

enable
student IT passwd

disable

S 11

10.8.100.11

41/41

escape is

^]



Brian Fineman

Age 53

Likes: Tuna Dislikes: Penguins

arm should extend
below waist



Thinks penguins
stole his tuna
sandwich

Start with
straight limbs

Animations

(Attacks / whatever)

Front

Idle ; walk ; 2 unique

Side

"

"

"

Manhattan H-ween parade

Toonboom harmony

Front + side

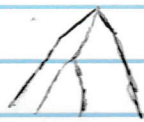
Front penguin

export spritesheet and video

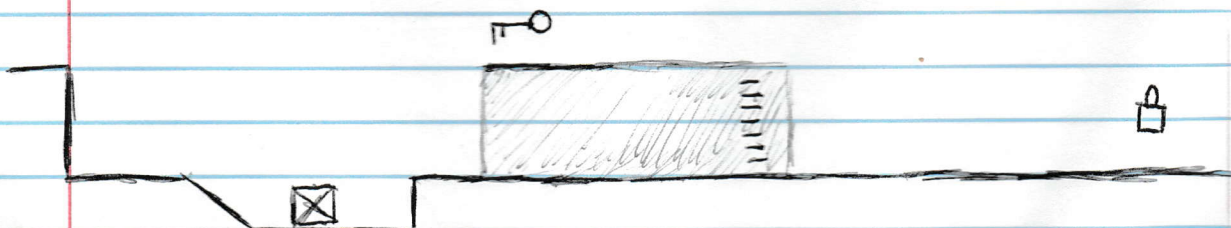
inkscape turn off snapping shift+S

qi chong
Level design

esc exit
bunch o' bullets on win



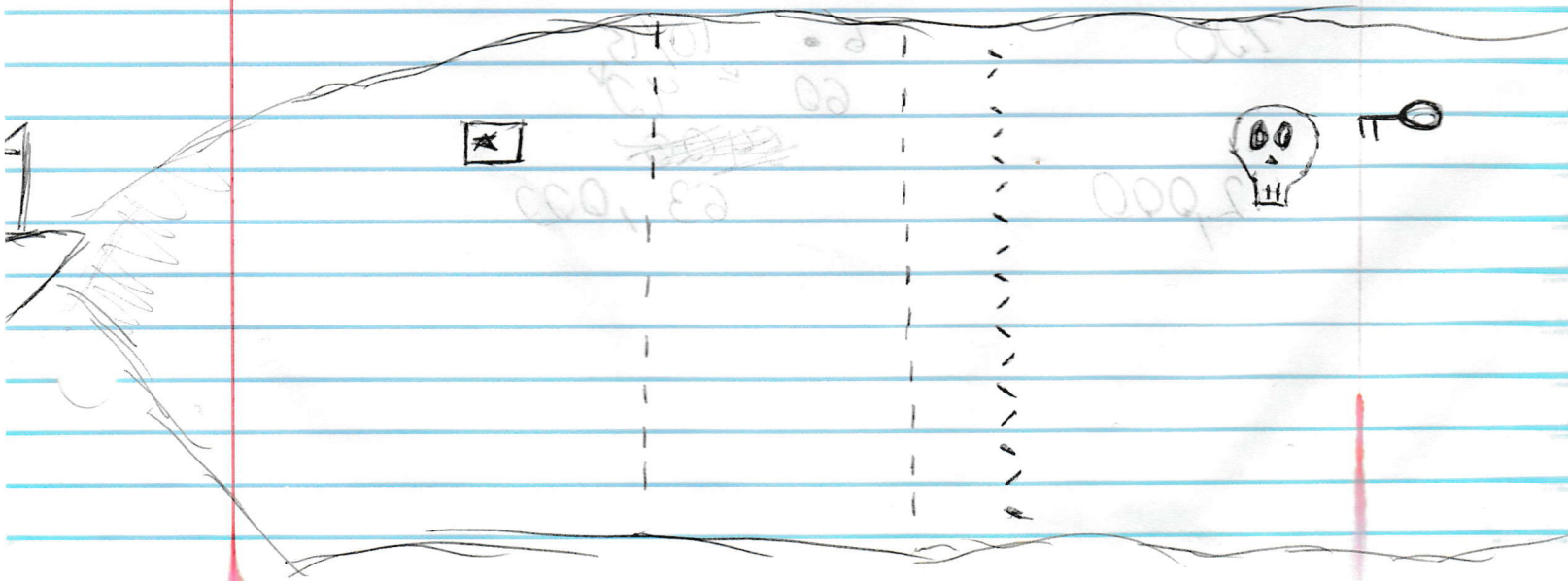
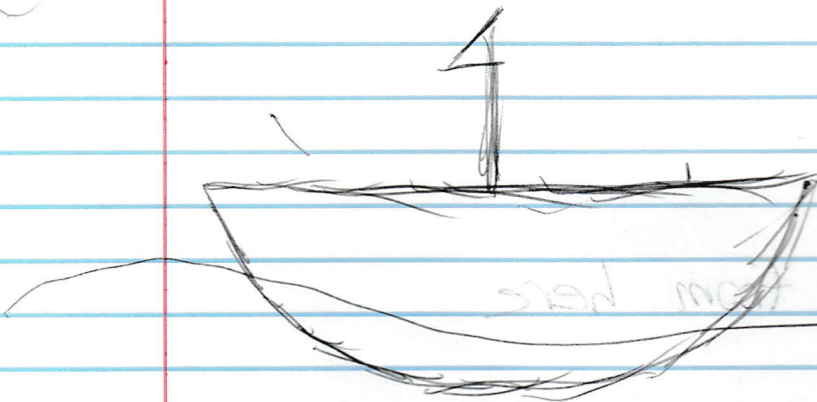
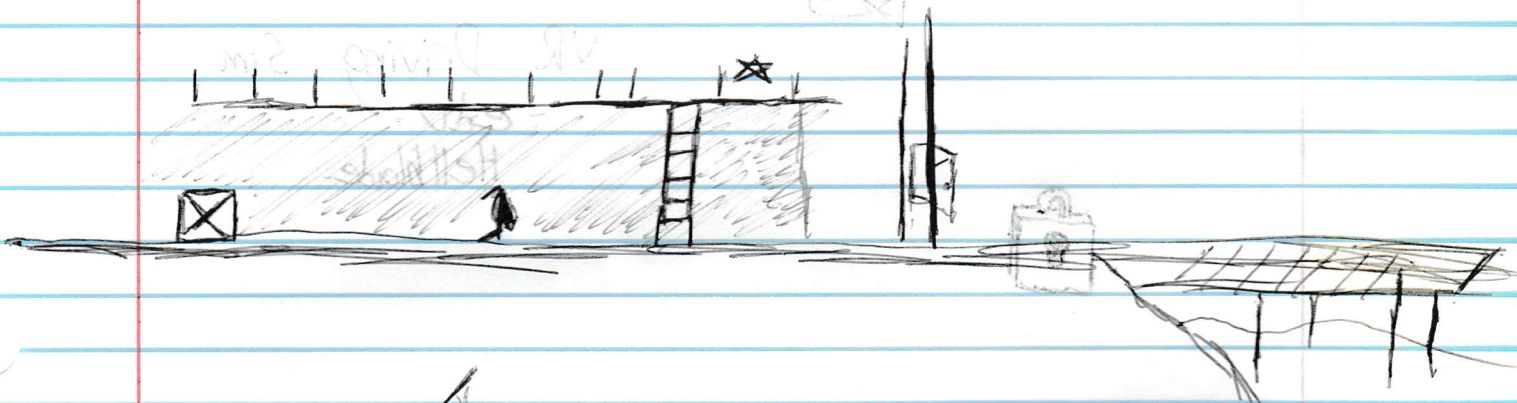
from
identity
level
level

