

CS 427/DES 450 Creative Coding Schedule

**Spring
Creative Coding**
842 W Taylor Street
2068 and 2036 EVL

https://www.evl.uic.edu/datsoupi/2022_CC/
CS Office Hours:
Wednesday 3.40-5.00pm
Design Office Hours:
By Appointment

Meetings:
Wednesdays
1:00-6.40pm
zoom and in-person

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Week	Date	Assignments
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	