


JULY Week 1



Workshop Calendar v1.1

Monday 4/07/2016	Tuesday 5/07/2016	Wednesday 6/07/2016	Thursday 7/07/2016	Friday 8/07/2016
<p>10:30>11 Campus & Streamed https://meet.actegroup.edu.au/daniel.foote/OVQ4NHCC</p> <p><u>Manage ICT Projects</u> with Storm</p> <p>IMPORTANT Essential introduction to ICTPMG501</p> <p>You NEED to attend if you're starting this unit!</p>	<p>10:30>12 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/FTVCOVLW</p> <p><u>Texturing Game Characters</u> with Beth!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 2 of 5</p>	<p>10:30>12 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/Z6DFTY6G</p> <p><u>Rigging Game Characters</u> with Simon</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 3 of 5</p>	<p>10:30>12 Campus only</p> <p>Conclusion: the HUD WORKS! Getting the HUD updating in real time</p> <p><u>Stylised HUD Creation</u> with Beth & Simon</p> <p>Design & Create a Simple Rocketship HUD in UE4 (Part 3 of 3)</p>	<p>11>11:30 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/LF847DLM</p> <p><u>Creating a game in 30 minutes</u> with Josh!</p> <p>Josh shows you how to create "Breakout"/ a Brick-breaking game in Stencyl!</p>
<p>1:30>3 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/J10JCH2C</p> <p><u>Model & UVW Unwrap Game Characters</u> with Jigs</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 1 of 5</p>	<p><u>Relevant units</u> ICTGAM526 ICTGAM528 & ICTGAM503</p> <p><u>Specific relevancy</u> Texturing 3D Characters Texturing characters for your games, ready for Unity!</p>  	<p><u>Relevant units</u> ICTGAM519 ICTGAM528 ICTGAM503</p> <p><u>Specific relevancy</u> Rigging 3D Characters Rigging characters for your games, ready for Unity!</p>  	<p><u>Relevant units</u> ICTGAM501 ICTGAM528 ICTGAM503</p> <p><u>Specific relevancy</u> HUD Principles HUD Design & Creation in your game engines</p>  	<p>11>11:30 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/LF847DLM</p> <p><u>Creating a game in 30 minutes</u> with Josh!</p> <p>Josh shows you how to create "Breakout"/ a Brick-breaking game in Stencyl!</p> 
<p><u>Relevant units</u> ICTGAM514 ICTGAM526 ICTGAM528 & ICTGAM503</p> <p><u>Specific relevancy</u> References, Modelling, & Unwrapping of assets! Modelling & Unwrapping Characters for games!</p>  	<p>11>12 Campus only</p> <p>with Squire Thomas & Duke Clint</p> <p>TODAY</p> <p><u>Intro to Programming & Game Design</u></p>  <p>Part 3 of 4</p> <p>SEE TOM OR CLINT TO SIGN UP!</p> <p>Next week: 1 WEEK BREAK!</p> <p>Your chance to register for UE4 in 2 weeks!</p>	<p>1:30>3 Campus only</p> <p>Random Games - NO PRIOR SKILL NEEDED!</p> <p><u>Multiplayer Games</u> with Clint & Beth</p> <p>We're playing: Towerfall, Ultimate Chicken Horse, Trackmania, & ALWAYS new, mystery titles!</p> <p>Prizes are:</p> 	<p>1>2:30 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/LVWF6FQ2</p> <p>This is also an INTERACTIVE Workshop IN CAMPUS ONLY you'll animate an Idle!</p> <p><u>Animating Game Characters</u> with Jigs & Storm!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 4 of 5</p>	<p>11>12 Campus only</p> <p>with "Bruce-y" Clint & "Bazza" Tom</p> <p>TODAY</p> <p><u>Intro to Programming & Game Design</u></p>  <p>Part 4 of 4</p> <p>SEE TOM OR CLINT TO SIGN UP!</p> <p>Next week: 1 WEEK BREAK!</p> <p>Your chance to register for UE4 in 2 weeks!</p>
<p>11:30>12 Campus & Streamed https://meet.actegroup.edu.au/daniel.foote/KHGM9NRT</p> <p><u>Work Health Safety</u> with Tom</p> <p>IMPORTANT Essential introduction to BSBWH5403</p> <p>You NEED to attend if you're starting this unit!</p>	<p>2>2:30 Campus & Streamed https://meet.actegroup.edu.au/daniel.foote/DC4NRVG1</p> <p><u>Digital Media</u> with Beth</p> <p>IMPORTANT Essential introduction to ICTICT419</p> <p>You NEED to attend if you're starting this unit!</p>	<p>1:30>3 Campus only</p> <p><u>Animating Game Characters</u> with Jigs & Storm!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 4 of 5</p>	<p>1>2:30 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/LVWF6FQ2</p> <p>This is also an INTERACTIVE Workshop IN CAMPUS ONLY you'll animate an Idle!</p> <p><u>Animating Game Characters</u> with Jigs & Storm!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 4 of 5</p>	<p>1:30>3 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/3W745RFW</p> <p><u>Animating Game Characters</u> with Tom!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 5 of 5</p>
<p><u>Relevant units</u> ICTGAM516 ICTGAM528 & ICTGAM503</p> <p><u>Specific relevancy</u> Animating 3D Characters Animating characters for your games, ready for Unity!</p>  	<p><u>Relevant units</u> ICTGAM516 ICTGAM528 & ICTGAM503</p> <p><u>Specific relevancy</u> Animations to Engines Learning the pipeline for Animated 3D Game Characters into Unity!</p>   	<p>1:30>3 Campus only</p> <p><u>Animating Game Characters</u> with Jigs & Storm!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 4 of 5</p>	<p>1>2:30 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/LVWF6FQ2</p> <p>This is also an INTERACTIVE Workshop IN CAMPUS ONLY you'll animate an Idle!</p> <p><u>Animating Game Characters</u> with Jigs & Storm!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 4 of 5</p>	<p>1:30>3 Recorded & Streamed https://meet.actegroup.edu.au/daniel.foote/3W745RFW</p> <p><u>Animating Game Characters</u> with Tom!</p> <p>"Aladdin" Magic Carpet Game Character Pipeline:</p> <p>Part 5 of 5</p>



HOLD ONTO YOUR BUTTTS!

IT'S ALL-DAY TOURNAMENT WEDNESDAY

Next Wednesday

July 13th, 10:30 to 3:30

Not a student? NOT A PROBLEM! **ANYONE IS WELCOME!** (n.b. Raptors are NOT welcome)

**BRING
YOUR
FRIENDS**

**SHOW OFF
YOUR
CAMPUS**

**LET THEM SEE
HOW YOU'RE GETTING
SO GOOD**

**MEET
YOUR
DOOM**

**QUESTION
YOUR
EXISTENCE**

**TASTE
THE
WINS**

Console & PC
Multiplayer Games
THEN
The Big Prize!
The Multiplayer
Tournament @ 1PM!



We'll see
you at:



**ART
INTELLIGENCE™**

155 Wharf St
Spring Hill

THE PRIZES:



<Tournament
prizes for
Warhammer>

VOUCHERS
FOR GAMES WORKSHOP