

| | Date | Assignments |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 1 | 28-30 August Course Intro & Logistics Content Introduction Intro to 3D modeling (interface, transformations, import/export) | A1 Maya scene |
| 2 | 4-6 September Labor Day holiday Basic 3D modeling (models, materials, textures, camera, lights) | |
| 3 | 11-13 Basic 3D modeling (polygon modeling) | A2 modeling |
| 4 | 18-20 Intro to Unity (editor, camera view, inspector, properties, import, navigating the scene, lights, materials, prefabs) Intro to Scripting | A3 Unity scene |
| 5 | 25-27 Intro to Scripting (variables, functions, triggers, collision detection, sounds, colors) | Project 1 concept |
| 6 | 2-4 October Unity interaction, materials, colors | Project 1 interaction |
| 7 | 9-11 Unity components, Prefabs, Instantiate | Project 1 |
| 8 | 16-18 Teleport, Collisions, Parenting CAVE2 testing with Arthur Nishimoto | Project 1 |
| 9 | 23-25 CAVE2 testing with Arthur Nishimoto | Project 1 documentation |
| 10 | 30-1 November Project 1 Review | |
| 11 | 6-8 Intro to D3 | A4 Visualisation |
| 12 | 13-15 D3 Interaction | Project 2 |
| 13 | 20-22 D3 Animation | Project 2 |
| 14 | 27-29 Project 2 lab | Project 2 documentation |
| 15 | 4 December Project 2 Review | |