Experimental 3D Game Development Workshop
UNITY3D

Envision Center of Data Perceptualization, the Envision Center Discoverers and the program of Electronic and Time-Based Art

Fabian Winkler | Christian Barrett

1. Organizational Details: Dates/Times
2. Goals of the Workshop
3. Introduction to Experimental 3D Game Design: historical and cultural context (Fabian Winkler)
4. Introduction to Experimental 3D Game Design: UNITY3D (Christian Barrett)

week 01

Tue. 09/21 6:00 - 9:00pm, EC: Fabian intro, group 01 intro workshop w/Christian
Thu. 09/23 6:00 - 9:00pm, STEW B31: group 02 intro workshop w/Christian

week 02

Tue. 09/28 6:30 - 9:30pm, STEW B31: group 01 workshop w/Christian
Thu. 09/30 6:00 - 9:00pm, STEW B31: group 02 workshop w/Christian

week 03

Tue. 10/05 6:30 - 9:30pm, STEW B31: group 01 workshop w/Christian
Thu. 10/07 6:00 - 9:00pm, STEW B31: group 02 workshop w/Christian

week 04

Possibility to meet individually with Christian to finalize projects for presentations (Wed., Thu., Fri. 10/06 - 10/08)

week 05

Tue. 10/12 6:30 - 9:30pm ALL PARTICIPANTS meet in the Envision Center for the final presentations of their works

Goals

Have fun

Learn to use the UNITY3D game development environment

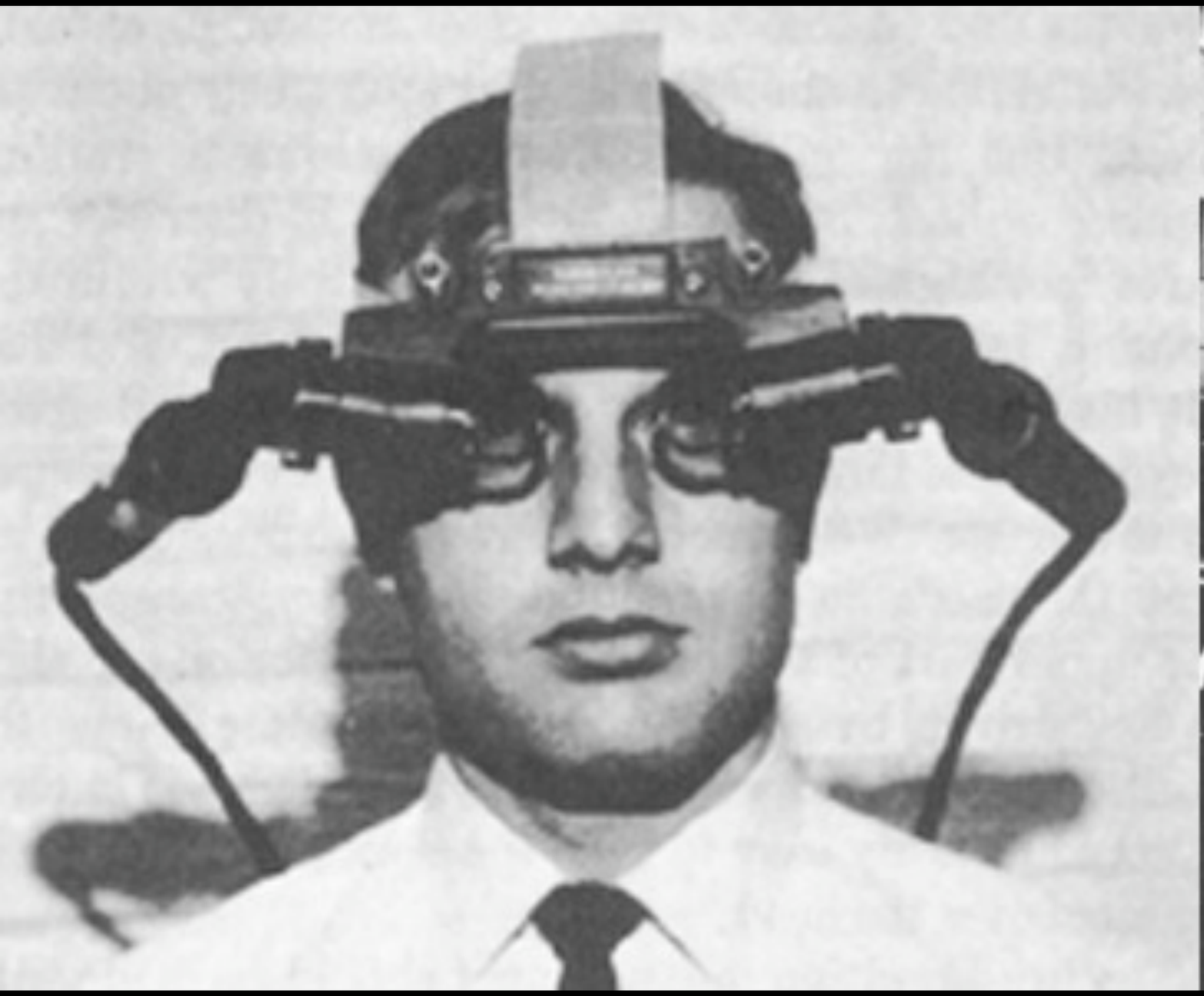
Capitalize on the diverse backgrounds of the students in the workshops (humanities/arts, technology, computer science, engineering, etc.) to work in teams to realize your concepts

