







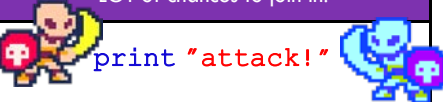





MAY, WEEK 4

WORKSHOP CALENDAR

V1.0

Monday 23/05/2016	Tuesday 24/05/2016	Wednesday 25/05/2016	Thursday 26/05/2016	Friday 27/05/2016
<p>11>11:45 Campus & Streamed https://meet.actegroup.edu.au/daniel.foote/FS9YMHEB</p> <p><u>Digital Media</u> IMPORTANT <u>Industry</u> with Storm Essential introduction to this Unit</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTICT419 If you're starting this unit!</p>	<p>10:30>12 Campus only WILL BE RECORDED!</p> <p><u>Drawing & Art</u> Hand-painting textures for game assets! <u>Tips</u> with Beth</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM528 Texturing your mobile game assets ICTGAM503 Texturing your 3D game ICTGAM526 Hand-painting shading & highlights on your character</p>	<p>11>12 Campus only WILL BE RECORDED!</p> <p><u>3D Modelling</u> Modelling the Fallout 4 Rockville Slugger! Your very own Swatter! with Simon</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM526 Blueprints & Concept Art ICTGAM528 Character designs for your mobile games ICTGAM503 Character designs for your 3D games</p>	<p>10:30>12 Streamed & Recorded https://meet.actegroup.edu.au/daniel.foote/NTB28T01</p> <p><u>Melee</u> Creating an animation for using the Swatter in-engine! <u>Animations</u> with Jigs</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM516 Character animations! ICTGAM528 Animations in your mobile game ICTGAM503 Animations in your 3D game</p> <p>NEXT WEEK: Texturing & importing the Swatter & Animation into UE4!</p>	<p>10:30>11 Streamed & Recorded https://meet.actegroup.edu.au/daniel.foote/1TCVT3H3</p> <p><u>Unwrapping for Texturing</u> UV unwrapping a weapon! with Jason</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM526 Unwrapping characters! ICTGAM528 Unwrapping assets for your mobile game ICTGAM503 Unwrapping assets for your 3D game</p>
<p>This is a  session!</p>				
<p>2>2:30 Campus & Streamed https://meet.actegroup.edu.au/daniel.foote/NT335JGC</p> <p><u>Animation</u> IMPORTANT <u>Sequence</u> with Simon Essential introduction to this Unit</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM517 If you're starting this unit!</p>	<p>2>3 Campus only NEW & SHINY!</p> <p><u>Introduction to Programming</u> Tom + Clint - Confusion = CODING FTW! <u>Concepts</u></p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTPRG501 Getting your feet wet! ICTGAM528 Mobile Game Programming</p> <p>SEE TOM OR CLINT TO SAVE YOUR SEAT!</p> <p>Working in PICO-8, UE4 & Unity! Every 3 weeks starting anew - you'll have a LOT of chances to join in!</p>	<p>2>3:30 Campus only What games? Some old favourites and some new hotness!</p> <p><u>Multiplayer Games</u> STEAM KEY PRIZE! with Clint & Beth Come get into some 2v2 action!</p> <p>The prize? </p> 	<p>1:30>2 Streamed & Recorded https://meet.actegroup.edu.au/daniel.foote/12DRPJ8V</p> <p><u>Mobile Game Animations</u> Making sprite sheet animations in Stencyl! with Josh</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM528 Polish and motion in your mobile game</p>	<p>1:30>2 Campus & Streamed https://meet.actegroup.edu.au/daniel.foote/PFV1LS9G</p> <p><u>Work Health Safety</u> IMPORTANT with Jigs Essential introduction to this Unit</p> <p><u>Relevant units</u> <u>Specific relevancy</u> BSBWHS403 If you're starting this unit!</p>
<p>This is a  session!</p>				<p>This is a  session!</p>