

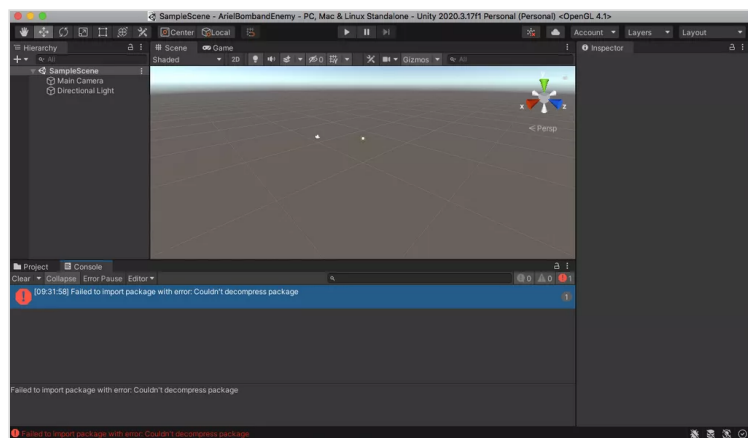
Winter 2022

Main Portal for Professorklein: Game Design, 3D Design

MICHAEL KLEIN DEC 26, 2021 06:45PM

The package seems to not import can you send again please? Make sure all the contents of your file are in the package.

You could also just .zip the entire contents of your project and send that as well. You can even email it over if you use <http://wettransfer.com>



Ariel - Code Problem on the Bomb script

Hi Professor Klein, I am having issues on the bomb script code. Its also not letting me place the enemy script on the enemy player. Please help

Ariel_Bombberman_Package

73 KB unitypackage file

PADLET DRIVE



excellent work thanks.

please send floating bunny issue package.

The level empty is just a clean up process so the hirearchy doesn't have files all over the place.

Email me for settling on the Zoom session and what our goals are and i am more than happy to prepare.

NEW MAZE PACKAGE FILES

Good afternoon. This is Kevin Belington. As far as where I left off in the tutorial, I am at Lesson Content C of H - 01) game manager - 06) make empty for pl...>. I am just concerned about the part where you made "level" under the hierarchy. Did you make a folder for that regarding the entire maze itself? I am just wondering how you got to that part. I also exported to you my Unity files as a package. Do you think I can have a Zoom apppointment with you on Wednesday, February 28th at 12pm or whatever time is convenient for you. Please send me the Zoom link to confirm. Thank you.

Sincerely,

Kevin Belington

NEW_MAZE_PACKAGE_FILES

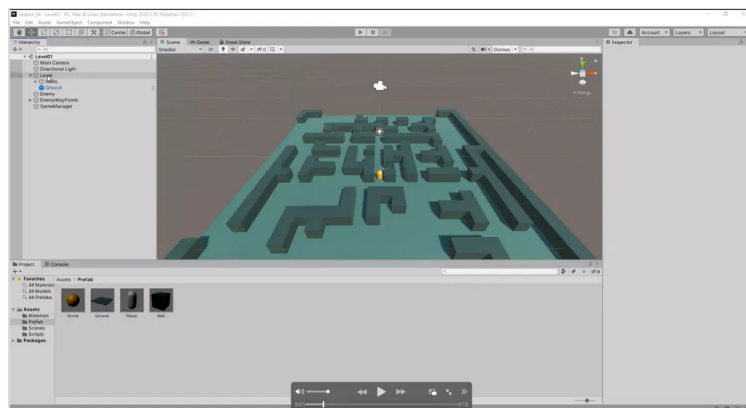
500 KB unitypackage file

PADLET DRIVE



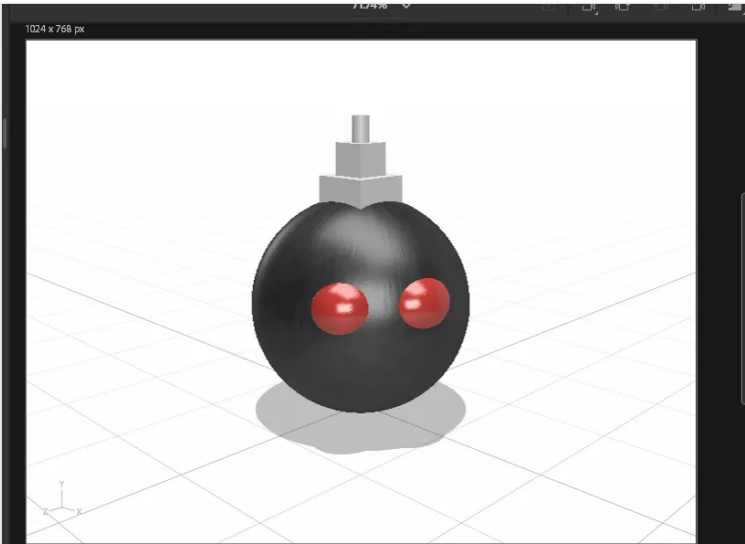
Where I Left Off via Tutorial

By Kevin Belington

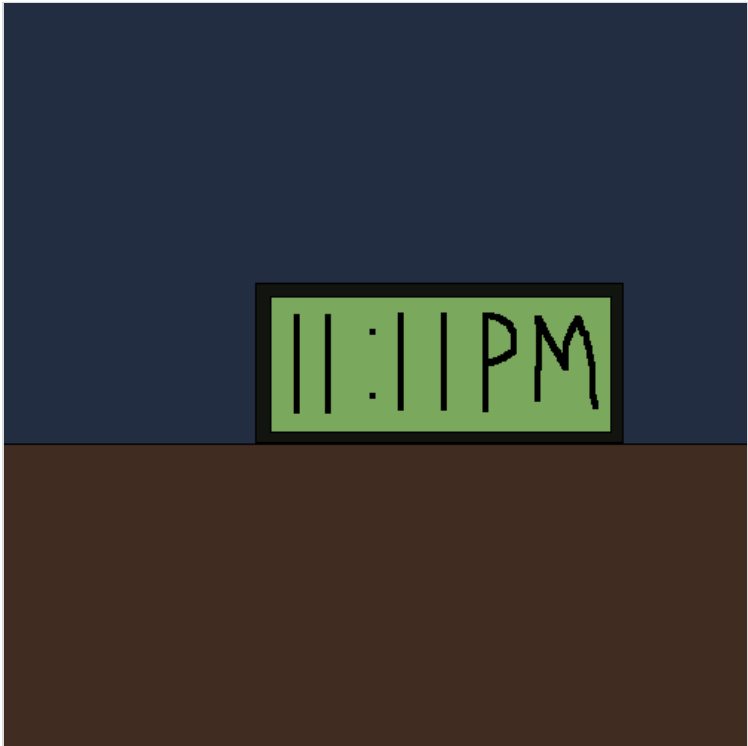


shiela

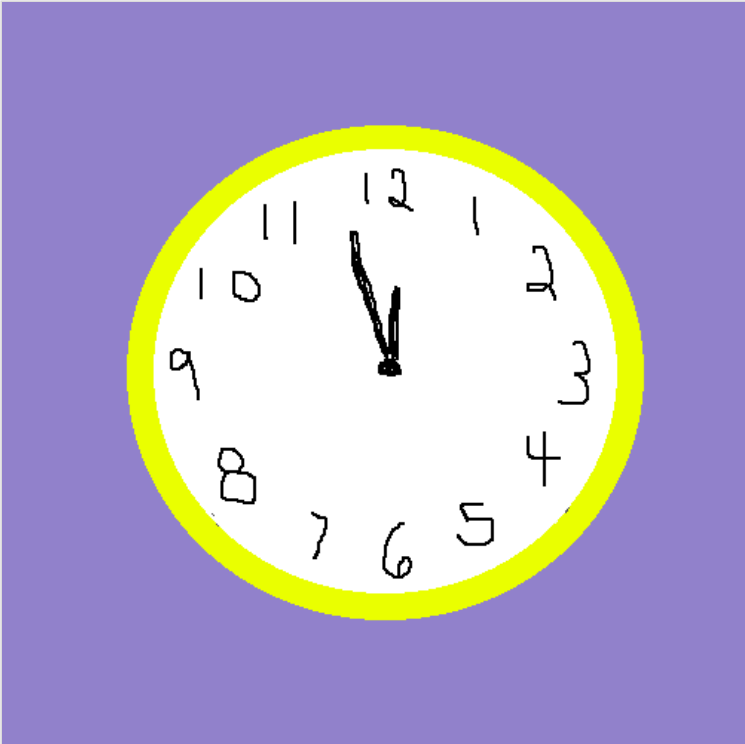
I did this in adobe dimension



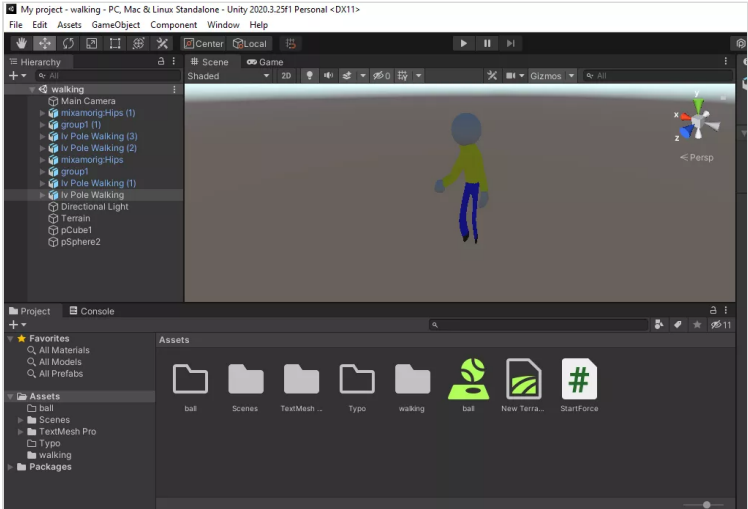
Isabela



Time ~ Tiffany Gary



Shiela



BomberMan Clone Complete Lessons

Index of



/Winter_2022/Professorklein/MazeBasic

PROFESSORKLEIN.COM

Time Warm-Up

By Kevin Belington



Good afternoon. This is Kevin Belington. I have been having issues with the script, so I shared it for you to look at. Please let me know if you received it. Thank you.

Sincerely,

Kevin Belington

New_Maze_Package_Files

3.91 KB unitypackage file

PADLET DRIVE



Package Files

Good morning. This is Kevin Belington. I have been having issues with the script, so I shared it with you on Padlet for you to look at it. Please let me know if you have received it. Thank you.

Sincerely,

Kevin Belington

WALK CYCLE + BOUNCING BALL

351 KB unitypackage file

PADLET DRIVE

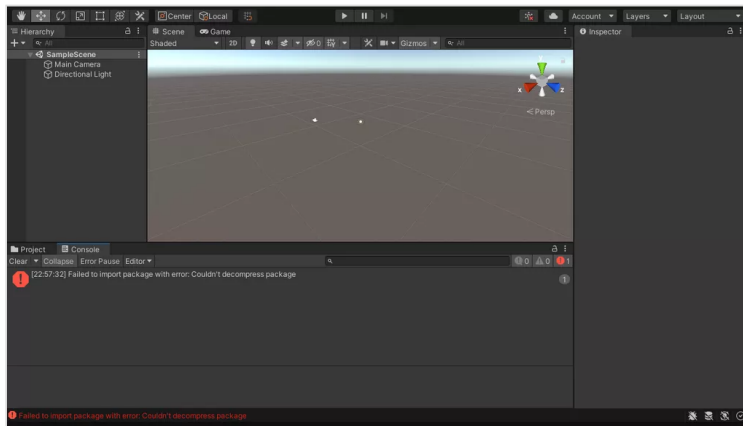


Please Re-Pack

Both packages came along with this error. Be sure you have all the contents of your Assets folder in the package before you export it.

If you are having issues exporting the package you can also ZIP your entire project folder and get it over to me please.

-PK



Work looks great are there still issues in the Game Design Prototype?

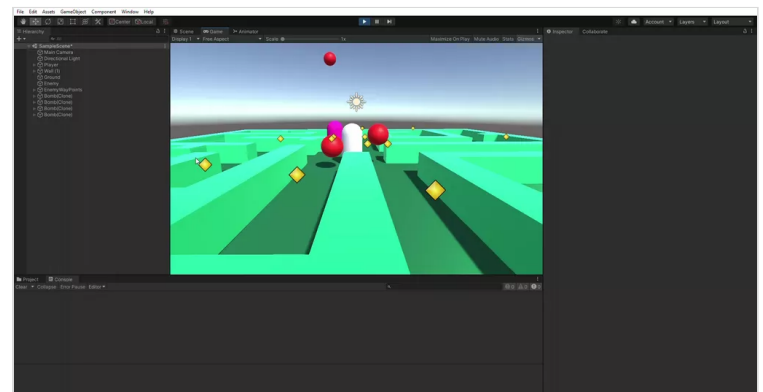
Yes I will have a look thanks

New Maze Package Files

I saw the first batch there I will look for more thanks

Veronica W. PROBLEM SOLVED

(Enemy Way Points) empty was dragged underneath Enemy, which made all of the way points move along with the enemy as opposed to staying still, so that the enemy can actually reach each way point.

