

Expanding Horizons TECH UC (Palm Desert)

July-August 2018

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	July 30	31	August 1	2	3	4
	<ul style="list-style-type: none"> • Video games of yesterday, today and tomorrow. • The team concept and creating a successful game • Introduction to contemporary design software. 	<ul style="list-style-type: none"> • Harnessing your creativity. • Writing a game document or storyline. • Designing characters in 2-D and digitally. • Characters in Motion: Animated game graphics. 	<ul style="list-style-type: none"> • Adding characters, backgrounds and scenery. • Integrating text and graphics. • Incorporating sound files. 	<ul style="list-style-type: none"> • Editing and special effects. 	<ul style="list-style-type: none"> • Polishing pitch packages. • Team presentations. 	