

Final Project & Presentation (Due 11/29)

You will give a 10 minute presentation on 11/29 or 12/1, followed by group critique & feedback. For the presentation, you should:

- Motivate the concept behind your project
- Show us your project

Note: if you want a cold read of your work, you can show the project first, then give the context afterwards.

What I'm looking for

- Effort
- Clear presentation that contextualizes your work
- Milestones - did you stick to your scheduled milestones and make weekly progress?
- Risk-taking - did you go beyond the material we covered in class?
- Active participation in your peer's critiques

Technical Details

- Your project must involve scripting that you write. You can use free assets, but you cannot solely rely on them.
- 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

Unity Tutorials by Topic

- [Terrain editor](#)
- [Animation](#)
- [User Interface](#)
- [Navigation](#)
- [Mobile & Touch](#)
- [Virtual Reality](#)
- [Light Baking](#) - see the first three videos, [GIF tutorial](#)

Blender Resources

- [Blender Manual](#)
- [Lynda's Blender Tutorials](#)
- [Blender Guru](#)
- [Sebastian Lague's YouTube Tutorials](#) - covers both Blender and Unity
- [Darren Lile's YouTube Tutorials](#) - covers both Blender and Unity

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