DES 400 Creative Coding

	Date	Assignments
1	Course Intro & Logistics Basic 3D Modeling and UV texturing	A1 Maya scene
2	CAVE2 Demos	A2 texturing, VR reading
3	Intro to Unity (editor, camera view, inspector, properties, import, navigating the scene, lights, materials, prefabs) Intro to Scripting	Project 1 concept
4	Intro to Scripting (variables, functions, triggers, collision detection, sounds, colors)	Project 1 3D environment
5	Unity interaction, Materials, Colors	Project 1 interaction
6	Unity components, Prefabs, Instantiate	Project 1 interaction
7	Teleport, Collisions, Parenting CAVE2 testing with Arthur Nishimoto / Review / Testing 1	Project 1
8	Audio Editing / Testing 2	Project 1
9	Lab session / Revisions	Project 1 documentation
10	Testing 3 / Project 1 Review	Project 1 submission
11	Spring Break	A3 Visualisation
12	CAVE2 Photoshoot / Project 1 documentation discussion	Project 1 documentation
13	Documentation	Project 1 documentation / abstract / images
14	Field trip VGA Gallery	Project 1 documentation / video
15	Final lab	Revisions
16	May 1 Final Review	Final submission