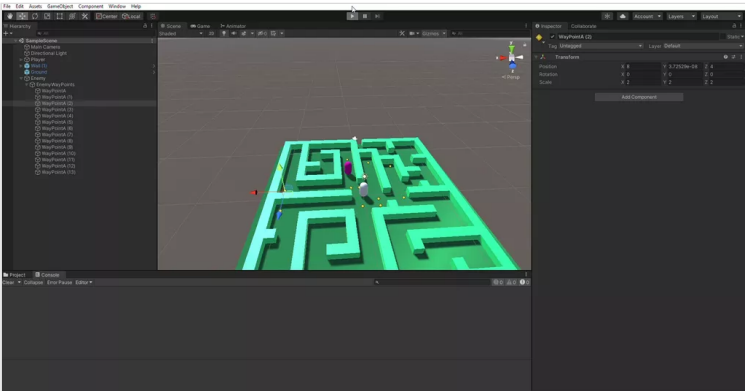


Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_ DX11_ 2022-02-21 20-08-06_Trim

0:07 video

PADLET DRIVE

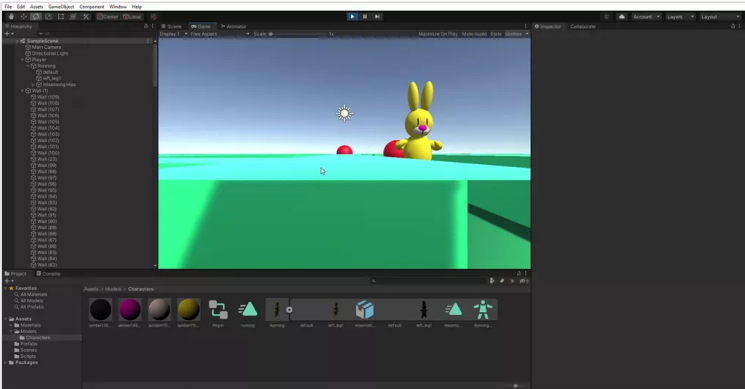
Veronica W. TARGETS ISSUE



whatdidido
0:18 video
PADLET DRIVE

Veronica W. Character Maze 2/21/22

I still have to center the character because it always runs in the air when in game mode. It doesn't stand on the ground as the capsule does. I'm not sure what to do past this point (specifically how to make sure that the charcter is in the right position), but I'm sure I'll get help with that next session. Right now, I'm going to continue working on the enemy script. More WIP's coming

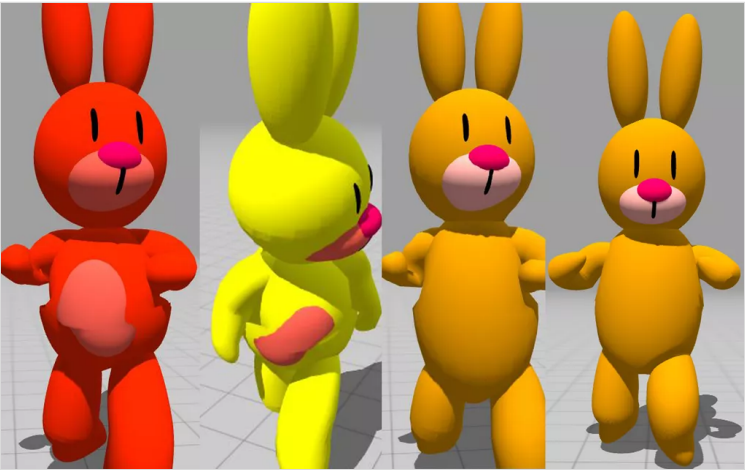


Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_DX11_ 2022-02-21 18-17-33_Trim
0:05 video
PADLET DRIVE

Mixamo bunny evolution 2/21

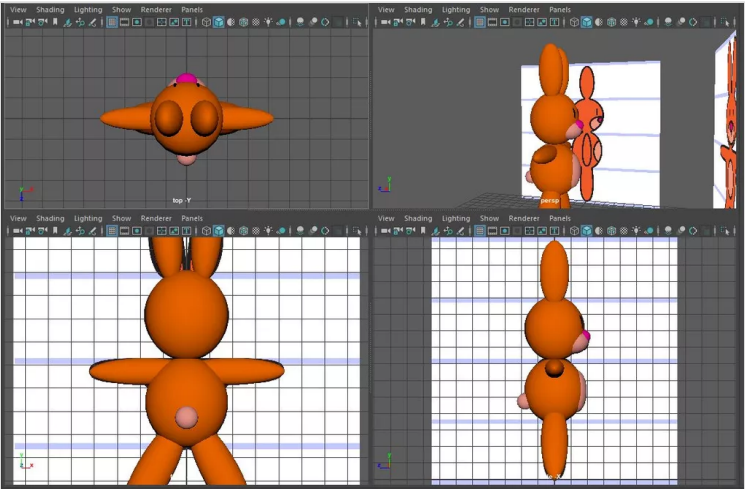
Hello :p
I changed the colors of the character again in maya since it looks different after uploading to mixamo.
The shelf-like stomach issue was exacerbated because the character isn't hollow inside; some of the shapes that make-up the limbs of the character were merging inside. I tried to delete all of the faces inside of the character (to make it hollow), but that didn't solve my issue. I ended up deleting the stomach detail, lowered the arms, extended the torso, and even further smoothed out the

character. It's not perfect, but it's as good as I can personally get it :S



PROGRESS VW 2/21

Modeling process using drawings.



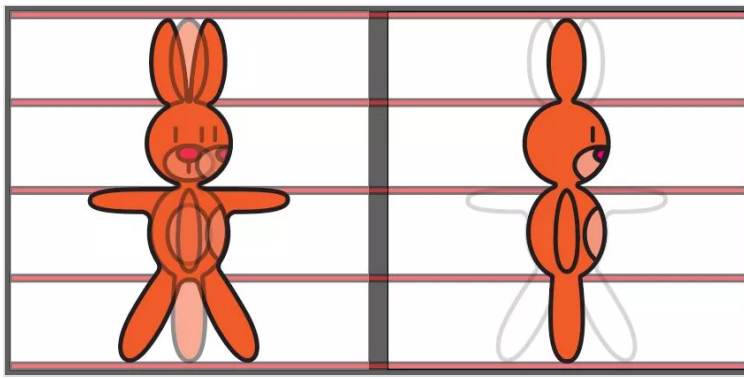
Design looks great thanks for the extra effort!

Make those package files as you go as backup

You have handed in several .unity files without the other files in the folder of your project. The Safe Mode means you closed a project without an error being addressed. — MICHAEL KLEIN

Veronica W. 2/21

This is an illutrator layout of the front and side of my orange, bunny character. I know this isn't necessary, but I would like to create a new character for the player in my game (the grandma can be the enemy). Just making something simple.



AlenCutScene

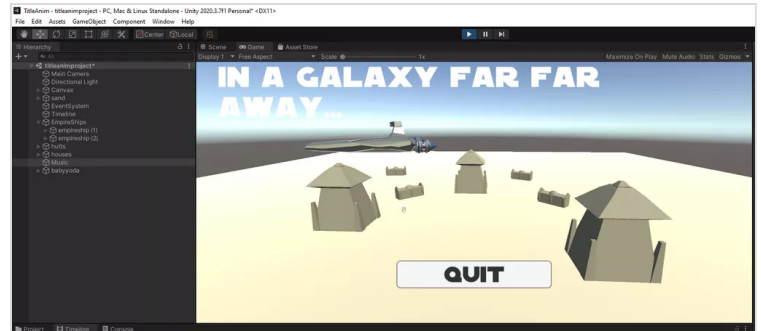
73.1 KB unity file

PADLET DRIVE



The Unity build consists of a folder or two and some extra files if you are on the PC. The OSX versions are all compressed into the .app file but they should have similar contents.... — MICHAEL KLEIN

Alen Cut Scene Progress



Scene looks great...

only we need more than the .unity file you can either send the entire contents of your Projects folder, a .unitypackage that you exported, or a PC/Mac/Web Build with all the files needed to run.

Yes its a trigger when it first launches then it changes

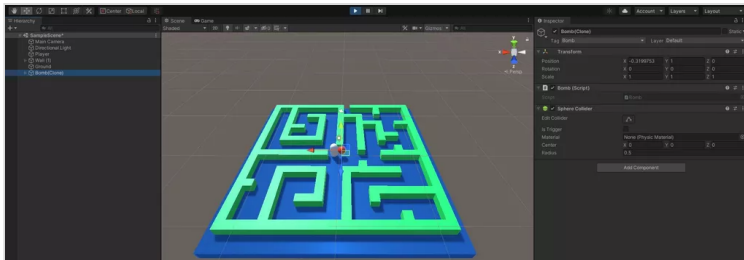
You are doing great just keep posting progress.

👍 — ANONYMOUS

Veronica W. 2/21/22

Hi everybody. I'm a little bit behind, but I've made a lot of progress. I finished the layout of my maze and I completed the Player and Bomb scripts. I am going to start the enemy script now. I spent a long time worrying about why my player wasn't going through the bombs after leaving them; the trigger would just uncheck itself. I realized it's because of the script change from "Debug.Log("Exited");" to "GetComponent<SphereCollider>().isTrigger = false;"

Sometimes, I forget that we are completely new to the scripting part for games. The majority of us only have experience coding websites, and so it's VITAL that we check/test the game after every line of code that may be unfamiliar, otherwise you may spend half an hour tinkering with your sphere collider settings, when you're actually doing the right thing. Pfttt.



Alen Cut Scene File

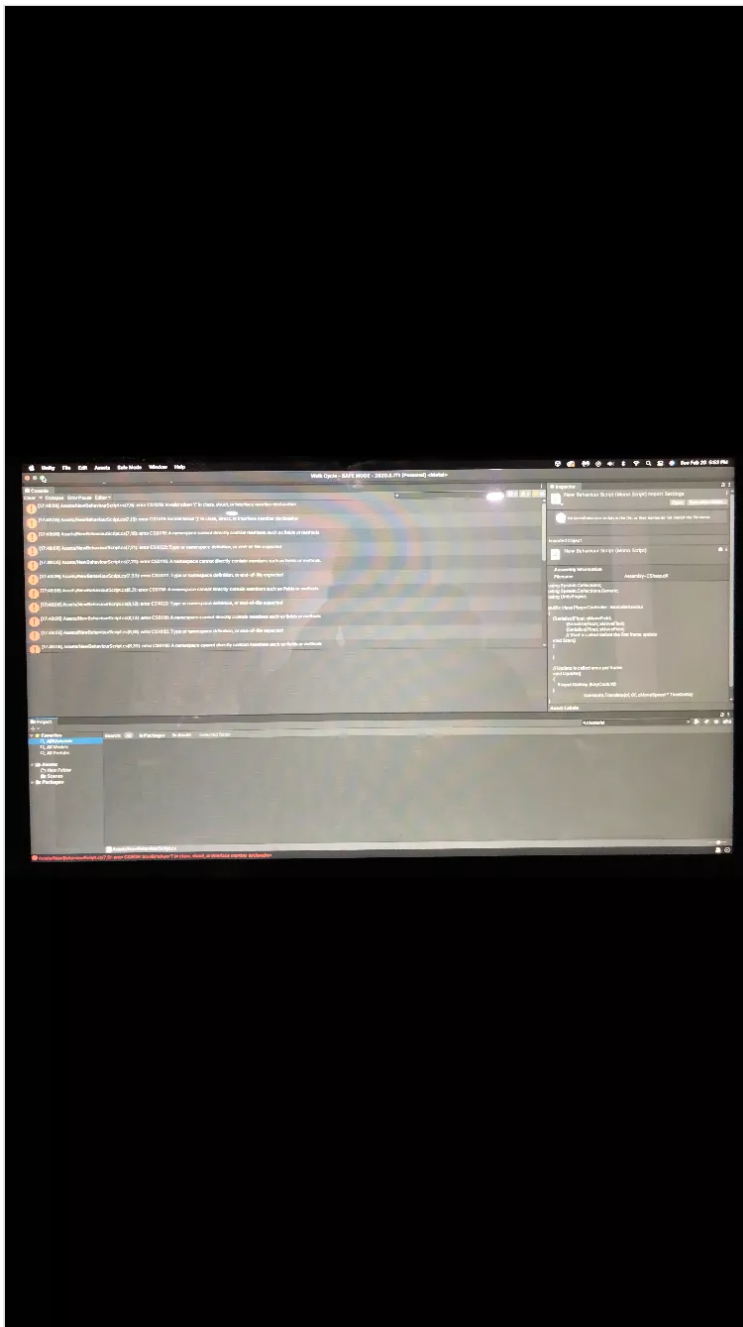
The Dunes of Tatooine

Gaby-Hey!

Hey professor! So I left some updates on the new padlet you made! Please check them out when you can!

Technical Issues

By Kevin Belington



- Assets/NewBehaviourScript.cs(7,15): error CS1519: Invalid token '{' in class, struct, or interface member declaration.

- Assets/NewBehaviourScript.cs(7,16): error CS0116: A namespace cannot directly contain members such as fields or methods.

-Assets/NewBehaviourScript.cs(7, 21): error CS1022:Type or namespace definition, or end-of-file expected.

Is there anything I can do to fix this so that I can compile both projects together into one project regarding the "Walking Cycle" and "Bouncing Ball" that you mentioned to me last week? I already shared with you my files & the photograph of the technical issues. Please let me know if you received them. Thank you.

Sincerely,

Kevin Belington

WALK CYCLE 2 PROJECT

WALKCYCLE2

89.9 KB unity file

PADLET DRIVE



Bouncing Ball Project

Bouncing_Ball_Project

21.1 KB unity file

PADLET DRIVE



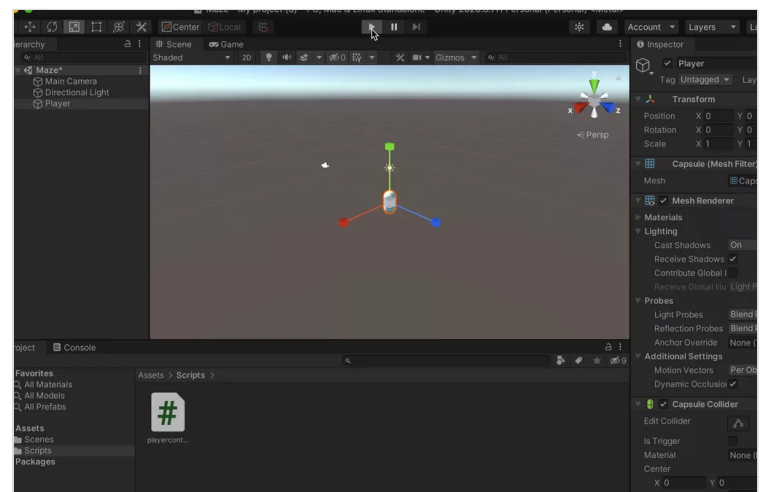
Technical Issues with Previous Projects - Bouncing Ball & The Walking Cycle

Good evening. This is Kevin Belington. As far as I remember, I submitted and received a grade for the "Walk Cycle" and "Bouncing Ball" projects. But when I tried to open both of my projects, there have been issues trying to open them:

1. Even though I saved my "Bouncing Ball" project, I could NOT have access to it.
2. When I went into "Safe Mode", these are the technical issues of "WALKCYCLE2.unity" project:

- Unity is in Safe Mode because we detected scripts with compilation errors upon opening this project. Use this mode to fix script errors listed in the Console before exiting, which will import any remaining assets.

