

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**

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

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

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