cisc3660, fall 2012, Hurricane Sandy Replacement Assignment / prof sklar.

overview

As a replacement for missing class due to Hurricane Sandy on Tuesday October 30, you must complete ONE of the options described below. The assignment is worth **5 points**, i.e., **5%** of your term grade. This assignment must be done alone. (This is not a group project.) This assignment is **due** on **Thursday, December 13, 2012**. *There are no extensions!!!*

option 1 – Hickey Colloquium

Attend the colloquium (special talk) given by Prof Tim Hickey at the CUNY Graduate Center on Thursday November 15 at 4.15pm (room 9204/5), write and submit a review of the talk (in PDF format).

In your review, answer the following questions:
- What did Prof Hickey talk about?
- What did you learn about Blender that you didn't know before attending the talk?
- What did you like best about the talk?
- What ideas did you get from listening to the talk that you can apply to your big game project?
- Was there anything that you did not understand? if so, what?
- Was there anything that you would like to have heard about, but didn't?

Feel free to include any additional comments in your review.

option 2 – Blender Python

Watch a tutorial on using Python in Blender, create and submit a simple Blender application that uses Python. Include a README file that explains what you built, how to run it and how you used Python.

The video is available online here:
`http://cgcookie.com/blender/2011/08/26/introduction-to-scripting-with-python-in-blender/`

Some other useful links:
- A Blender/Python example from Prof Hickey:
  `https://sites.google.com/site/blendergameprojects/gamekits/python-world-builder`
- Introduction to the Blender Python API:
  `http://www.blender.org/documentation/blender_python_api_2_63_2/info_overview.html`
- Python language reference:
  `http://docs.python.org/2/reference/`

option 3 – Unity Introduction

Watch 6 tutorials on Unity (on web page listed below), create and submit a simple Unity application. Include a README file that explains what you built and how to run it.

The videos are available online here:
`http://unity3d.com/support/documentation/video/`