Floating Capsule ~ Tiffany Gary

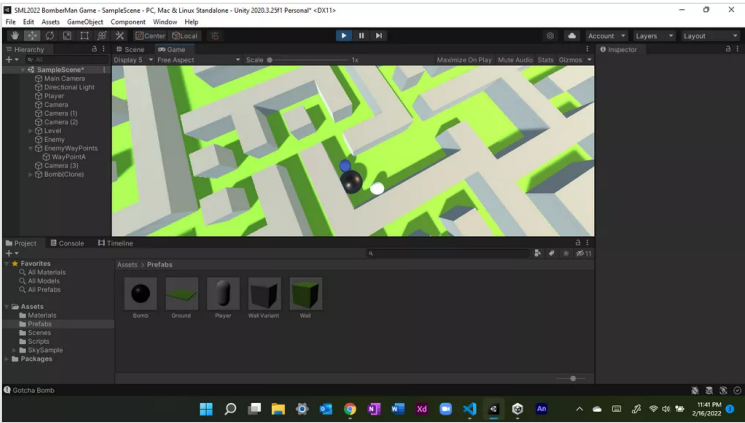


floating_capsule

0:16 video

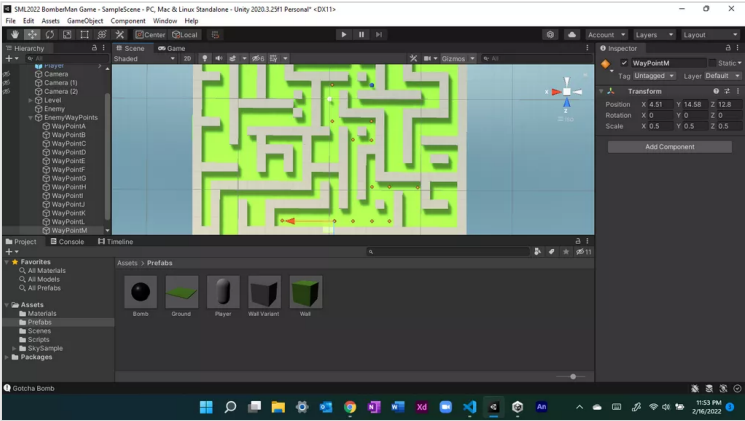
PADLET DRIVE

Shara Mae - Debug Messages Work!



Shara Mae - Waypoint Progress

I'm finishing up Part B of H and I'm having too much fun putting in the waypoints XD It is really cool to see how the enemy is controlled to follow the points set by us!!!



ANOTHER PADLET (CLEANER)

Clean Padlet for next part of our Semester.

Winter 2022 (PART II)

When the last PADLET just gets too full!

PADLET

Great thanks I will have a look

Shara Mae - Build BUT WITH THE DATA FOLDER HEHEHE

I found the data folder (I had just forgotten to put it in the zip file). Since 48MB is too large for Padlet, I uploaded the build folder into Google Drive. Hopefully, it can still be downloaded from there! Thanks a lot again Professor Klein!

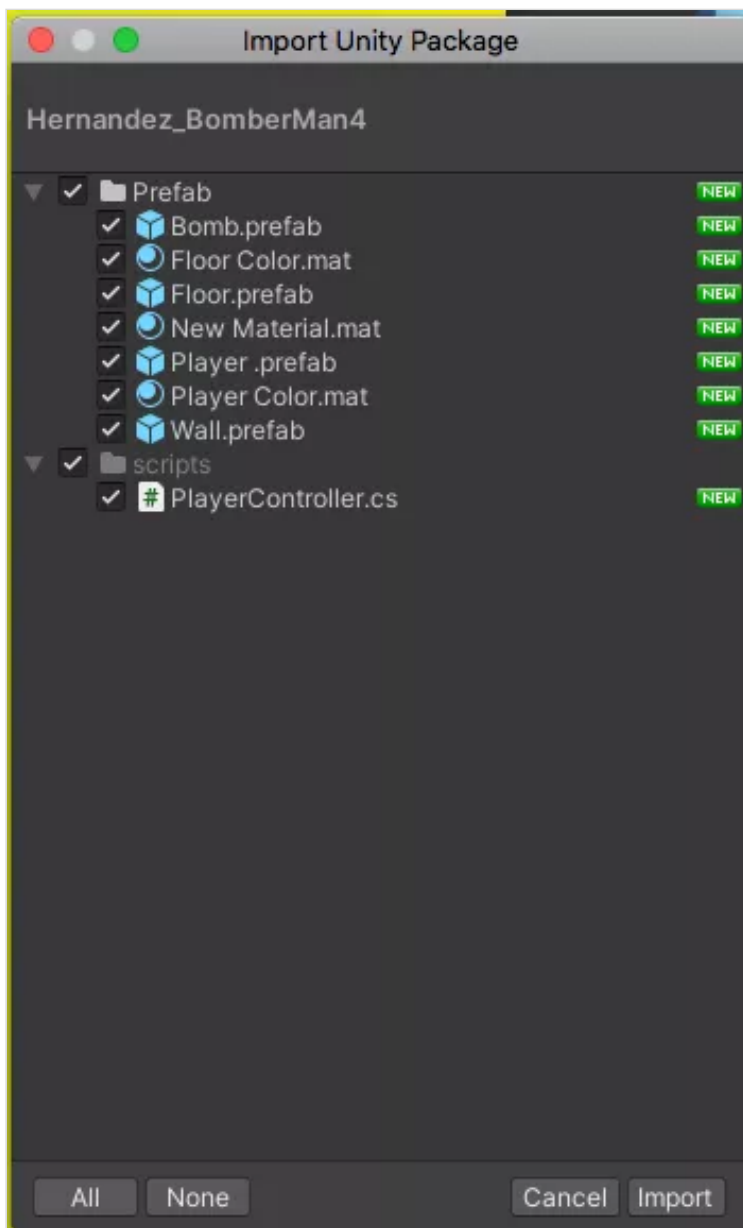
Shara Mae Official Build

by Shara Mae Lintag

GOOGLE DRIVE

PackageContents

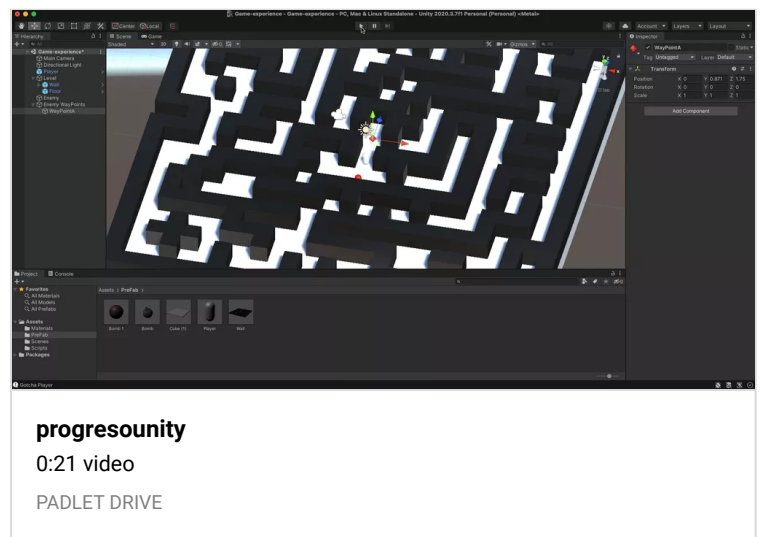
Shara Mae - Civil War Dino Warm Up



Thank you so much for your understanding! :(

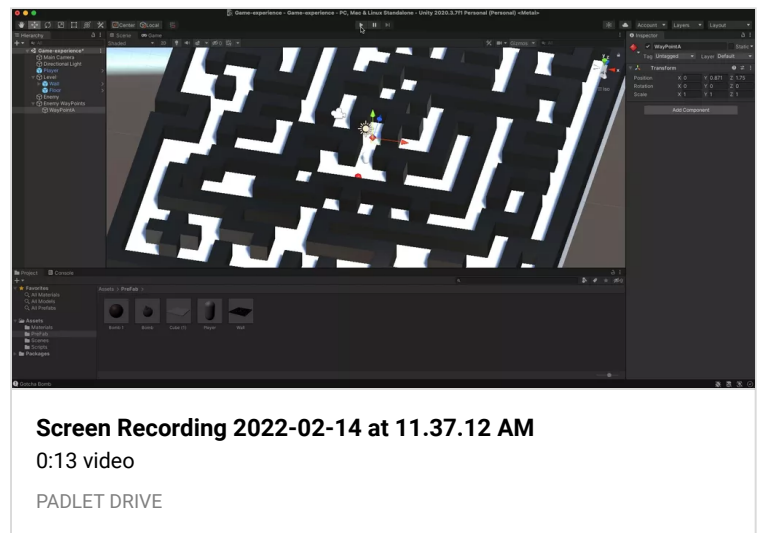
BOMBS AND ENEMY PROGRESS - RODRIGO CARNERO

Here you can see how the player can leave the bombs.



BOMBS AND ENEMY PROGRESS - RODRIGO CARNERO

Here is the progress on the game where you can see the Enemy by touching the Player it stops and appears in the console "Gotcha Player".



No worries we will address

You don't have to be concerned with catching up with regards to grading. This process is as much as overcoming issues as getting a final product. Your descriptions have already earned you an A but I will hope we get a finished GabbyBomberMan clone when this is all completed! -Professorklein – ANONYMOUS

GABY-BOMBERMAN PACKAGE FILE

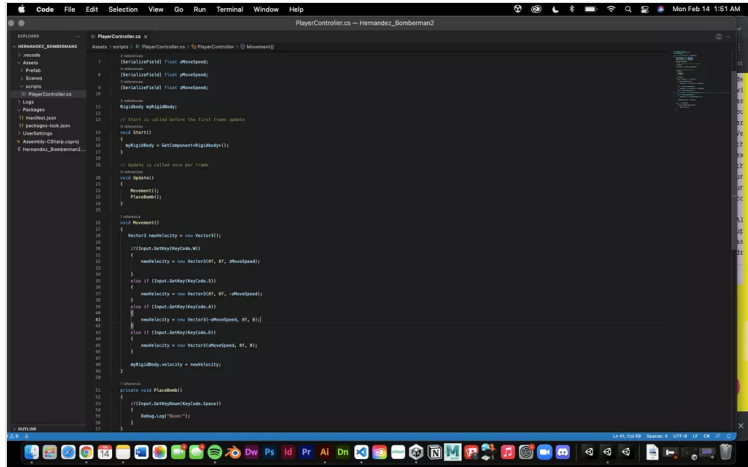
here I provided a Unity package with the current state my project is in

Hernandez_BomberMan4
50.5 KB unitypackage file
PADLET DRIVE



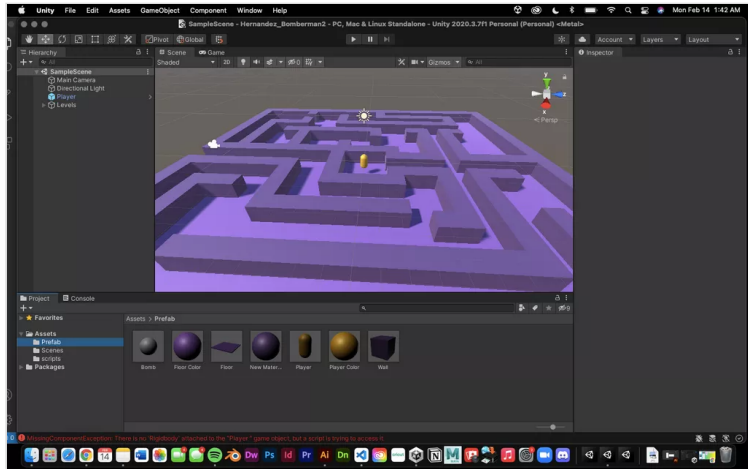
GABY-SCRIPTCODE

I'm going to provide this screenshot of my code just to show the progress I was able to make! I also will provide you a package of my current project with the error!



WIP GABY-RIGIDBODY ERROR!

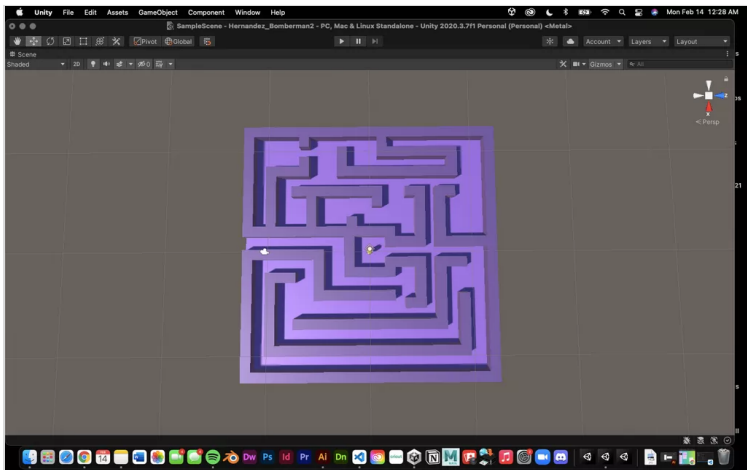
Hey again! So, once again, my efforts of fixing this rigid body error have failed :(. I tried copying and pasting the code from the other Padlet and made sure that I had everything correct in the code, yet Unity STILL does not register that there is or should be a rigid body attached to the player model. I have no idea what to do now... ;,D. I think I may have to leave it for the night and not continue the rest until tomorrow because without the rigid body, I don't think it's allowing me to do anything with the bomb model, so hopefully you are able to help me fix this issue tomorrow! Afterwards I will be able to catch up as this error is going to pull me back a bit... I hope you understand!



WIP- GABY MAZE 2

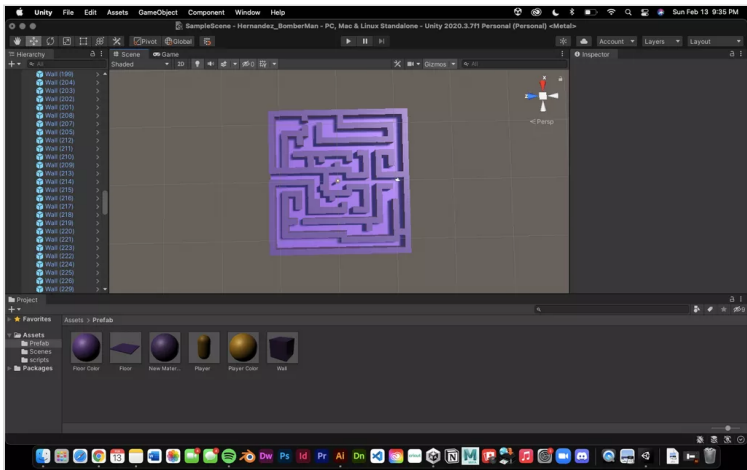
Hey Professor! So, Upon working on the script, I came across a huge, frustrating error. Mainly having to do with the rigid body in which Unity acknowledged that the script was trying to gain access to a rigid body, but there was (for some reason) no rigid body on the player object itself. I tried multiple times to fix it too : (. I looked it up on google, tried copying and pasting the code we

have under the Padlet and **NOTHING**. So I decided to make a new file and import the last package I sent for homework and started from there. I redid the maze and fixed it up, so all I need to do is re-watch the zoom and try and do the script again! Hopefully I don't come across that rigid body error again because I have no clue why that happened! If I do come across it and can't figure it out, I'll leave it be and address it in class so maybe we can find a window of opportunity to fix the error!



