Midterm Project & Presentation (Due 3/13)

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

You will give a 10 minute presentation on 3/13, 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
- Show us your project

What I'm looking for

- 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

- 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

By 3/13, send me:

- Send me your presentation slides/notes.
- Send me a zip of your project files. If your zipped files are 250mb or smaller, you can send them over Slack. If not, you can transfer them to me via a USB drive in class.
- Send me a Windows build (if applicable) of your project as well a zip of your project files.

Resources

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