

	Date	Assignments
1	11 January Course Intro & Logistics Content Introduction Intro to 3D modeling (interface, transformations, import/export)	A1
2	18 CAVE2 Hearts and Minds Performance and demonstrations Basic 3D modeling (models, materials, textures, camera, lights)	A2
3	25 3D modeling (polygon modeling, scenes, shading, materials)	A3
4	1 February 3D modeling (polygon modeling 2, UV texturing)	A4
5	8 Intro to Unity (editor, camera view, inspector, properties, import, navigating the scene, lights, materials, prefabs) Intro to Scripting	A5
6	15 Unity Basic physics (rigidbodies, triggers, colliders, character controller)	A6
7	22 Unity Lightmapping, tree creator, sounds, scenes, GUI Testing in the CAVE2	A7
8	1 March Midterm Review	Final project
9	8 Unity Testing in the CAVE2	
10	15 Intro to MaxMSP	
11	22 Spring Break	
12	29 MaxMSP Signal Processing	
13	5 April MaxMSP Composition	
14	12 Final Project Development	
15	19 Final Project Development	
16	26 Final Project presentations	