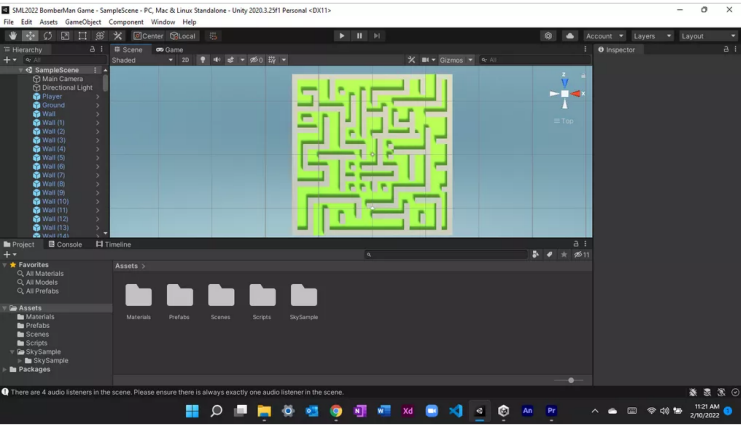
WIP GABY-Maze

Finished maze portion (possible tweaks later on)! Now I will work on scripting and such! : D

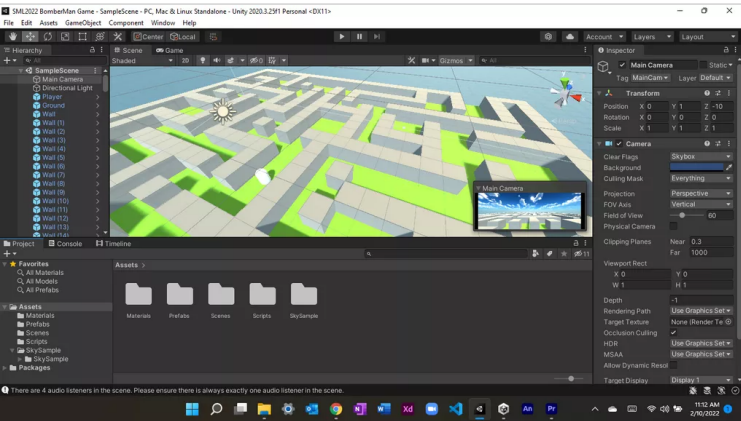


Excellent!

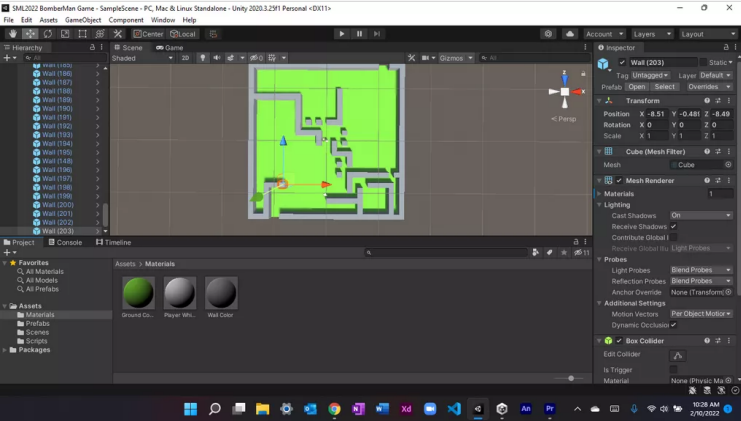
Shara Mae - Bomberman Maze Overview



Shara Mae - Bomberman Maze All Built Up + Casual Day Environment!



Shara Mae - Bomberman Maze in Progress (excited to finish it!)



Shara Mae - Official Build for Bouncing Ball

I wanted to submit a build since I had misunderstood what you wanted from us earlier (I submitted a package but no title or button). I'm glad I was able to revisit this and post a final version for the build!

Shara Mae Official Build

12.6 MB zip file

PADLET DRIVE

Great thanks work looks good!

This looks great thanks. Looking forward to seeing the character come alive in the Unity Engine.

CAMERA MOVES TITLES BUTTON

Well done. Can you please upload the MAC BUILD and/or the .unitypackage?

I was able to upload it but I sent the Build and Package to you in the canvas email. — ANONYMOUS

Guil Walking Cycle

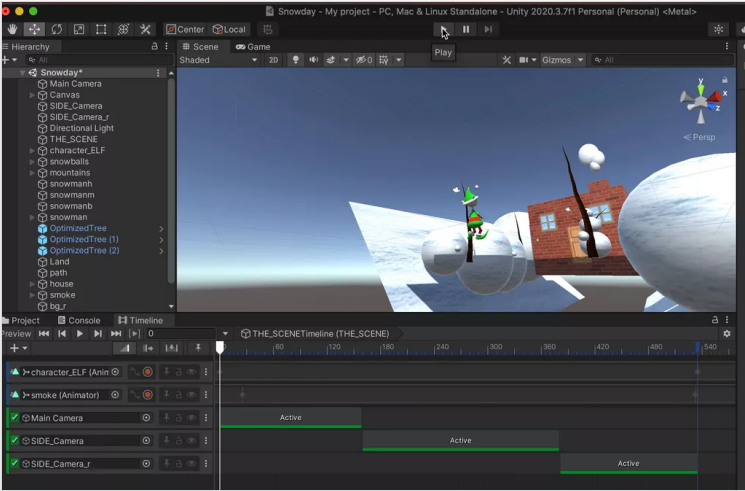


0001-0250

0:08 video

PADLET DRIVE

Snow Day all fixed up ~ Tiffany Gary



snowday

0:13 video

PADLET DRIVE

WARM-UP GALLERY!

Enjoy and share all these amazing ANIMATIONS!

WarmUps

PROFESSORKLEIN



0001-0250

0:10 video

PADLET DRIVE

Missed class warm up ~ Tiffany Gary



Interesting!

So keep in mind project one you can hand the walk in any format you like.

Project 2 needs a character that can walk, be idle, and a couple of other states. The lessons have us alternating between animation states of .fbx files within Unity.

Ok I'm going to rig the character and set up the scene for project 1 walking cycle and project 2 — ANONYMOUS

Excellent Thanks!

Guil Character Progress

This is very late but here is my character I will upload another prograss video of the walking cycle and then the unity section as well with the quit button and game title

thanks great update

Joan - Character Almost finished

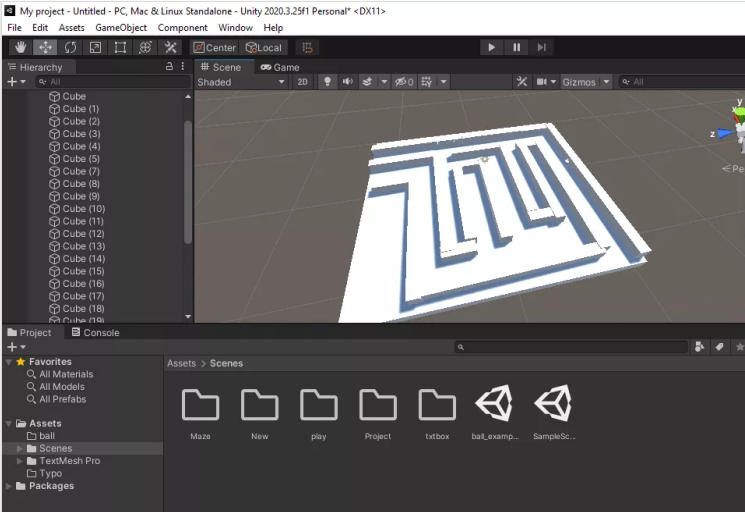


Good Start Keep Going!

Thanks Good Start!

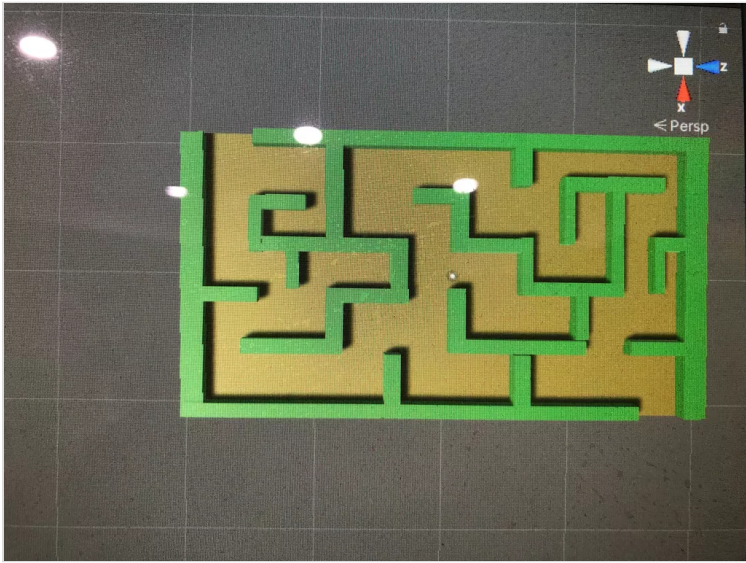
Shiela

Maze

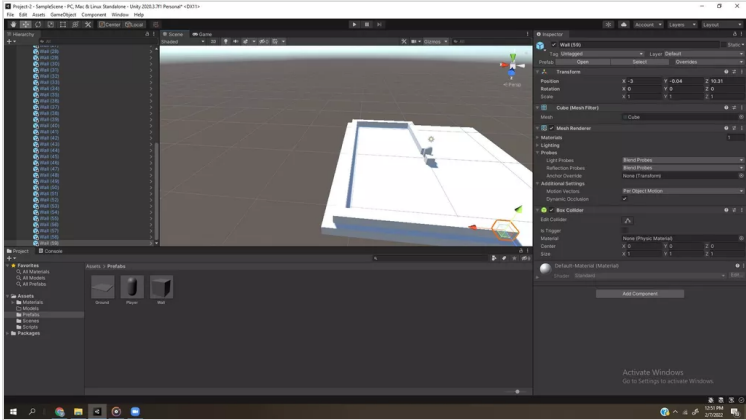


Maze_Screenshot

By Kevin Belington



VERONICA WORK IN PROGRESS 2-7



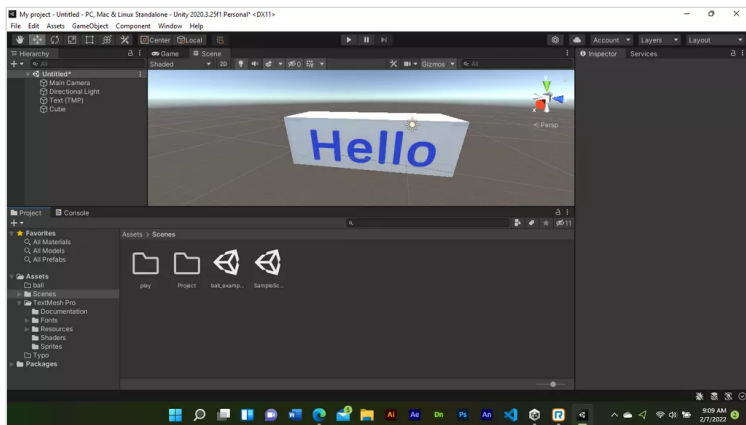
Cool Grogu

Thanks — ANONYMOUS

Communication is Excellent!

All your postings are appreciated! Glad you got the input working!

Shiela

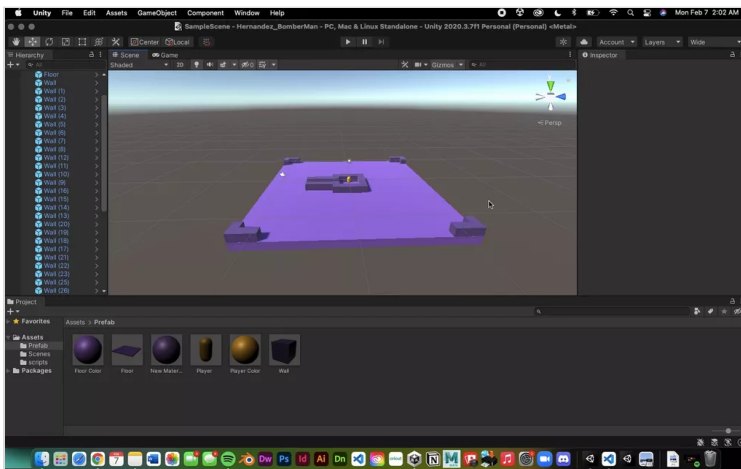


Shiela

jumping ball

6.84 KB unitypackage file

PADLET DRIVE



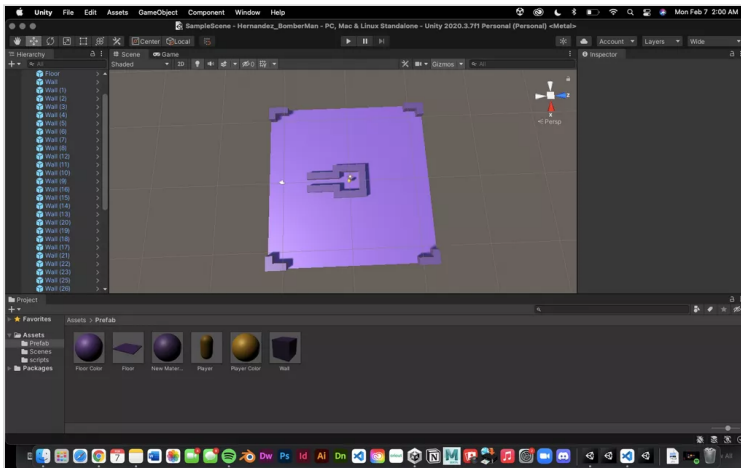
maze_startrec

0:42 video

PADLET DRIVE

Gaby-StartMazePic

Starting the maze



Gaby-MazeProject Package

OK! I'm sorry i'll stop now, but I'm going to just leave the package file here too!

