## Course Outline and Class Schedule

**GAME 231 004 - Computer Animation and Modeling for Games**  
3 Credits, Fall 2019

**Course Outline and Class Schedule**  
**!!The Schedule may be revised, based on the instructor’s discretion, to meet the needs of the class!!**

In general, course weeks end midnight Sunday. Finish each week’s ‘Level’ by then.  
All assignments are due by the start of class.

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Blackboard (Bb) Materials &amp; Assignments</th>
<th>Due Date</th>
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</thead>
</table>
| 1    | Aug 25-Sept 1 | Introduction Basic Polygon Editing | Level 0 completed 9/1 (midnight)  
|      | Sept 2-Sept 8  | Basic Polygon Editing | Level 1 completed 9/1 (midnight)  
| 2    | Sept 9-Sept 15 | Basic Polygon Editing | Assignment Due: The Gadgetry model 9/6 (by class)  
|      | Sept 16-Sept 22 | 2D Shapes and Compound Objects | Level 2 completed 9/8 (midnight)  
| 3    | Sept 23-Sept 29 | UVing and Texturing Basics | Assignment Due: WW2 Soup Robot Model 9/13 (by class)  
|      | Sept 30-Oct 6  | Integration into Unity3D | Level 3 completed 9/15 (midnight)  
| 4    | Oct 7-Oct 13  | Rigging and Animation Basics | Assignment Due: WW2 Soup Robot UVed and Textured 9/27 (by class)  
| 5    | Oct 14-Oct 20 | Organic Modeling | Level 4 completed 9/22 (midnight)  
| 6    | Oct 21-Oct 27 | Costume Modeling | Midterm Due: WW2 Robot Project Completed 10/11 (by class)  
|      | Oct 28-Nov 3  | Character UVing | Level 5 completed 9/29 (midnight)  
| 7    | Nov 4-Nov 10  | Character Texturing | Level 6 completed 10/6 (midnight)  
| 8    | Nov 11-Nov 17 | Skinning and Rigging a Character | Assignment Due: Final Project Character Model 10/13 (by class)  
|      | Nov 18-Nov 24 | Animation Cycles | Level 7 completed 10/10 (midnight)  
| 9    | Nov 25-Dec 1  | Unity Visuals and Gameplay | Level 8 completed. 10/27 (midnight)  
|      | Nov 22-Dec 8  | Thanksgiving break | Assignment Due: Final Project Character UVed, Skinned, and Integrated into Unity 11/1 (by class)  
| 10   | Nov 23-Dec 9  | Final Project Presentations | Level 9 completed 11/3 (midnight)  
|      | Nov 26-Dec 31 | - | Level 10 completed 11/10 (midnight)  
| 11   | Dec 2-Dec 8  | Final Project Presentations | Assignment Due: Final Project Character UVed, Skinned, and Integrated into Unity 11/17 (midnight)  
|      | Dec 2-Dec 31 | - | Level 13 completed 11/24 (midnight)  

**CLASS DOES NOT MEET!**

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