Two-Week 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

*One-Week Program available from July 19-24, 2020. For more information and sample schedule, visit EnvisionGameTechHS.com.

**This sample schedule is provided as an example of the overall quality and scope of the experience offered. The 2020 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
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, lunch, and studio work related to course topics.

**WEEK 1**

**Day One**

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<th>Art, Modeling &amp; 3D Animation Course: 3D Modeling</th>
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**Day Three**

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<th>Art, Modeling &amp; 3D Animation Course: Texturing</th>
<th>Mobile Game/Mixed Reality Development Course: Casual Game Development</th>
<th>Multi-Platform 3D Game Design Course: Game Production and Team Development</th>
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**Day Four**

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<th>Mobile Game/Mixed Reality Development Course: 3D Modeling Basics/ Augmented Reality Basics using Unity 3D</th>
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Students will participate in the sessions and activities corresponding to the Multi-Platform 3D Game Design track. The program schedule includes introductory and advanced content sessions, lectures, lunch, and studio work related to course topics.

**Day One**
Registration and Orientation
Evening Social

**Day Two**
Game Mechanics, Rules, Gameplay and Asset Creation

**Day Three**
Game Mechanics, 3D Coordinates, Asset Creation and Modification

**Day Four**
Outdoor Worlds and Cinematics

**Day Five**
Puzzles and Interactivity

**Day Six**
Working in Teams and Building AI

*This sample schedule is provided as an example of the overall quality and scope of the experience offered. The 2020 specific schedule and details may be modified.*