Gaby_MazeProject

51.8 KB unitypackage file

PADLET DRIVE



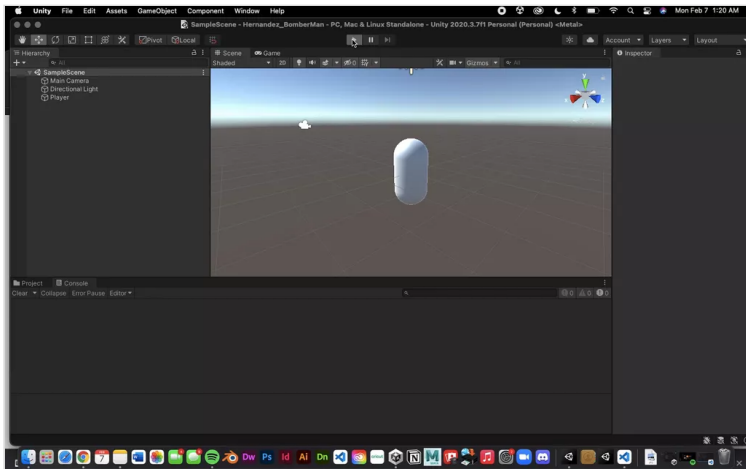
Gaby-Start Maze Recording

Ok! So I also provided a screen recording of the player moving around in what I have created thus far, The design of the maze will probably change as time progresses, but I am messing around for now! Veronica was right, this is quite exciting as we see the project begin to unravel and begin to understand certain concepts!

Also! I am gonna upload a package file as always to the dreamhost server!

Gaby-WorkInProgress 3

This is so exciting! Ah! Ok Ok, so I got the Input Keys in! So my W,A,S,D keys are functioning in the game view!

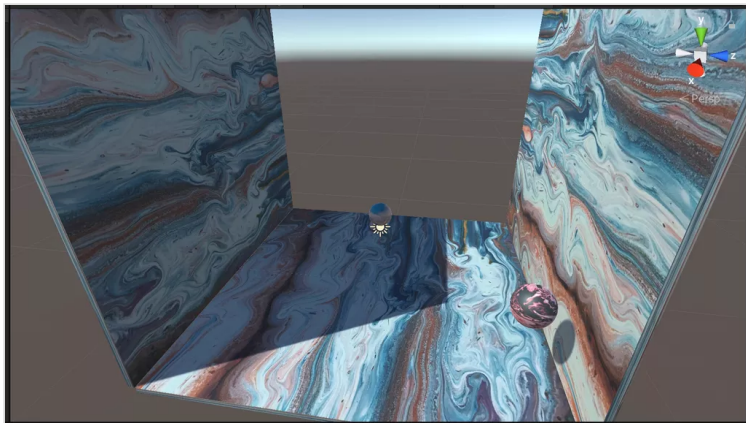


Screen Recording 2022-02-07 at 1.20.29 AM

0:23 video

PADLET DRIVE

Joan N - Gravity/Bouncing ball



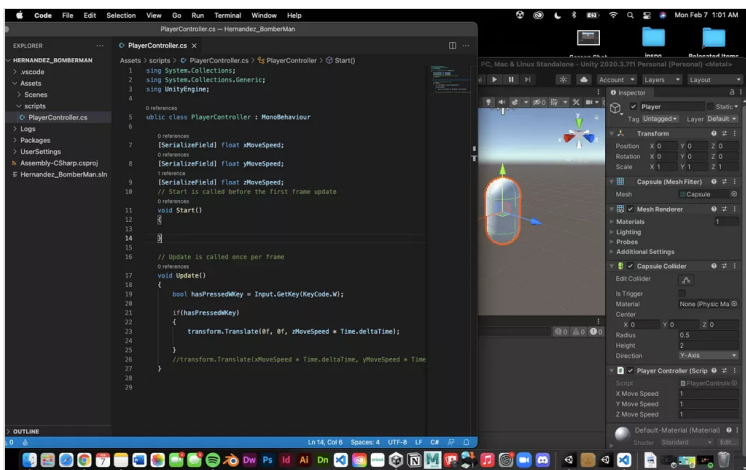
Screen Recording 2022-02-07 at 1.04.13 AM

0:12 video

PADLET DRIVE

Gaby-WorkInProgress 2

Have been following along with the Zoom recording, scripting in the code :) Oh and I am getting the W key working!



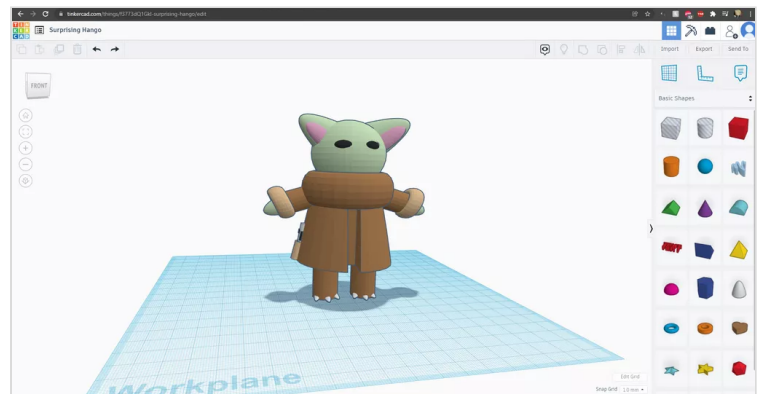
Gaby-WorkInProgress 1

Hey professor! So here's a work in progress for a classwork grade! I didn't realize I never provided one so I am doing so now! especially since I am starting fresh since I think I got lost midway with the lesson and then had to leave early for my meeting, so heres a work in progress screenshot!



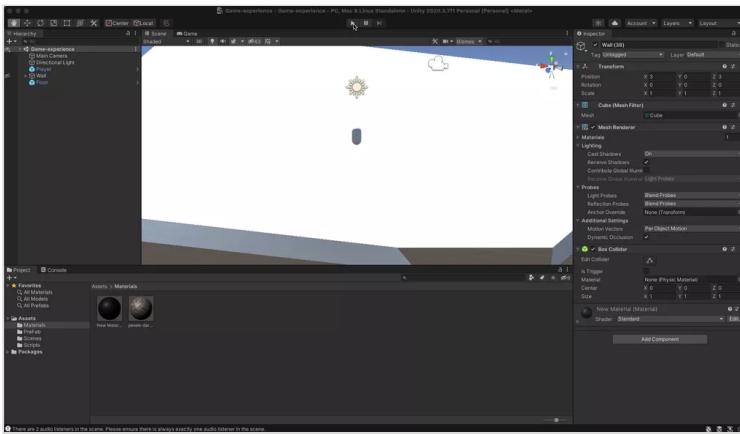
Alen's Baby Yoda Model

Using Tinkercad to make the model to use for projects going forward



CAPSULE MOVEMENT WITH WSAD KEYS - RODRIGO CARNERO

Here I show the movements made with WSAD keys stated in the code.



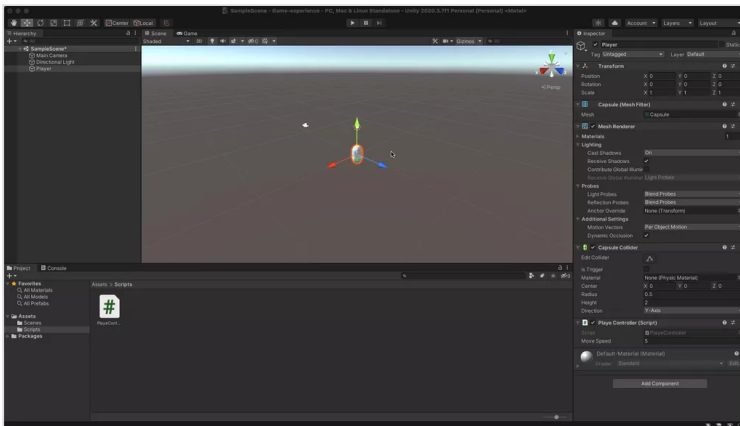
moving-capsule

0:14 video

PADLET DRIVE

CAPSULE FIRST MOVEMENTS - RODRIGO CARNERO

Here I show the first movements of the Player(Capsule) with the MoveSpeed.



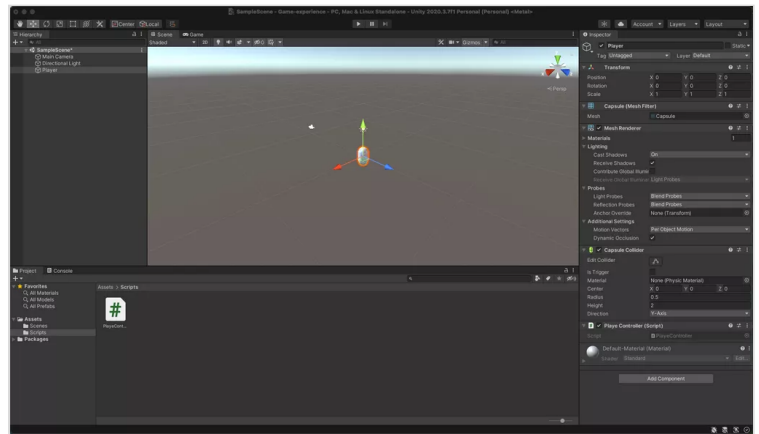
capsule-progress

0:11 video

PADLET DRIVE

CAPSULE SET UP - RODRIGO CARNERO

Here I'm setting up the Player(Capsule) with the script added to the inspector.



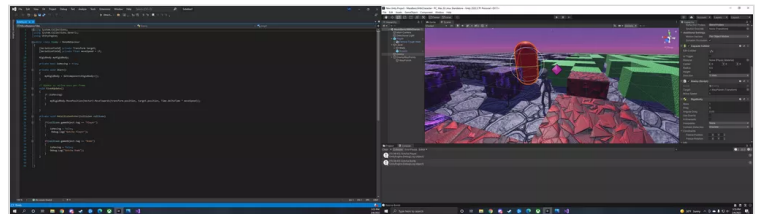
Great!

If I recall that gets worked out a bit later glad to hear you are learning UNITY so quickly!

Enemy progress

Hi professor! Got the waypoint set up and the enemy moves. The debug logs show up as well, everything is working great. I added my character in as well, I do have another just basic character model I could use for the enemy as well if you think that would be a good idea.

The only issue I seem to be running into is when placing the bomb it seems to push the character in one direction and then it seems kind of stuck for a moment. I did instantiate the bomb and that seems to be working though.



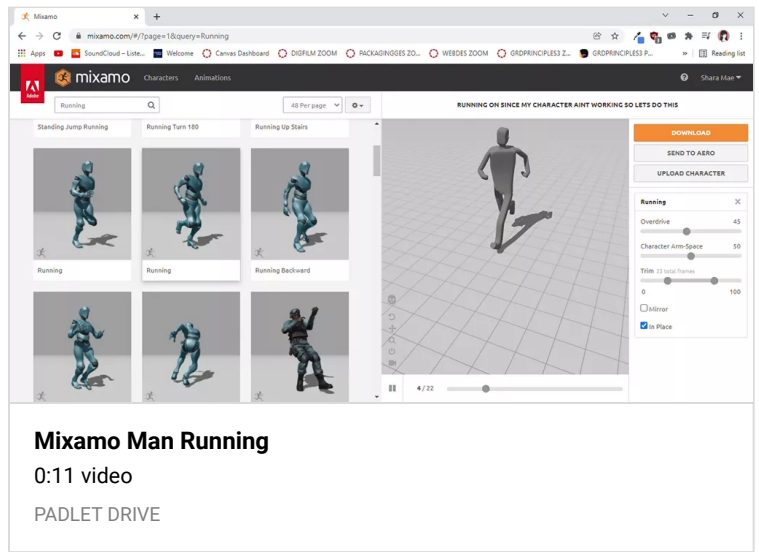
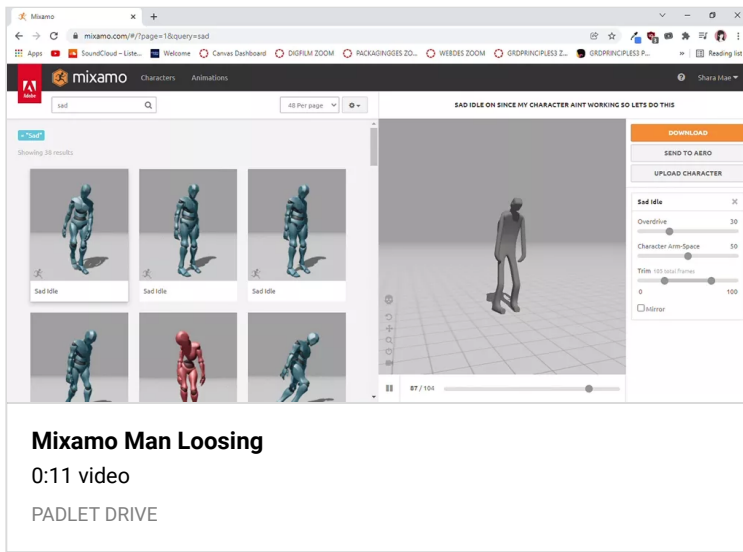
Thanks for all the effort!

Excellent work I really appreciate the efforts.

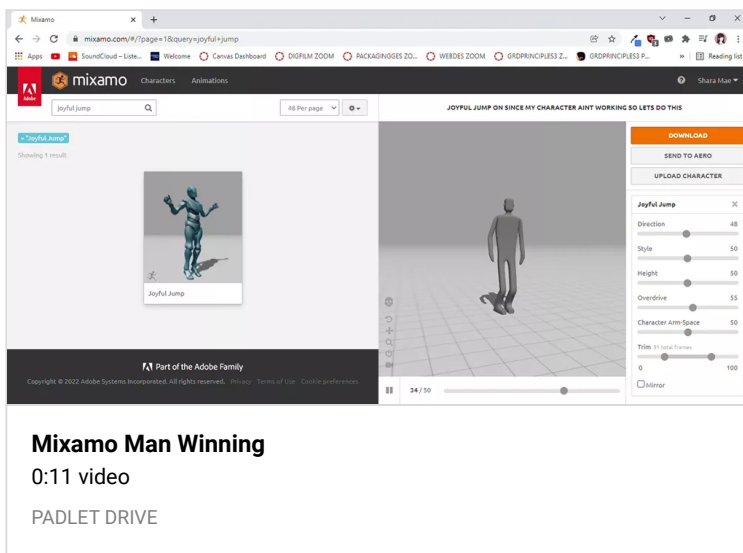
It's fine

You can easily remove the audio listeners from the other cameras.