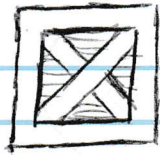


RF 201-001 Level Sketches

3 Levels (3rd 2.5 D)

- Factory/City 2D - standard plat forming
- Boat 2D - rocking boat
- Ice Cap 2.5 D - Slippery bullet hell





in frn vs ultra
sounds



VR Driving Sim
- edu
Hellblade



5

Predictions
results
changes
where to go from here

700

6 • 10/15
60 = 90%

~~5400~~

63,000

42,000

what I've learned
moving forward
modifications

"time-travel" recording

interest, part of self, mistakes
avoid social media

database for career dev prep in HS
battery test

calcium + magnesium
1 tsp each in 4oz H₂O
@ 6PM and at Bed

WeThePeople.gov

Kinetic learning to build discipline

Change everything



exam 12/21/17 2:30-5
GITC 1400

Design

Dec 20th @ noon

8 days remain

Thurs session

add multiple scenes for levels
switch levels

rollerball tutorial review

Noon of the first Day
-192 Hours Remain-

Math. random

Stage boundary code

AI reaction vs random vs static

Project and exam are linked

2.5 D - Build a 3D level with 2D assets

Height Map Terrain editor

Orthographic → Perspective
rotate cam and
sprites on X
rotate tile map 90°

f for focus

don't mix 2D & 3D physics

flip sprite renderer
transform local scale $\ast (-1)$

Cube / Plain

gravity not required in
2.5

Freeze rotations on necessary axes

transform translate
velocity

use roll a ball cam for 2.5 D
offset

Tile map declare things to be public



Level change
was

green y
blue z
red x

~~now~~ Application.loadLevel(level to load)

onTriggerEnter(Collider other)
if other.tag == Player

~~now~~ UnityEngine.SceneManagement
SceneManager.LoadScene()

Title screen
apply change all prefab