

CS 427/DES 450 Creative Coding Schedule

Fall
Creative Coding
842 W Taylor Street
2068 and 2036 EVL

https://www.evl.uic.edu/datsoupi/2023_CC/
CS Office Hours:
By Appointment
Design Office Hours:
By Appointment

Meetings:
Wednesdays
9:00-11:40 am
1:00-3:40 pm
in person
via Zoom

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Week	Date	Assignments
1	23 August Course Intro & Logistics / Introductions / Intro to VR, Unity	A1- VR Presentation
2	30 VR Presentations/ VR Project Introduction/ Teams	A2 - Project Proposal
3	6 September Proposal Presentations /Unity VRE, import/export/assets	A3 -Proposal Revisions
4	13 CAVE2 demos /CAVE2 Unity template /Peer Review	A4 - Unity assets/ scene
5	20 VR Type Design / Unity Collaboration	A4 - Typography
6	27 Intro to scripting / Unity interaction	A5- VRE / aesthetics
7	4 October Improv	A6 - Basic Interaction
8	11 Interaction, prefabs, components / Peer Review	A7- Interaction
9	18 Teleport, Collisions, Parenting	A8/9 -Final Interaction/ Audio
10	25 Testing 1 in the CAVE2 / Team worksessions	A10 -Test 1 Revisions
11	1 November Testing 2 in the CAVE2 / Team worksessions/ Peer Review	A11- Test 2 Revisions
12	8 VR Project Review in the CAVE2	VR Project Documentation
13	15 CAVE Photo Session	VR Project Documentation
14	22 Team worksessions	VR Project Documentation
15	29 Final Review	