Shara Mae - Mixamo Man Loosing

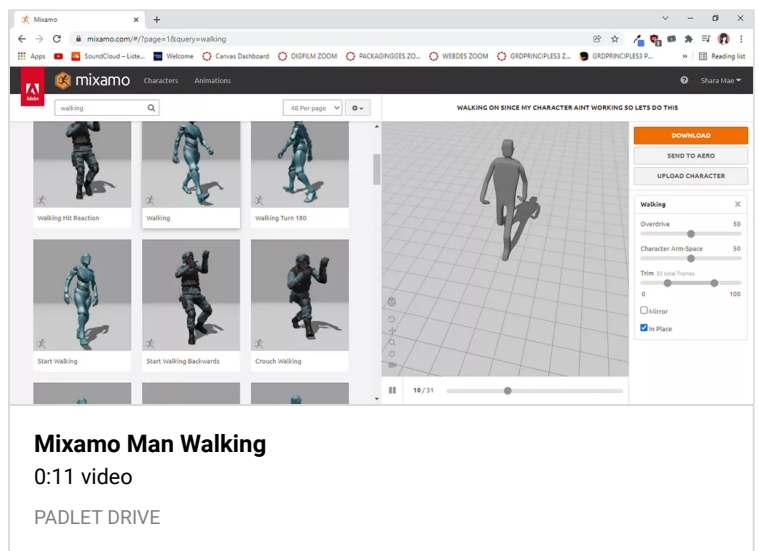


Shara Mae - Mixamo Man Winning

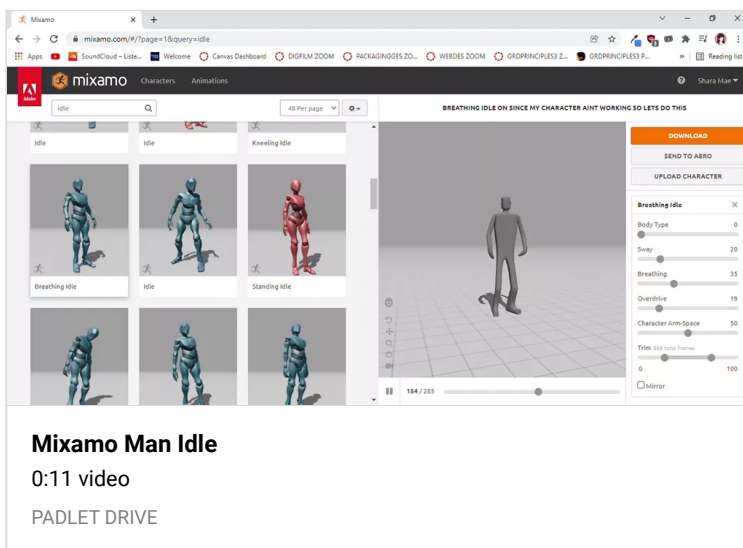


Shara Mae - Mixamo Man Walking

For the walk cycle and other motions, I really wanted to do my personal character that I made back in 3d design but I think it would probably be in my best interest to use an easier, less-complicated file to achieve my needs and wants!



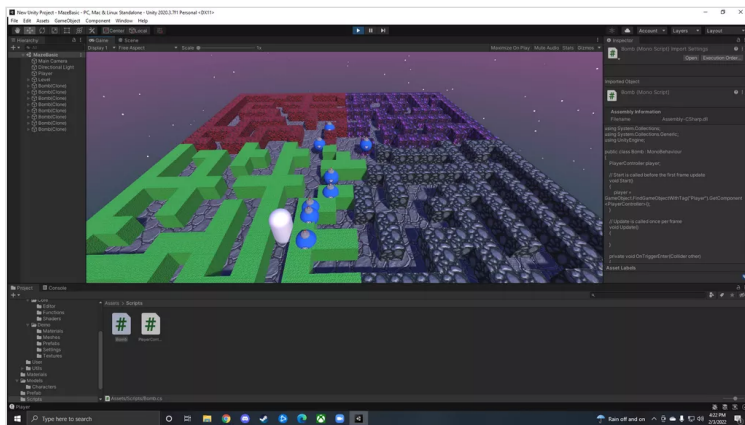
Shara Mae - Mixamo Man Idle



Sam D. Maze progress with bombs

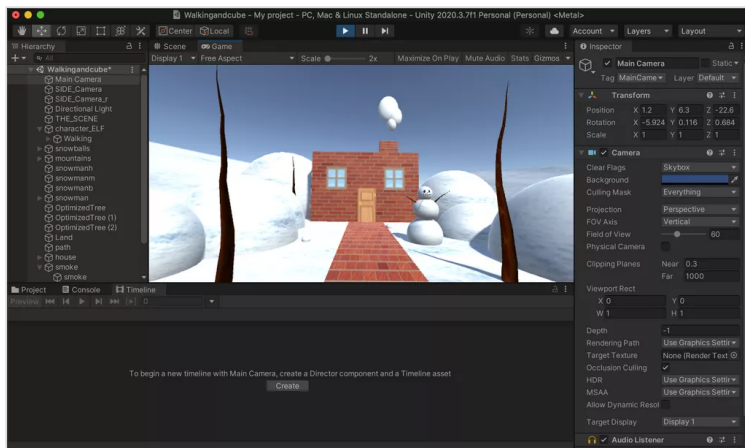
I am a little worried I may not have spaced out the maze correctly, I'm able to move the walls one increment each as we were supposed to but I notice the player gets stuck occasionally as well. Although my character is slightly smaller so it may not be a problem?

Shara Mae - Mixamo Man Running



Great Work!

**Made a snow scene for my elf to walk in.
Working on Title and quit button. ~ Tiffany Gary**



**Gravity-Texture Material-Bouncing Balls
~Tiffany Gary**

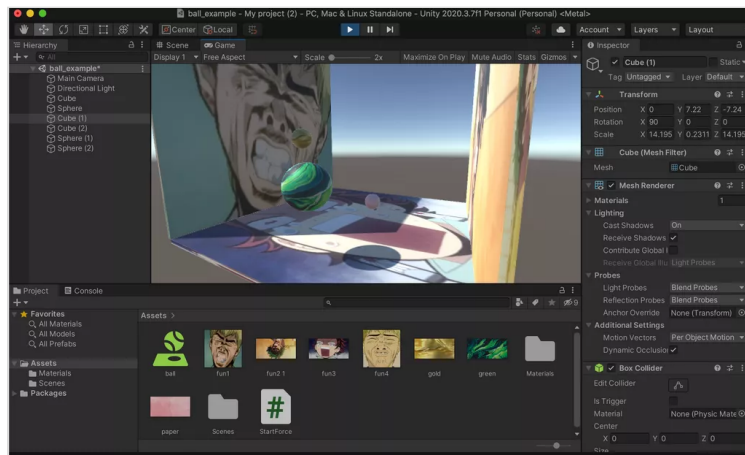


funny_faces_bouncing_balls

0:29 video

PADLET DRIVE

Gravity-Ball Bouncing progress



Thanks!

I am just sorting all the work from the padlet today I will look over the dreamhost folders in the morning thanks again.

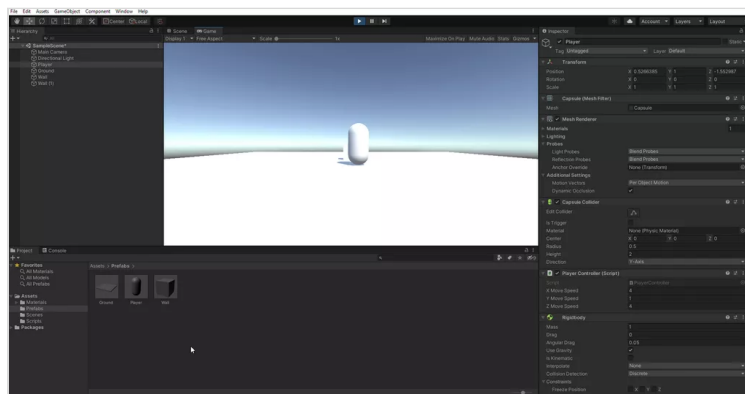
I think we fixed this during class today?

Remind me :-)

Gaby- Cut-Scene Build (DONE)

Hey Professor! So I'm gonna upload the file of the Cut-Scene Now onto the dreamhost! Hopefully this is what you wanted me to submit!

Veronica W. MAZE STARTED 1/31



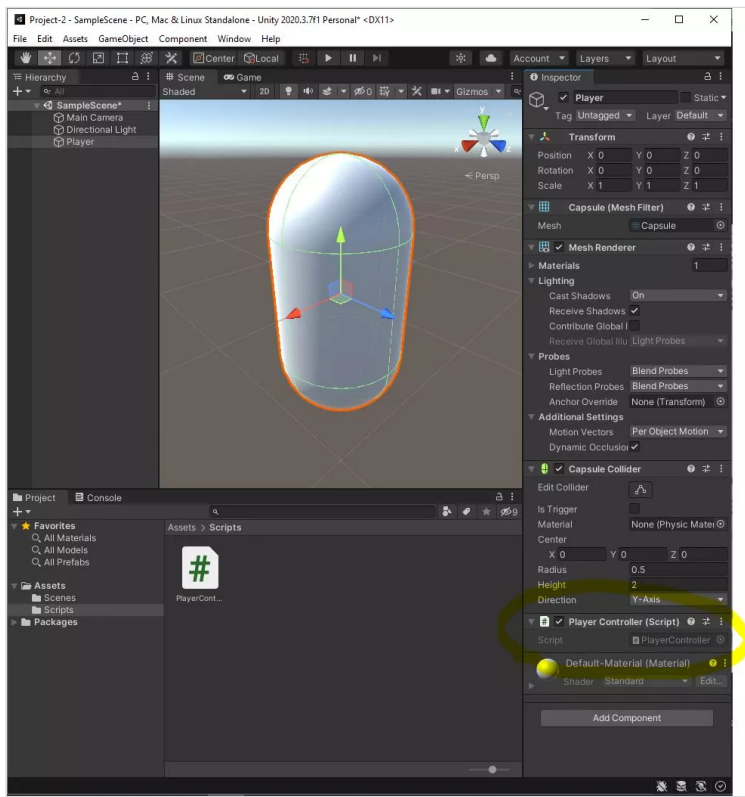
Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_DX11_ 2022-01-31 14-34-12

0:13 video

PADLET DRIVE

Veronica W. CLASSWORK 1/31

Player Controller Script added to inspector. Capsule and script are now one <3



Game Recording

Hi you guys.

I had multiple audio listeners activated because we have multiple cameras. I know we haven't went over audio yet, but there's an error that shows up if you have more than one audio listener set. Just figured that might be important. `_('`)/`



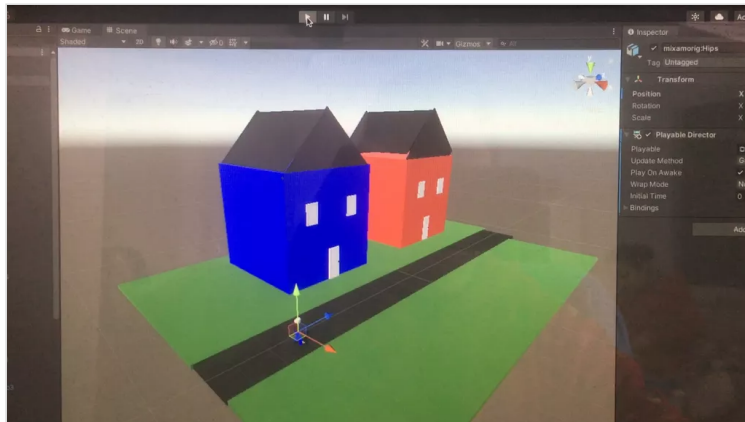
POOP_WALK 2022-01-31 10-53-53

0:07 video

PADLET DRIVE

Walk_Cycle_Scene

By Kevin Belington



IMG_9188.MOV

0:10 video

PADLET DRIVE

Cut-Scene Package

Uhhh, I didn't realize that I could publish the package of the cut-scene here LOL, so now it's here as well!

Gaby_TitleCutScene

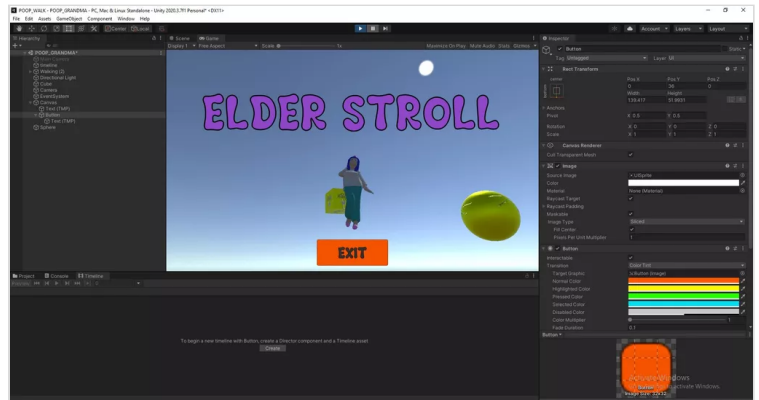
2.03 MB unitypackage file

PADLET DRIVE



Veronica W. 1/31

BUTTON AND TITLE WORK IN PROGRESS



OH BY THE WAY!

Oh! By the way, I thought I should let you know that I emailed you the package to the project! In the email, I also discuss the same concerns! That said though, I hope you can help me! I tried giving the camera thing another go and there is still nothing :(

Gaby-CutScene (HELP PROFESSOR!!!)

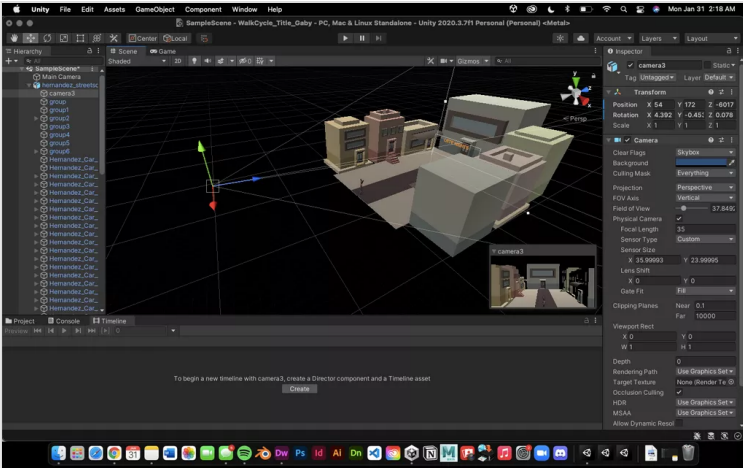
Hey professor!