Create project sketches with UNITY3D that can either be traditional 3D computer games or that use UNITY3D to create 3D simulations, artistic interventions, educational environments, scientific visualizations, etc.

Explore the creative potential of the UNITY3D game development environment beyond the obvious first person shooter scenario to create more meaningful, critical, humorous interactive 3D worlds/games

A Partial History of 3D Computer Games

Spacewar! Hingham Institute Study Group on Space Warfare, 1961



Ivan Sutherland, Head Mounted Display, 1968

VITAL, McDonnell Douglas, HMD - Flight Simulator, 1979

US Army/Fred W. Baker III

About ICT

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About ICT

At USC's Institute for Creative Technologies (ICT), high-tech tools and classic storytelling come together to pioneer new ways to teach and to train. Our goal is to create engaging and effective immersive experiences that shape the future of learning. With applications for therapy, leadership, and decision- making, ICT also seeks to redefine the range of skills these experiences can address.

BACKGROUND

ICT was established in 1999 with a multi-year contract from the US Army to explore a powerful question: What would happen if leading technologists in artificial intelligence, graphics, and immersion joined forces with the creative talents of Hollywood and the game Industry?

The answer is the creation of engaging, memorable and effective interactive media that are revolutionizing learning in the fields of training, education and beyond.

CAREER OPPORTUNITIES

ICT is always looking for talented people to join our staff. If you are interested in seeing what opportunities are currently available, please click the link below.
Learn More »

