

Digital Media Academy
 3D Game Development for the PC or MAC
 Course Outline

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:30 AM	Organized off campus activities (for youth)	Breakfast for overnights (7:30-8:30 AM)					Organized off campus activities (for youth)
8:00 AM		Commuter Registration	Classroom Open				
8:30 AM		Course Intro	Review & Questions	Review & Questions	Review & Questions	Review & Questions	
9:00am		Fundamentals of using the Unity Game Engine	Creating particle systems for special effects with Maya	Importing and attaching sound effects	Placing game scripts in Unity	Optimization techniques	
9:30am							
10:15am		Break					
10:30am		Introduction to designing games for PC/Mac	Texture creation for the Mac/PC using Adobe Photoshop	Techniques for creating your HUD and loading screens	Techniques for creating Intro/Win/Loose screens	Finalizing your game	
11:00am							
11:30am							
Noon		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	
1:00pm							
1:30pm		Conceptualizing your project for the week	Open Lab for Production	Open Lab for Production	Open Lab for Production	Publishing your game to the PC/Mac	
2:00pm							
2:30pm							
3:00pm	Break						
3:15pm	Registration and check-in for overnights	Introductin to Autodesk Maya. 3D Modeling techniques for PC/Mac	Open Lab for Production	Open Lab for Production	Open Lab for Production	Show and Celebration	
4:00pm							
4:30pm							
5:00pm	Dinner for overnights	Home for the day or back to the dorm					
5:30pm		Dinner for overnights					
6:00pm	Orientation						
6:30pm	Organized on campus activities (for youth)	Classrooms open for project work/optional athletic activities				Dinner and a movie for those staying Friday night	
7:00pm							
7:30pm							
8:00pm							
8:30pm							
9:00pm							
9:30pm							