
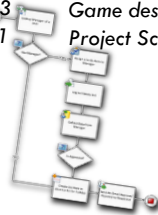




JUNE, WEEK 2

WORKSHOP CALENDAR

v1.0

Monday 6/06/2016	Tuesday 7/06/2016	Wednesday 8/06/2016	Thursday 9/06/2016	Friday 10/06/2016
<p>11>12 THEN 1>2 Campus only</p> <p>You'll finish YOUR OWN Walk Cycle by the end of the workshop!</p> <p><u>Animation</u> with Jigs We'll help you finish your own walk cycle!</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM516 Character animations! ICTGAM528 Animations in your mobile game ICTGAM503 Animations in your 3D ANIMATING JUST FOR FUN! ANIMATING FOR EVERYONE!</p> 	<p>10:30>12 Campus only</p> <p>WILL BE RECORDED!</p> <p><u>Drawing & Art Tips</u> with Beth Creating Character Model-sheets!</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM526 Character Blueprints! ICTGAM528 Mobile Game characters ICTGAM503 3D Game characters</p> 	<p>10:30>11:30 Campus only</p> <p>GAME MECHANICS BRAINSTORM!</p> <p><u>Creating Game Concepts</u> with Tom We're going to take a theme & design a game ON THE SPOT!</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM523 Level Design & mechanics ICTGAM528 How to Brainstorm for your mobile game ICTGAM503 How to Brainstorm for your 3D game BONUS We GUARANTEE you WILL have FUN!</p> 	<p>11>11:45 Streamed & Recorded https://meet.actegroup.edu.au/daniel.foote/TY4D61Z2</p> <p><u>Designing Game Systems</u> with Storm Using Charts to plan your HUD, Gameplay Flow, even "Triggers"!</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM523 Level design ICTGAM501 HUD design ICTGAM528 Game design & planning ICTGAM503 Game design & planning ICTPMG501 Project Scopes!</p> 	<p>10:30>11 Campus & Streamed https://meet.actegroup.edu.au/daniel.foote/CQY1DHZ</p> <p><u>Work Health & Safety</u> with Jigs IMPORTANT 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</p>  <p>session!</p>
<p>2>2:45 Streamed & Recorded https://meet.actegroup.edu.au/daniel.foote/YYP4HRYZ</p> <p><u>Texturing</u> with Eamonn ...last week's Quixel Workshop that had to be postponed</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM526 Using Quixel to texture ICTGAM528 Preparing assets for games ICTGAM503 Preparing assets for games</p> 	<p>11>12 Campus only with I-Bone 'n Big C</p> <p><u>Intro to Programming & Game Design</u> THIS WEEK & TODAY UE4 Part 1 of 4</p> <p>Working in PICO-8, UE4 & Unity! We start at the beginning EVERY 3 WEEKS!</p> <p>1:30>2 Campus only</p> <p><u>Digital Media Industry</u> with Daniel IMPORTANT Essential introduction to this Unit</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTICT419 If you're starting this unit!</p> <p>This is a</p>  <p>session!</p>	<p>2>3 Campus only</p> <p>NO PRIOR SKILL REQUIRED!</p> <p><u>Multiplayer Games</u> with Clint & Beth STEAM KEY PRIZE! Come get into some 2v2 action!</p> <p>The prizes?</p> <p>87  New 'n' Tasty!</p> <p>87  TOWERFALL</p>	<p>2>2:45 Streamed & Recorded https://meet.actegroup.edu.au/daniel.foote/DR1QBJ3F</p> <p><u>Cloth Simulation</u> in UE4 with Simon Learn how to simulate realistic cloth for your character's clothing!</p> <p><u>Relevant units</u> <u>Specific relevancy</u> ICTGAM516 Character animation ICTGAM528 Mobile game character polishing ICTGAM503 3D game character polishing and animations</p> 	<p>11>12 Campus only with Conniving Clint & Tittilated Tom</p> <p><u>Intro to Programming & Game Design</u> THIS WEEK & TODAY UE4 Part 2 of 4</p> <p>SEE TOM OR CLINT TO SAVE YOUR SEAT! Working in PICO-8, UE4 & Unity! We start at the beginning EVERY 3 WEEKS!</p> <p>NEXT WEEK! </p> <p>The MONSTER all-day Game Tournament showdown returns... WITH AN UNQUENCHABLE THIRST FOR VENGEANCE!! Classroom/Distance Students AND bring your friends - ALL WELCOME TO BATTLE FOR THE PRIZES!</p>