USC Institute for Creative Technologies, http://ict.usc.edu/about

Joseph DeLappe, Dead in Iraq (screenshot), 2006-ongoing

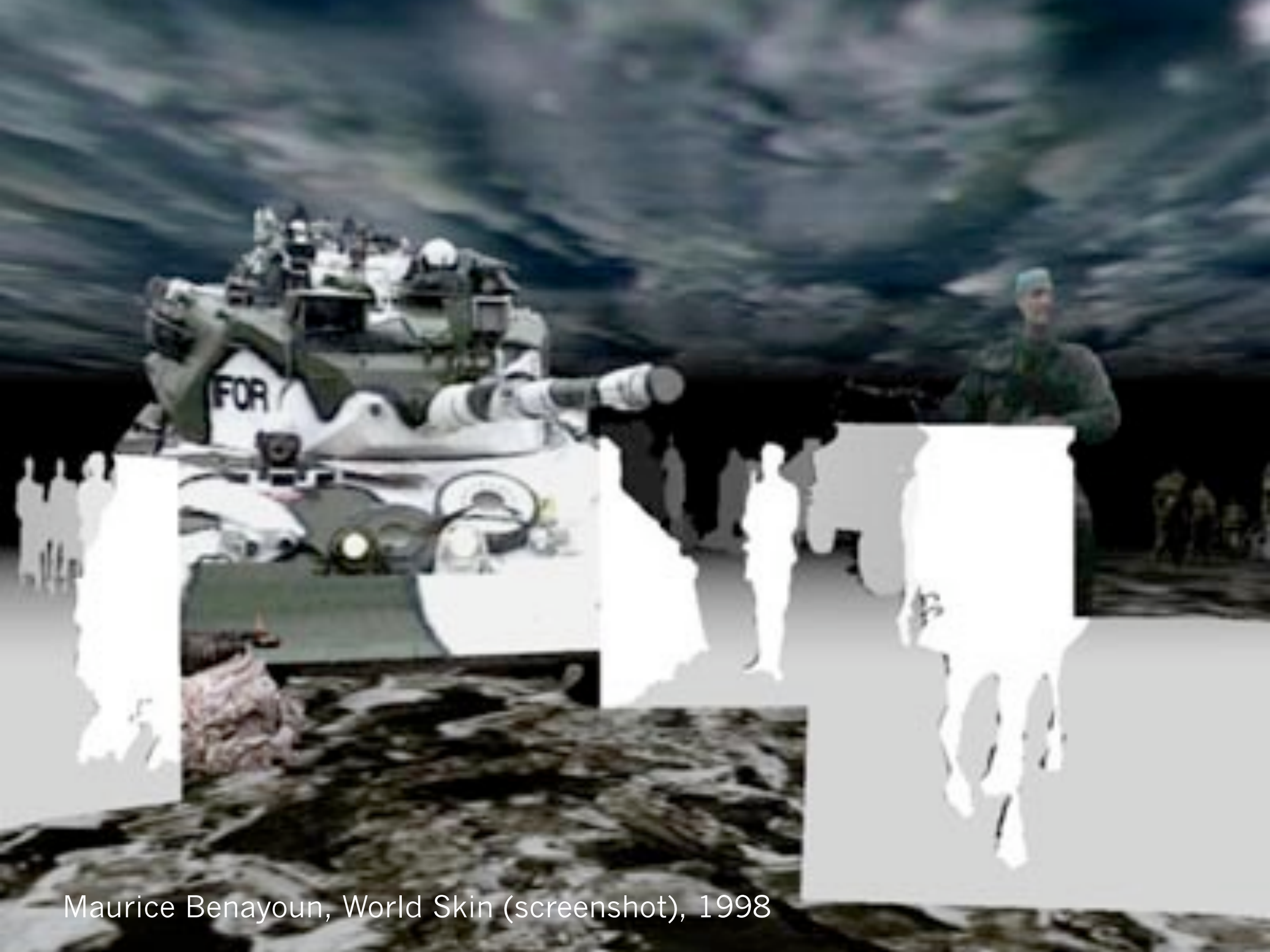
AMERICA'S
ARMY

Joseph DeLappe, Dead in Iraq (screenshot), 2006-ongoing

Joseph DeLappe, Dead in Iraq (screenshot), 2006-ongoing

