

# ENVISION GAME & TECHNOLOGY ACADEMY

## POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

### Two-Week Program Dates\*

June 21 – July 3, 2020

July 5 - July 17, 2020

## *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 Tablet 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](http://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*



**GAME & TECHNOLOGY  
ACADEMY**

**POWERED BY**   
COMPUTER GAME DESIGN PROGRAM

# ENVISION GAME & TECHNOLOGY ACADEMY

## POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

Week 1 Date  
July 6 – 10, 2020

Week 2 Date  
July 13 – 17, 2020

### *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, 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

*Continued on next page*

*\*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.*

### 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:**

Advanced 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:**

Advanced 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

# ENVISION GAME & TECHNOLOGY ACADEMY POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

July 19 – 24, 2020

## *One-Week Residential Program Sample Schedule\**

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 BuildingAI

*\*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.*

