CSE 490j: Introduction to Unity and Real Time Graphics

Website:

http://cs.uw.edu/490j

>   -The website is your go-to location for assignment tutorials, TA office Hours, Course Calendar, and other helpful resources.

Personnel:

Instructor: Sophia Baker
>   Office: Allen 204
>   Email:sbaker2@cs.washington.edu

Staff: Natalie Burke and Cody Wilcoxon
TAs: Andrew Rudasics, Gabi De Vincenzo, Emily Zhang
Office Hours: Office hours will be held in CSE2 141 and 143.
>   Andrew- MWF 2:30-430
>   Emily- MWF 11:30-3:30
>   Gabi- TTh 11:00-3:30

Important Email Addresses

Staff Mailing List: cse490j-staff@cs.washington.edu
>   -If you need to contact the staff (and TAs), ask them a question, let them know of tardiness of absences, this is the email you must use.

Support Email: support@cs.washington.edu
>   -When you have a computer or account issue, email the support help desk.
>   -Please CC Sophia on the email, so we can keep up to date on the status of our machines.

Cardkey Access email: cardkey@cs.washington.edu
>   -If you are having difficulty accessing the Undergraduate Center or either lab space, email cardkey access.
>   -CC Sophia on this email.

General Information

Lecture: CSE2 141
Lab: CSE2 143
Class time: Tuesdays, Thursdays 3:30-4:50
Lab times: Tuesdays, Thursdays 5:30-7:50
Final Date: Tuesday, December 12, 2019 4:30-6:20pm

Lab Rules

Only students of the Animation Capstone and Virtual Reality classes are allowed in the labs. Anyone else must obtain specific permission from Sophia Baker before entering.

This means no girlfriends/boyfriends/family members, etc. This is for the safety of the students as well as the security of our equipment.

Our labs (CSE2/Gates 141 and 143) must be kept clean. They are community spaces, and it is important that they stay as clean as possible for everyone who uses them. This means keeping your own workstation clean as well as doing your part to keep the floor clean.

There will be students in the animation capstone utilizing the lab space. There are 11 Orange Labeled VR machines in Gates 143 that are reserved for the use of 490j students, please only use these machines. If unsure of which machines to use, please ask Sophia or your TAs.

The kitchen in the Undergraduate Commons is also used by other programs, so it is essential that you clean up your own mess well as return any dishes you may use as soon as possible after your finished using them.

Note: You risk losing lab access if you are discovered breaking any of these rules.

REGARDING VIRTUAL REALITY HEADSETS

The virtual reality headsets are to only be used in CSE2 141 and 143. They will be stored in lockers in CSE 143. This is valuable equipment that must be treated with respect. After every use, secure the headsets in their designated lockers and do not leave them out in the workspace. Please be mindful of coiling the cables, and make sure to keep the lockers organized.

Locker combinations will be distributed at the beginning of the quarter. Once distributed the security of the headset will be your responsibility, it is very important that you do not share your locker combinations.

When utilizing the headset, remember to always clear ample space around your workstation and let students in the vicinity know you will be in virtual space. As students are using the headsets, it is just as important to not touch them or enter their workspace without giving notice.

Assignments. Turn-In Insctuctions, and Grading

Due Dates/Turn-In instructions
Assignments will be assigned each Thursday and will be due the following Wednesday at 9:00pm on **Git- please make sure to tag each project as such: hw#**

Grading Guidelines
The expectation for all assignments is that they are on time, the project is organized and the write up is followed closely.

10% Attendance

10 % Assignment 1: Install Unity
-followed writeup
-correct version of Unity downloaded with correct settings

10% Assignment 2: Level Building
-utilized prefabs
-able to import
-scene layout/hierarchy organized
-able to work in VR

10% Assignment 3: Lighting Scenes and Applying Post Processing
-overall look
-consistency, match a style
-mood lighting
-post processing set up correctly
-light maps, light probes, static meshes, and light modes working properly
-able to work in VR

10% Assignment 4: Add Textures and Adjust Lighting
-PBR values correct (following standards)
-shader graph to expose correct parameters
-able to work in VR

10% Assignment 5: Follow Gaze Scripting Tutorial
-does it compile
-does the interaction work in VR

10% Assignment 6: Add Interactive Objects and Form of Locomotion
-can user interact
-can the user move through the virtual space

Midterm/final iteration on individual project
15% Assignment 7: Use UX Tools to Control Character Animations
-does your scene utilize everything learned from previous assignments?

Assignment 8: Group Twine
-iterated twine
-addressed critique from pitch

Assignment 9: Group Project Iteration
-have working proof of twine in Unity ready for "fresh eyes"
-iteration

Assignment 10: Group Project Iteration
-addressed feedback from "fresh eyes"
-iteration

Final
15% Assignment 11: Final Group Project Iteration
-all feedback addressed
-collaboration
-high quality visuals proving lighting concepts
-uses input
-animation and blending between animation/state machine
-follows good design practices for virtual reality
-clean/organized and easy to read
-locomotion
-does it build?

Late Work Policy

It is assumed that your work will be on time. Incomplete work will be turned in on time so that it can be evaluated with everyone else. Under some rare and extenuating circumstances, the staff may decide to grade revised projects. Under these circumstances, there will be a 0.5 deduction every day the project is late. After three days, it will be up to the staff to decide whether or not the project will be graded. The breakdown is subject to change as a whole and adjustable on a per-student basis in exceptional cases.

Religious Accommodations

Washington state law requires that UW develop a policy for accommodation of student absences or significant hardship due to reasons of faith or conscience, or for organized religious activities. The UW's policy, including more information about how to request an accommodation, is available at Religious Accommodations Policy (https://registrar.washington.edu/staffandfaculty/religious-accommodations-policy/). Accommodations must be requested within the first two weeks of this course using the Religious Accommodations Request form (https://registrar.washington.edu/students/religious-accommodations-request/).

Attendance Policy

We take daily attendance. If you are late or absent to class your grade will reflect this. If you miss more than half the class, you will be marked absent.

If you know you will be late or absent from class beforehand, or if there is a day you must leave early, you must email the staff alias before class. In special circumstances in which attending class becomes a hardship, you must contact the instructor.