoroughly explore possibilities?
- Risk-taking - did you go beyond the material we covered in class?
- Active participation in your peer's critiques

## Technical Details

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- Your project must involve scripting that you write. You can use free assets, but you cannot solely rely on them.
- Your project should not use the default Unity lighting setup.
- When you turn in your project, send me a Windows build (if applicable) of your project as well a zip of your project files. If your zipped files are 200mb or smaller, you can send them over Slack. If not, transfer them to a USB drive.

## Resources

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### Possible Unity Features to Explore

- [Terrain editor](#)
- [Particle systems](#)
- [Audio](#)
- [Animation](#)
- [User Interface](#)

## Learning/Troubleshooting

- The [#troubleshooting](#) channel on Slack
- Unity's [tutorials on scripting](#)
- Unity's project-based tutorials and other tutorials broken down by topic: [here](#)
- Sebastian Lague's video [tutorials on scripting](#).
- [DM me](#) on Slack for help or advice

## Assets

- Unity [Asset Store](#) (search for free assets [here](#))
  - Mega list of free assets [here](#)
- [Blendswap](#) - 3D assets built in Blender
- [123D Catch](#) - app for 3D scanning
- [Textures.com](#) - free textures that you can use for assets
- [bfxr](#) - tool for creating game sounds
- [freesound.org](#) - website with free sounds