

# Expanding Horizons TECH UC (Riverside)

July 2018

| Sunday | Monday  | Tuesday  | Wednesday   | Thursday   | Friday  | Saturday |
|--------|---|--|---|--|---|----------|
|        | July 23   | 24   | 25  | 26   | 27  | 28       |
|        | <ul style="list-style-type: none"><li>• Video games of yesterday, today and tomorrow.</li><li>• The team concept and creating a successful game</li><li>• Introduction to contemporary design software.</li></ul> | <ul style="list-style-type: none"><li>• Harnessing your creativity.</li><li>• Writing a game document or storyline.</li><li>• Designing characters in 2-D and digitally.</li><li>• Characters in Motion: Animated game graphics.</li></ul> | <ul style="list-style-type: none"><li>• Adding characters, backgrounds and scenery.</li><li>• Integrating text and graphics.</li><li>• Incorporating sound files.</li></ul> | <ul style="list-style-type: none"><li>• Editing and special effects.</li></ul> | <ul style="list-style-type: none"><li>• Polishing pitch packages.</li><li>• Team presentations.</li></ul> |          |