Opportunities in 3D gaming environments beyond first person shooter scenarios

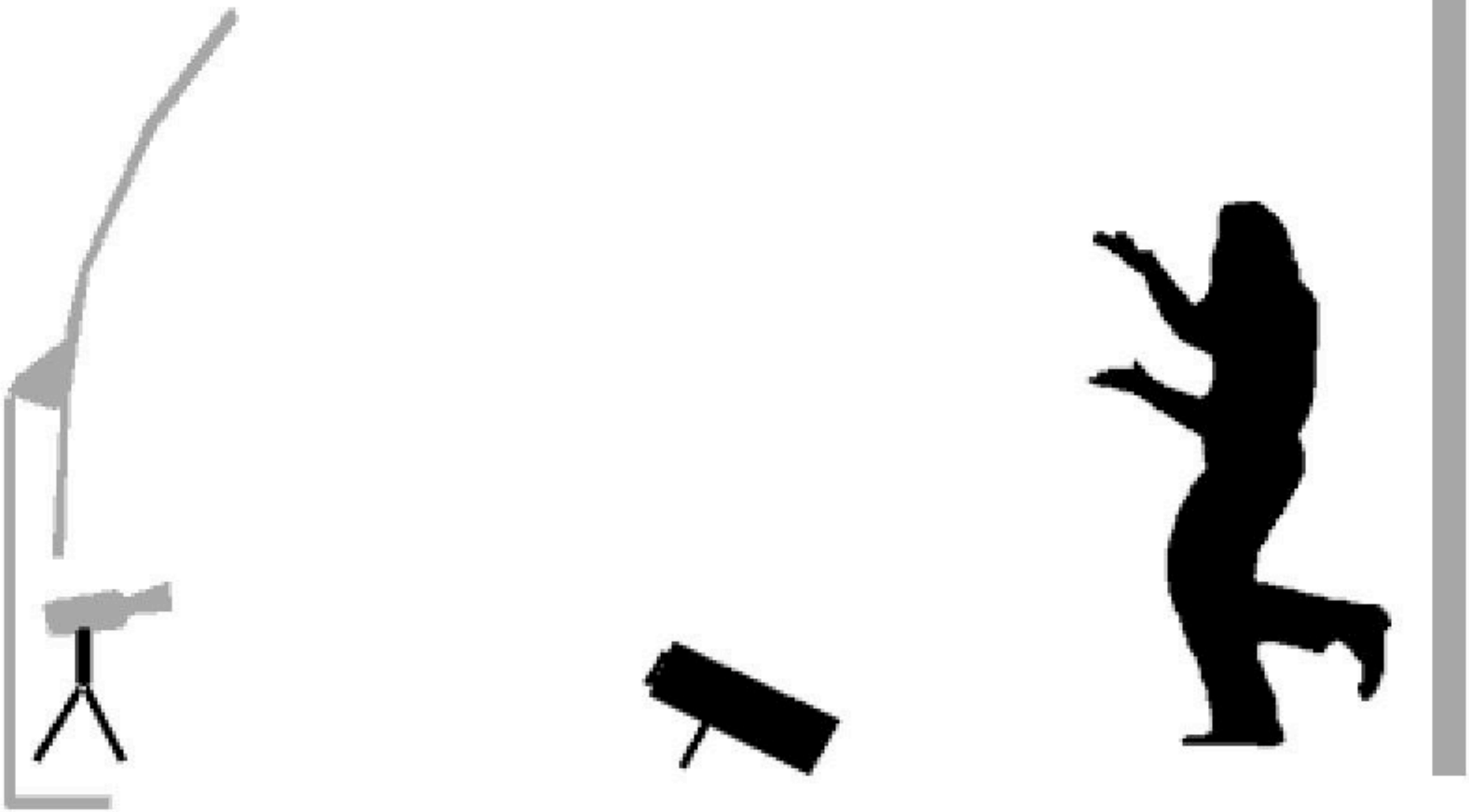
Maurice Benayoun, World Skin: A Photo Safari in the Land of War, 1998



Maurice Benayoun, World Skin (screenshot), 1998

Jeffrey Shaw, The Legible City, 1988-91

Myron Krueger, Videoplace, 1972-85



Myron Krueger, Videoplace (system setup), 1984