Agenda Thursday 4.26.18

Matt Balby from Unity in to review your midterm work and cover VR pipeline questions.

Lecture on “ Best VR Practices” his talk specifically on how to accomplish/do things unique to VR.

Review Dave’s script with Cody.

Assignment 3, Thursday 4.26.18

Be prepared to show your specific act with the proper pacing, timing, story beats, motion, and layout. Show samples for shading and effects. The staff will expect you to present your work followed by a student led discussion that will cover what was successful in vertical slice production, and what remains to be completed. Please remember to share any challenges that have kept you back along with plans for the completion of this portion of your groups work.

Each group will be turning in a one page description of what will be covered in class based on the request above. Please see sample template below for starting point.

If a team member from another group is working on shading or effects, reach out to them for progress report.

Assignment statement:

How close are you to finishing your vertical slice? If not complete, when will you have it complete and ready for review?

What technical/aesthetic challenges are you facing?

Have you hit all the story beats?

What help do you need form the staff or consultants?

Progress report for shading.

Progress report for effects.

Assignment 4, Thursday 5.3.18

Revise their one page description to indicate how they wrapped up and completed their vertical slices. Use same template