

	Date	Assignments
1	12 January Course Intro & Logistics Content Introduction Team formation CAVE2 demonstrations	
2	19 Intro to 3D modeling (models, materials, textures, editing, export)	A1
3	26 Intro to Unity (editor, camera view, inspector, properties, import, navigating the scene, lights, materials, prefabs) Scripting	Project 1
4	2 February Unity Basic physics (rigidbodies, triggers, colliders, character controller)	
5	9 Unity Lightmapping, tree creator, sounds, scenes, GUI	
6	16 Unity Testing in CAVE2	
7	23 Review Project 1	
8	1 March Intro to D3	A2
9	8 D3 Manipulating data	Project 2
10	15 D3 Interaction and Animation	
11	22 Spring Break	
12	29 Review Project 2	
13	5 April Intro to MaxMSP	A3
14	12 MaxMSP Signal Processing	Project 3
15	19 MaxMSP Composition	
16	26 Review Project 3	