

# CS/DES 427/450 Creative Coding Schedule

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

[https://www.evl.uic.edu/datsoupi/2025\\_CC/](https://www.evl.uic.edu/datsoupi/2025_CC/)  
**CS Office Hours:**  
By Appointment  
**Design Office Hours:**  
By Appointment

**Meetings:**  
Wednesdays  
1:00-3.40pm  
[zoom](#) and in-person

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Week	Date	Assignments
1	<b>15 January</b> Course Intro & Logistics / Introductions / Intro to VR, Unity	A1- VR Presentation
2	<b>22</b> VR Presentations/ VR Project Introduction/ Teams	A2 - Project Proposal
3	<b>29</b> Proposal Presentations /Unity VRE, import/export/assets	A3 -Proposal Revisions
4	<b>5 February</b> CAVE2 demos /CAVE2 Unity template /Peer Review	A4 - Unity assets/ scene
5	<b>12</b> VR Type Design / Unity Collaboration	A4 - Typography
6	<b>19</b> Intro to scripting / Unity interaction	A5- VRE / aesthetics
7	<b>26</b> Improv	A6 - Basic Interaction
8	<b>5 March</b> Interaction, prefabs, components / Peer Review	A7- Interaction
9	<b>12</b> Teleport, Collisions, Parenting	A8/9 -Final Interaction/Audio
10	<b>19</b> Testing 1 in the CAVE2 / Team worksessions	A10- Test 1 Revisions
11	<b>26</b> Spring Break	
12	<b>2 April</b> Testing 2 in the CAVE2 / Team worksessions/ Peer Review	A11 -Test 2 Revisions
13	<b>9</b> VR Project Review Exhibition in the CAVE2	VR Project Documentation
14	<b>16</b> Project Documentation Review / CAVE Photo Session	VR Project Documentation
15	<b>23</b> Team worksessions	VR Project Documentation
16	<b>30</b> Final Review	