## CS 427/DES 450  Creative Coding Schedule

**Spring Creative Coding**  
842 W taylor street  
2068 and 2036 EVL

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Assignments</th>
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| 1 | 12 January | Course Intro & Logistics / Introductions / Intro to VR, Unity  
A1 - VR presentation |
| 2 | 19 | VR Presentations/ VR Project Introduction |
| 3 | 26 | VR presentations /Unity VRE, import/export/assets/Teams  
A2 - Project Proposal |
| 4 | 2 February | Proposal Presentations /Materials, Textures  
A3 - Proposal Revisions |
| 5 | 9 | Intro to scripting  
A4 - Unity assets/scene |
| 6 | 16 | 3D Type Design / CAVE2 Unity template  
A5 - VRE / aesthetics |
| 7 | 23 | Improv / Unity interaction  
A6 - Basic Interaction |
| 8 | 2 March | Interaction, prefabs, components  
A7 - Interaction |
| 9 | 9 | Teleport, Collisions, Parenting  
A8 - Final interaction |
| 10 | 16 | Audio editing  
A9 - 3D Audio |
| 11 | 23 | Spring Break |
| 12 | 30 | Testing 1 in the CAVE2 / Team worksessions  
A10 - Test 1 Revisions |
| 13 | 6 April | Testing 2 in the CAVE2 / Team worksessions  
A11 - Test 2 Revisions |
| 14 | 13 | VR Project Review in the CAVE2  
A12 - Project documentation |
| 15 | 20 | Project Documentation Review / CAVE Photo Session |
| 16 | 27 | Final Review |