

VIDEO GAME DESIGN & CONTENT CREATION SUMMER ACADEMY

June 19-July 25, 2017

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	<p>Class 10 am–4 pm</p> <p>Topic: Maya Lab & Discussion</p> <p>Project: First-person shooter, environmental prototype structure(s)</p>	<p>Class 10 am–4 pm</p> <p>Topic: Unity Lab & Discussion</p> <p>Project: First-person shooter, level blocking</p>	<p>Class 10 am–4 pm</p> <p>Topic: Maya Lab & Discussion</p> <p>Project: First-person shooter, creating custom assets</p>	<p>Class 10 am–4 pm</p> <p>Topic: Unity Lab & Discussion</p>	<p>Open Lab No instruction</p>	
JUNE 18	19	20	21	22	23	24
	<p>Class 10 am–4 pm</p> <p>Topic: Unity Lab & Discussion</p> <p>Homework: Research UI-HUDS</p> <p>Project: First-person shooter, scripted events</p>	<p>Class 10 am–4 pm</p> <p>Topic: Photoshop Lab & Discussion</p> <p>Homework: Game research</p> <p>Project: First-person shooter, enemies</p>	<p>Class 10 am–4 pm</p> <p>Topic: Unity Lab & Discussion</p> <p>Project: First-person shooter, user interface</p>	<p>Class 10 am–4 pm</p> <p>Topic: Maya/Photoshop Lab & Discussion</p> <p>Project: First-person shooter, special effects</p>	<p>Open Lab No instruction</p>	
25	26	27	28	29	30	JULY 1
	Holiday	Holiday	<p>Class 10 am–4 pm</p> <p>Topic: Maya/Photoshop Lab & Discussion</p> <p>Project: First-person shooter, FPS final project</p>	<p>Class 10 am–4 pm</p> <p>Topic: Game Lab & Discussion</p> <p>Project: Original 3D game, high concept document</p>	<p>Open Lab No instruction</p>	
2	3	4	5	6	7	8
	<p>Class 10 am–4 pm</p> <p>Topic: Game Lab & Discussion</p> <p>Project: Original 3D game, prototype goals & objectives, paper prototype</p>	<p>Class 10 am–4 pm</p> <p>Topic: Maya Lab & Discussion</p> <p>Project: Character model</p>	<p>Class 10 am–4 pm</p> <p>Topic: Game Lab & Discussion</p> <p>Project: Original 3D game, level prototype unity</p>	<p>Class 10 am–4 pm</p> <p>Topic: Maya Lab & Discussion</p> <p>Project: Character model continued</p>	<p>Open Lab No instruction</p>	
9	10	11	12	13	14	15

Calendar continues »

16	17	18	19	20	21	22
23	24	25	26	27	28	29

Class
10 am–4 pm
Topic: Game Lab & Discussion
Project: Original 3D game, character movement control, character interactions with world, puzzle mechanics

Class
10 am–4 pm
Topic: Maya Lab & Discussion
Project: Prop animation

Class
10 am–4 pm
Topic: Game Lab & Discussion
Project: Original 3D game, all game mechanics, art assets, prototype character replaced

Class
10 am–4 pm
Topic: Game Lab & Discussion
Homework: Character rigging
Project: Original 3D game, art assets

Open Lab
No instruction

Class
10 am–4 pm
Topic: Maya/Photoshop Lab & Discussion
Project: Original 3D game, alpha deadline

Class
10 am–4 pm
Topic: Lab, Lunch & Presentation
Project: Original 3D game, final demo build, summary report & work journal