

ENVISION GAME & TECHNOLOGY ACADEMY POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

July 7 - July 19, 2019

July 21 - August 2, 2019

*2019 Residential Program Sample Schedule**

Students will participate in the sessions and activities corresponding to their chosen course track – **Art, Modeling, & Animation for 3D Games**, **Mobile Game/Mixed Reality Development**, or **Multi-Platform 3D Game Design**. The program schedule includes introductory and advanced content sessions, lectures, campus tours, lunch, studio work related to course topics, dinner, weekend and evening activities, and free time.

Day One

Registration and Orientation

Evening Social

Day Two

**Art, Modeling, &
Animation for 3D
Games:**
3D Modeling

**Mobile Game/Mixed
Reality Development:**
Game Engine and Unity
3D Basics

**Multi-Platform 3D
Game Design Course:**
3D Tabletop and Game
Design Principles

Evening Activity: Understanding Leadership - Team Challenges



**This sample schedule is provided as an example of the overall quality and scope of the experience offered. The 2019 specific schedule, locations, and details may be modified.*

Day Three

Art, Modeling, & Animation for 3D Games:

3D Modeling Props and Costumes

Mobile Game/Mixed Reality Development:

Retro Game Development

Multi-Platform 3D Game Design Course:

Game Engines, Assets, Characters, and Environments

Day Four

Art, Modeling, & Animation for 3D Games:

Texturing

Mobile Game/Mixed Reality Development:

Casual Game Development

Multi-Platform 3D Game Design Course:

Game Production and Team Development

Day Five

Art, Modeling, & Animation for 3D Games:

Rigging, 3D Animation

Mobile Game/Mixed Reality Development:

3D Modeling Basics/
Augmented Reality Basics using Unity 3D

Multi-Platform 3D Game Design Course:

Game Production and Team Development

Evening Site Visit: Virginia Serious Gaming Institute (VSGI)

Speakers: Scott Martin, Founding Director of VSGI and Mason Computer Game Design Program; James Casey, Senior Projects Director of VSGI and Assistant Professor of Computer Game Design

Day Six

Art, Modeling, & Animation for 3D Games:

Art Integration, Gameplay, Terrain-sculpting

Mobile Game/Mixed Reality Development:

Mobile Game Conversion and Publication

Multi-Platform 3D Game Design Course:

Game Programming



Day Seven

Kings Dominion Trip

Day Eight

Tour and Design Challenge on the National Mall in Washington, DC

Day Nine

**Art, Modeling, &
Animation for 3D
Games:**

3D modeling organic
characters

**Mobile Game/Mixed
Reality Development:**

iOS and Swift Basics/
iOS App Development

**Multi-Platform 3D
Game Design Course:**

3D Game Design
Principles

Evening Skills Workshop: Personal Branding

Evening Social: Networking Mixer

Day Ten

**Art, Modeling, &
Animation for 3D
Games:**

3D Modeling

**Mobile Game/Mixed
Reality Development:**

Mobile Game/App
Publishing using Android
Studio

**Multi-Platform 3D
Game Design Course:**

Asset Integration

Evening College Planning Seminar: Admissions

Day Eleven

**Art, Modeling, &
Animation for 3D
Games:**

Advanced Texturing

**Mobile Game/Mixed
Reality Development:**

Advanced Augmented
Reality Story Telling
with Multiple Targets

**Multi-Platform 3D
Game Design Course:**

C# Game Programming,
Multiplayer, and MMO
Introduction

Evening Workshop: Leadership Team Challenge



Day Twelve

Art, Modeling, & Animation for 3D Games:

Advanced Rigging, 3D Animation: Cycles and Fidgets

Mobile Game/Mixed Reality Development:

Mixed Reality Basics and Virtual Reality Prototyping

Multi-Platform 3D Game Design Course:

C# Game Programming, Multiplayer, and MMO Introduction

Evening Activity: Program Wrap Up and Closing Presentations

Day Thirteen

Art, Modeling, & Animation for 3D Games:

Art Integration, Gameplay, VFX, Terrain-Sculpting, Lighting

Mobile Game/Mixed Reality Development:

2D Platformer Game Production and Publication

Multi-Platform 3D Game Design Course:

Publishing Your Game and Market Channels

Departure



**GAME & TECHNOLOGY
ACADEMY**

POWERED BY 
UNIVERSITY
COMPUTER GAME DESIGN PROGRAM

ENVISION GAME & TECHNOLOGY ACADEMY

POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

Week 1 Dates

July 8 – 12, 2019
July 22 – 26, 2019

Week 2 Dates

July 15 – 19, 2019
July 29 – August 2, 2019

*2019 Day Program Sample Schedule**

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WEEK 1

Day One

Art, Modeling & 3D Animation Course:
3D Modeling

Mobile Game/Mixed Reality Development Course:
Game Engine and Unity
3D Basics

Multi-Platform 3D Game Design Course:
3D Tabletop and Game Design Principles

Day Two

Art, Modeling & 3D Animation Course:
3D Modeling Props and Costumes

Mobile Game/Mixed Reality Development Course:
Retro Game Development

Multi-Platform 3D Game Design Course:
Game Engines, Assets, Characters, and Environments

Day Three

Art, Modeling & 3D Animation Course:
Texturing

Mobile Game/Mixed Reality Development Course:
Casual Game Development

Multi-Platform 3D Game Design Course:
Game Production and Team Development

Day Four

Art, Modeling & 3D Animation Course:
Rigging, 3D Animation

Mobile Game/Mixed Reality Development Course:
3D Modeling Basics/
Augmented Reality Basics using Unity 3D

Multi-Platform 3D Game Design Course:
Game Production and Team Development

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Day Five

Art, Modeling & 3D Animation Course:

Art integration, Gameplay, Terrain-sculpting

Mobile Game/Mixed Reality Development Course:

Mobile Game Conversion and Publication

Multi-Platform 3D Game Design Course:

Game Programming

WEEK 2

Day One

Art, Modeling & 3D Animation Course:

3D Modeling Organic Characters

Mobile Game/Mixed Reality Development Course:

iOS and Swift Basics/
iOS App Development

Multi-Platform 3D Game Design Course:

3D Game Design Principles

Day Two

Art, Modeling & 3D Animation Course:

3D Modeling

Mobile Game/Mixed Reality Development Course:

Mobile Game/App Publishing using Android Studio

Multi-Platform 3D Game Design Course:

Asset Integration

Day Three

Art, Modeling & 3D Animation Course:

Advanced Texturing

Mobile Game/Mixed Reality Development Course:

Advanced Augmented Reality Story Telling with Multiple Targets

Multi-Platform 3D Game Design Course:

C# Game Programming, Multiplayer, and MMO Introduction

Day Four

Art, Modeling & 3D Animation Course:

Advanced Rigging, 3D Animation: Cycles and Fidgets

Mobile Game/Mixed Reality Development Course:

Mixed Reality Basics and Virtual Reality Prototyping

Multi-Platform 3D Game Design Course:

C# Game Programming, Multiplayer, and MMO Introduction

Day Five

Art, Modeling & 3D Animation Course:

Art Integration, Gameplay, VFX, Terrain-sculpting, Lighting

Mobile Game/Mixed Reality Development Course:

2D Platformer Game Production and Publication

Multi-Platform 3D Game Design Course:

Publishing Your Game and Market Channels