I was wondering if maybe you can help me a little bit before class with my cut scene! I have the title/button, character walking,

Veronica W. 1/31

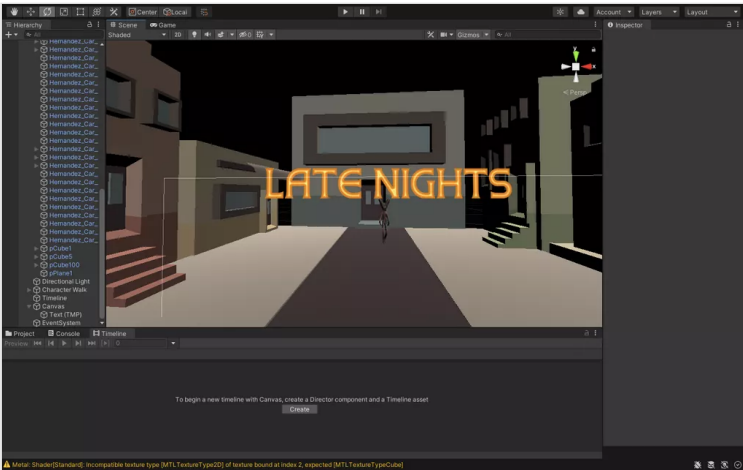
scenery, and have scripted it like we were asked! But my main issue is trying to see my work thru the game view tab.

See, when I go to preview it in the game view tab, it shows just black along with my title and button. I tried using cameras and messing around with that and have tried to look it up online and refer to the zoom and YouTube recordings for class, but I can't seem to understand why this is happening! So, I was hoping if I can get your help because I honestly have no idea what to do. I have everything else done except for the game view, which is what is stopping me from building and completing my first cut scene.



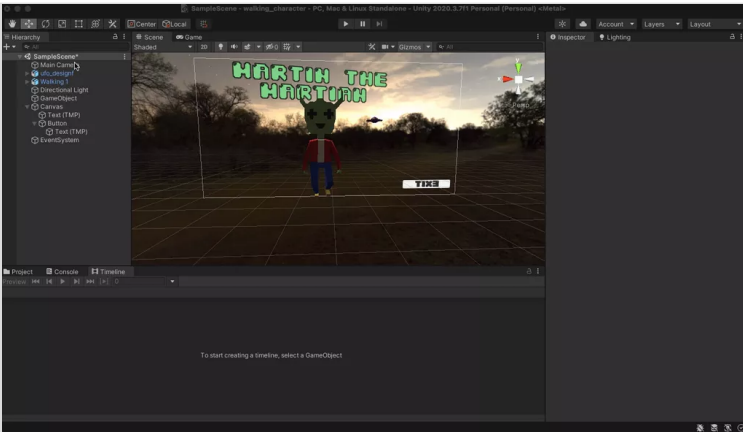
Gaby-title progress

Hey professor! So right now, I'm trying to finish up my title cut scene! I decided to also recycle my old little street scene from the 3D Modeling Class because it was fitting for this project! So here's some progress in the meantime until I figure this all out!



CINEMATIC PROGRESS-RODRIGO CARNERO

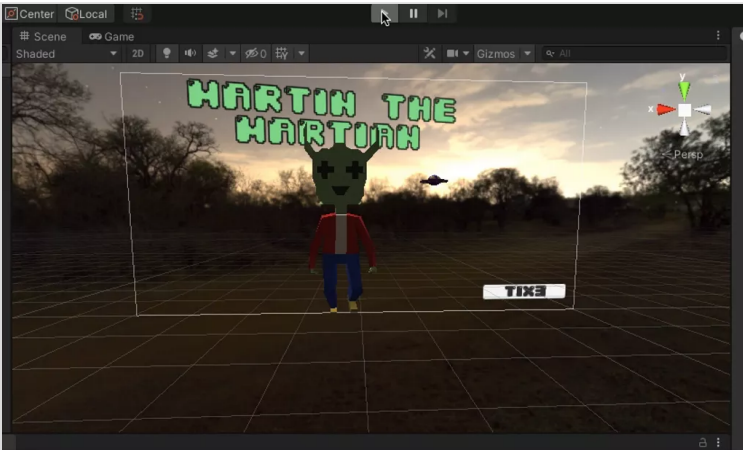
At first I uploaded just the scene but here is the whole project with the timeline included.



MARTIAN_UNEDIT

0:24 video
PADLET DRIVE

CINEMATIC PROGRESS-RODRIGO CARNERO



MARTIN_PROGRESS

0:13 video
PADLET DRIVE

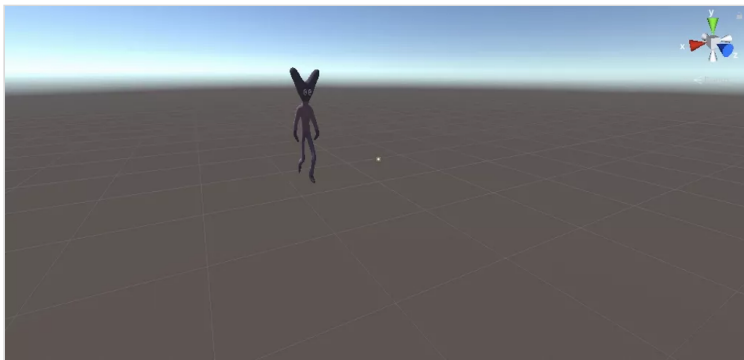
Excellent!

Thanks looks great

You can use this character for the next project too! :-p

Gaby-Walk Cycle!

Heyyy, so I'm back again (LOL). Anyhoo! I was able to do the walk cycle in unity and everything! I know you said that I can reuse this little guy from last years 3D class so I used him for my walk cycle! I just needed to refresh my memory on how to get him walking in unity, so I referred back to the the first zoom session recording! Hopefully this is what you were asking in terms of walking! Now I'll report back to you in a while with the title sequence that we did last class! :)

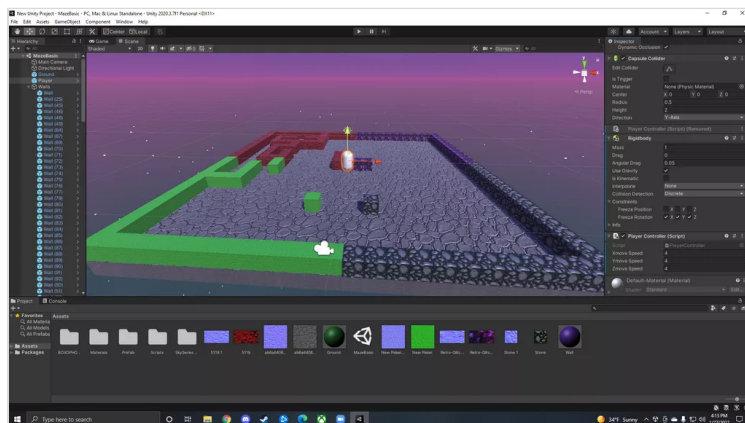


Walk_CycleRec

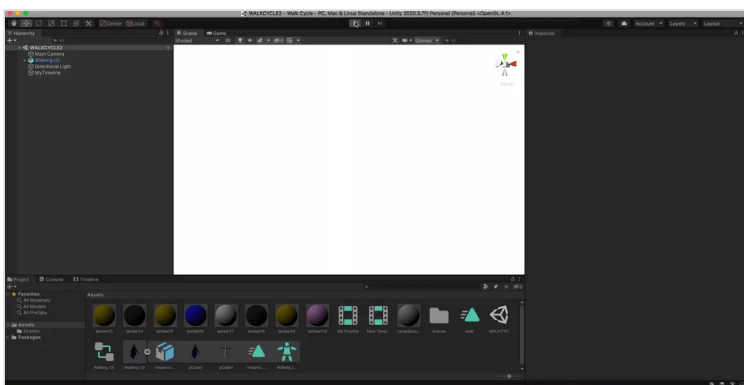
0:05 video

[PADLET DRIVE](#)

Maze progress Sam D.



White Screen Glitch Fix



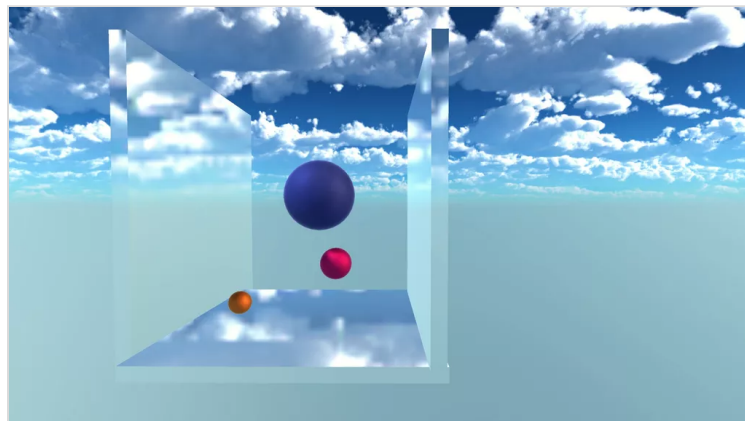
WhiteScreenFix.mp4

1:23 video

[BERKELEYCOLLEGE.PROFESSORKLEIN.COM](#)

Shara Mae - FINAL BOUNCING BALL MP4

Fixed the script and finally got the balls bouncing around in the constraints!!! Thank you to Professor and classmates for the help!



Shara Mae FINAL Bouncing Ball

0:08 video

[PADLET DRIVE](#)

Project Source Folder with fix (Zipped)

Walk%20Cycle.zip

21.9 MB zip file

[BERKELEYCOLLEGE.PROFESSORKLEIN.COM](#)



Export a package

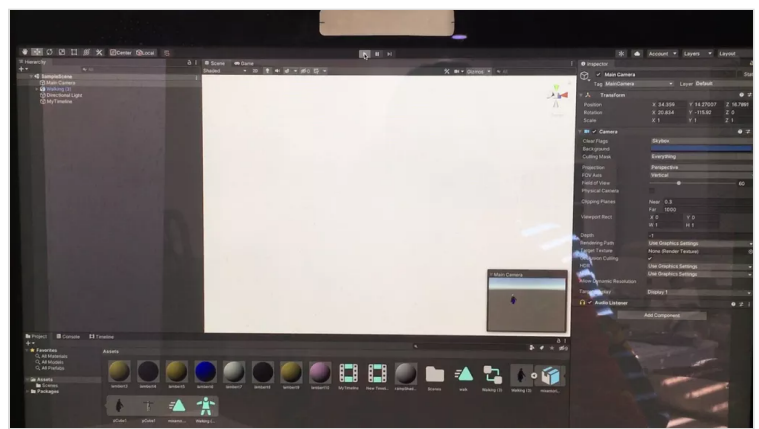
Please export a package or send the entire project folder. A .unity file onto itself cannot be opened, it accessed more data within the entire project folder. I will look over your video in the meantime.

Can you move around your scene? You can also make a new scene file in the same project and drag the character in again.

— MICHAEL KLEIN

Excellent Thanks!

Session IV (Plus Content Sessions V and VI)

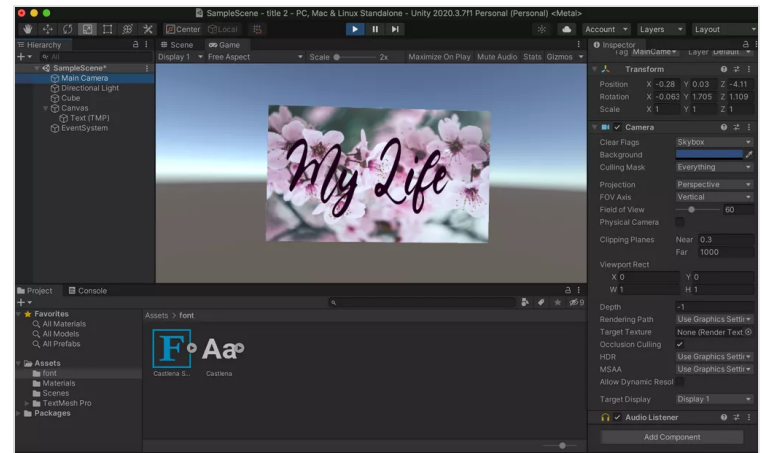


IMG_9155.MOV

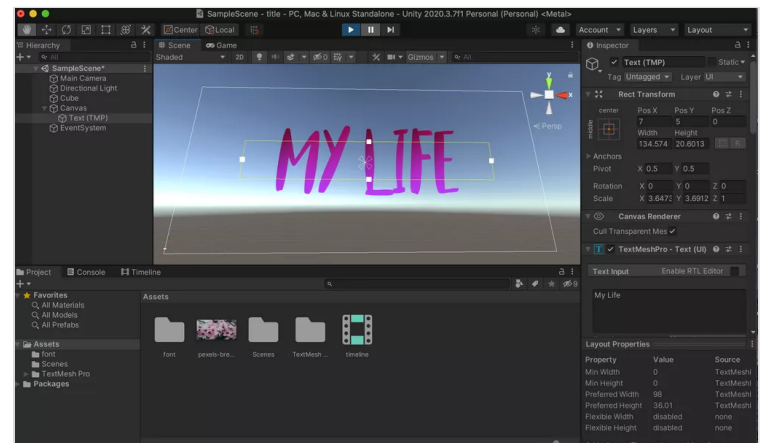
0:10 video

PADLET DRIVE

Title with Font and Cube with Texture material~ Tiffany Gary



Title Progress ~ Tiffany Gary



Cube with Texture Material & movement with Timeline ~ Tiffany Gary

01 warm up and review

by Michael Klein

YOUTUBE

The warmup for Session V was music related more than one frame

— MICHAEL KLEIN

WALKCYCLE2.unity file ERROR

This is my file.

