

	Date	Assignments
1	17 January Course Intro & Logistics CAVE2 Demos	
2	24 Intro to 3D Modeling (interface, transformations, import/export)	A1 Maya scene
3	31 Basic 3D Modeling (polygon modeling)	A2 modeling
4	7 February Intro to Unity (editor, camera view, inspector, properties, import, navigating the scene, lights, materials, prefabs) Intro to Scripting	Project 1 concept
5	14 Intro to Scripting (variables, functions, triggers, collision detection, sounds, colors)	Project 1 3D environment
6	21 Unity interaction, Materials, Colors	Project 1 interaction
7	28 Unity components, Prefabs, Instantiate	Project 1 interaction
8	7 March Teleport, Collisions, Parenting CAVE2 testing with Arthur Nishimoto / Review / Testing 1	Project 1
9	14 CAVE2 Review / Testing 2	Project 1 revisions
10	21 Project 1 Review	Project 1 documentation
11	28 Spring break	
12	4 April Intro to D3	A4 Visualisation
13	11 D3 Interaction	Project 2
14	18 D3 Animation	Project 2
15	25 Project 2 lab	Project 2 documentation
16	2 May Final Review	