**Assignment 4**

**Due 5:00pm Thursday**

Each group will be expected to submit a one page description that covers the following information:

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?

If applies to your group, progress report fo lighting/shading/effects.

**Agenda Thursday 5.3.18.**

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

Lecture on “ Best VR Practices” his talk will cover interactive design in VR.

Each group will present their current iteration with an emphasis on capturing story beats.

Students will be expected to show recent lighting/shading/effects work- in addition have questions ready to pose to the group that include gaze based interaction.

If there are technical/aesthetic questions from your group please bring them up in class.