

# Midterm Project & Presentation (Due 3/13)

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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

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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Everyone will have 4 - 5 minutes to download your piece from itch.io and experience it. Then you will give a 5 minute presentation, 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 - share your references and why they are relevant

## What I'm looking for

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

## Technical Constraints

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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.
- Your project should take advantage of the Unity features we have covered: lighting, physics, sound, animation, etc. Pick the ones that are relevant for your project.

## Submitting the Midterm

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By 3/13:

- Upload a windows and mac build of your project to an itch.io project page. Post the public link or secret link to #sharing.
- Direct message me your presentation slides/notes.
- Direct message me a zip of your project files.

## 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