Kevin Belington

WALKCYCLE2

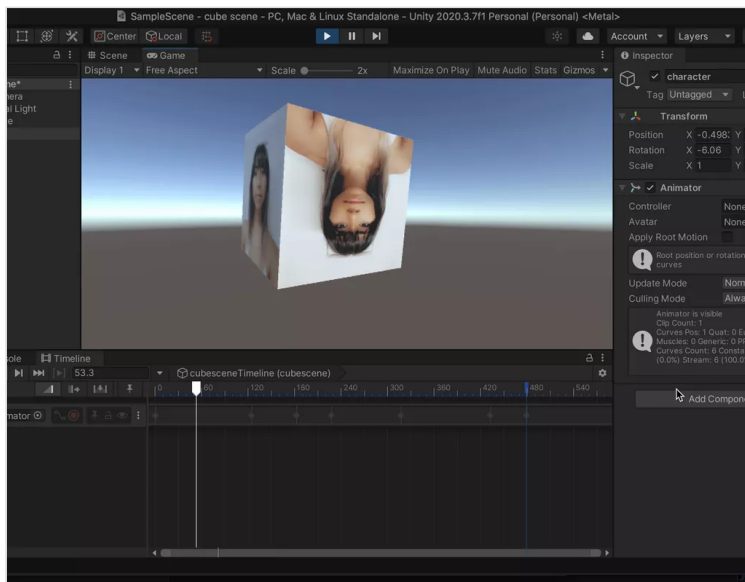
11.7 KB unity file

PADLET DRIVE



Walk Cycle ERROR video

Good afternoon. This is Kevin Belington. I just noticed that even though my camera is focused on my character walking scene, I had an issue about the white background. When I play the scene, the white background disappears. But when I pause the walking scene, the white background comes back. Is there anything else I can do to fix this issue? Please let me know. Thanks.



cubemove

0:08 video

PADLET DRIVE

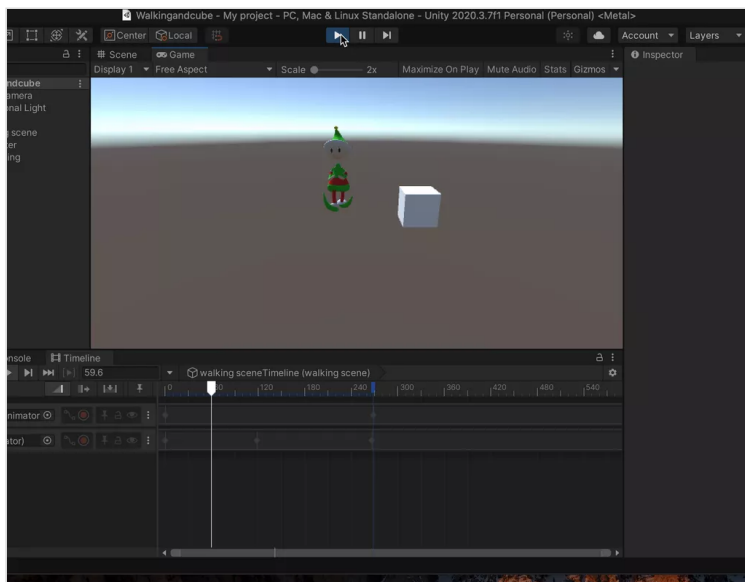


Thanks great work!

Joan - Gravity/Bouncing Ball Classwork

Thanks Great to See the Elf!

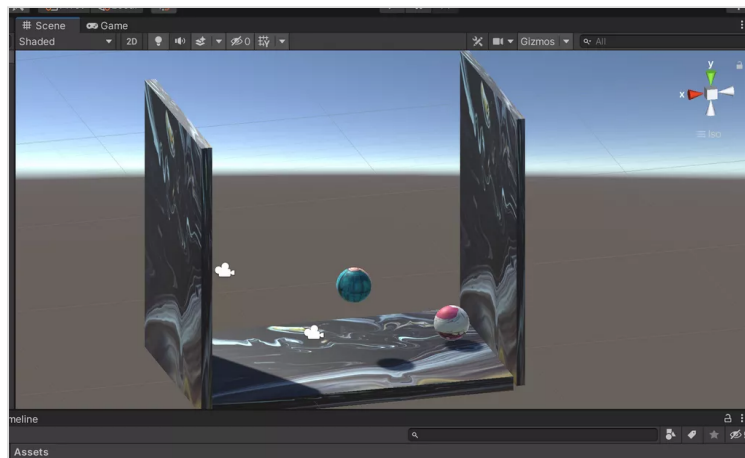
Elf walking and object floating with Timeline



Untitled

0:04 video

PADLET DRIVE



Shiela-working progress with bouncing ball

SPernito_ball

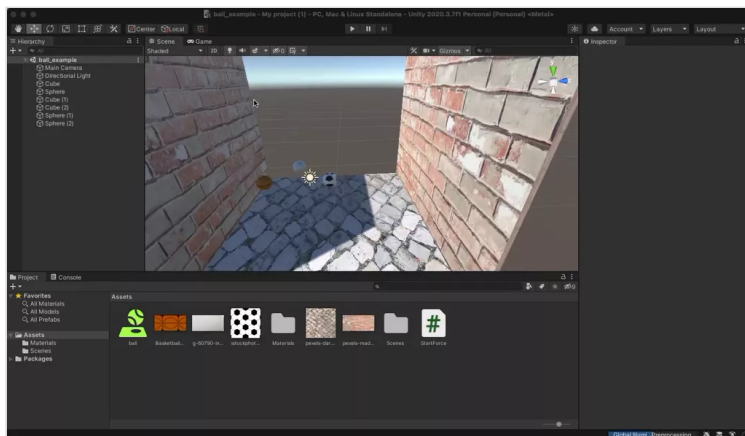
31 KB unity file

PADLET DRIVE



Bouncing Ball Project-Rodrigo Carnero

Walking in progress~ Tiffany Gary



bouncing_ball_unity

0:26 video

PADLET DRIVE

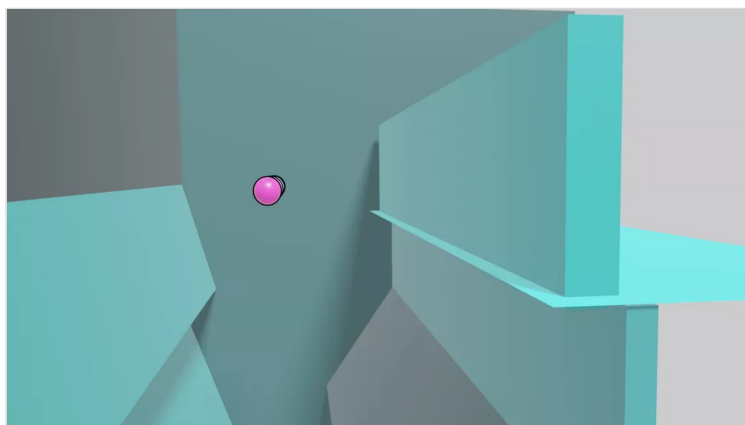
Thanks for submission

This is good for your gravity project. For the walking with title and executable file please look back at the courses for preparing a scene in Unity.

I'm pretty sure Blender has a built in engine too take a look because we are going to need interactive files with score etc. for next project(s)

GUILHERME RODRIGUES

Here is a redner from Blender of the gravity project, I don't understand how to upload the timeline into unity to I figured I should still show you what I've got done.



0001-0270

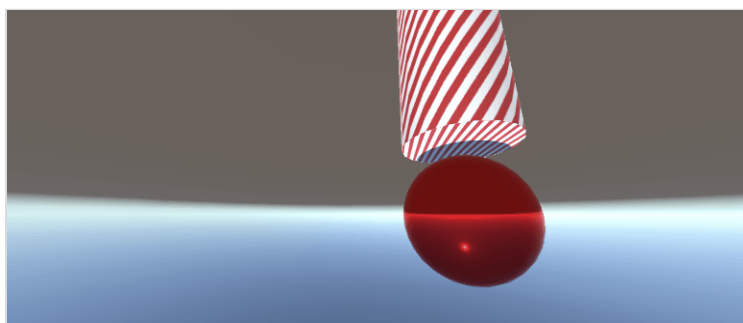
0:11 video

PADLET DRIVE

All Excellent Submissions THANKS!

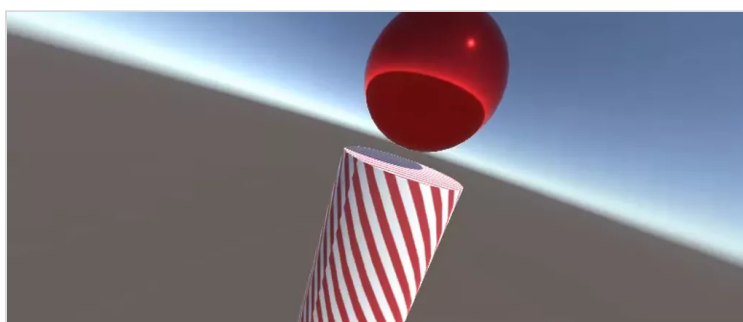
Shara Mae - PLAYING WITH UNITY GIF

Wanted to share this GIF of my MP4 but it is upside down most likely due to a feature I accidentally turned on LOL just wanted to share!



Shara Mae - PLAYING WITH UNITY

This is the first classwork that I'm now submitting after getting more comfortable with Unity!



Shara Mae Playing with Unity

0:03 video

PADLET DRIVE

Shara Mae - BOUNCING BALL PACKAGE

I wanted to wrap up this scene as a package so here it is! Hopefully everything works in there!!!

Shara Mae Bouncing Ball Scene

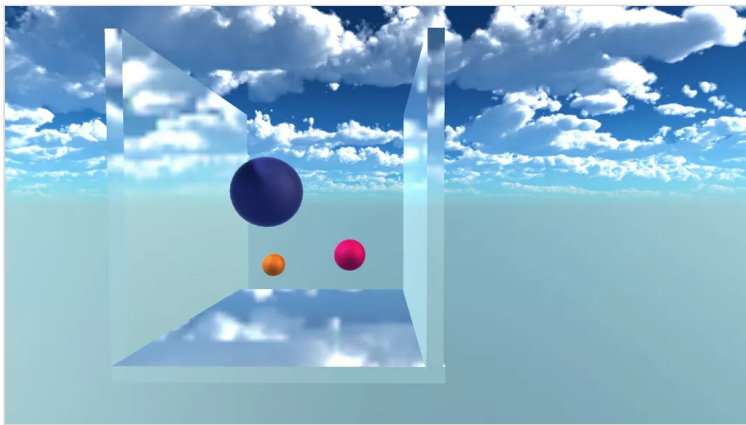
11.6 MB unitypackage file

PADLET DRIVE



Shara Mae - BOUNCING BALL SCENE

Whew!!! I was struggling on how to record because I did not have Unity Recorder installed so it took me a solid half hour to an hour to figure out how to record an mp4 file. Thankfully, I got everything done! Thanks Professor Klein!!! :D



Shara Mae Bouncing Ball

0:09 video

PADLET DRIVE

Bouncing_Ball_Project_In_Color

By Kevin Belington

Bouncing_Ball_Project

21.1 KB unity file

PADLET DRIVE



Maze Example (Source)

Maze-20220120-151943

12.9 KB piskel file

PADLET DRIVE



WALKING_CYCLE_PROGRESS

You did a great job! Your characters needed to have all of the elements COMBINED before going to Mixamo. Here is the walk cycle you can import it again and again to Mixamo now for new animations thanks for the work.

Walking (3)

349 KB fbx file

PADLET DRIVE



Unity Package: — MICHAEL KLEIN

http://berkeleycollege.professorklein.com/Winter_2022/Kevin/KB_Character.unitypackage — MICHAEL KLEIN

Great Work!

Can you add some color?

WALKING_CYCLE_PROGRESS

By Kevin Belington

I had a problem with my character's walking cycle in Mixamo.

WALKING_CYCLE_2

87.8 KB fbx file

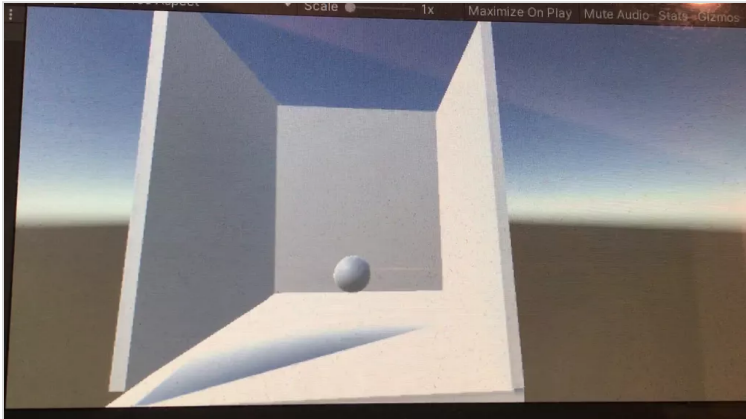
PADLET DRIVE



I will have a look -PK — MICHAEL KLEIN

Bouncing_Ball_Project

By Kevin Belington

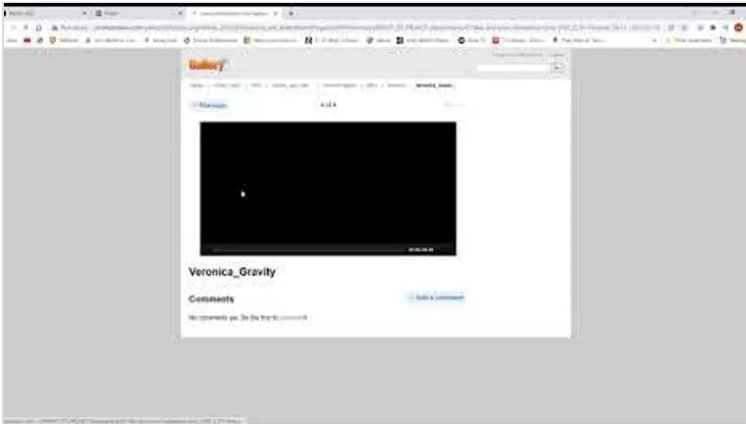


IMG_9121.MOV

0:06 video

PADLET DRIVE

Session III



001 review

by Michael Klein

YOUTUBE

Thanks great work!

Thanks for handing in the package files btw – MICHAEL KLEIN

Really enjoying these assignments they are so much fun!

of course :) – ANONYMOUS

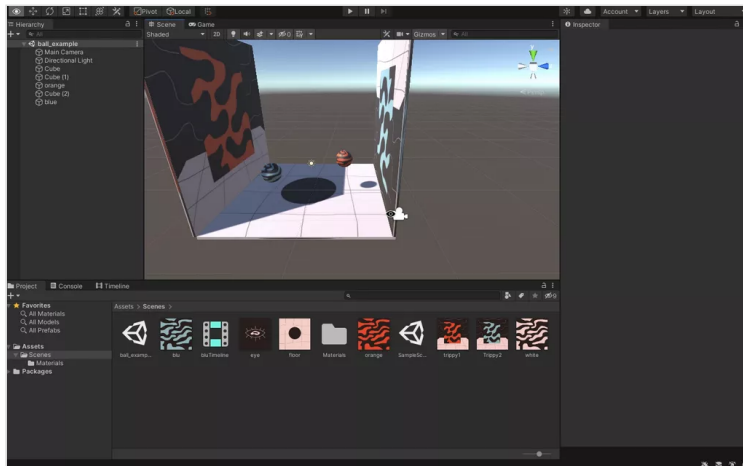
Perfect thanks!

UPLOADED- GABY

Ok ok! so I uploaded the package prof! <3

Gaby (HW: BOUNCING BALL!)

I at first didn't know what I was supposed to do for hw with this ball and gravity thing because the zoom recording was never posted (the right one at least D;). HOWEVER, I remembered the file you had sent in the chat a little after I entered the meeting. So I used that file and ended up making some drawings using piskel for the textures you see in the attached video! Hope this is what you had asked for! If not, please let me know and I will redo it as soon as I can or am able to! Anyhoo, hope you like! I think I am gonna provide the package for this assignment as well, so be on the lookout for that!



002_Recording

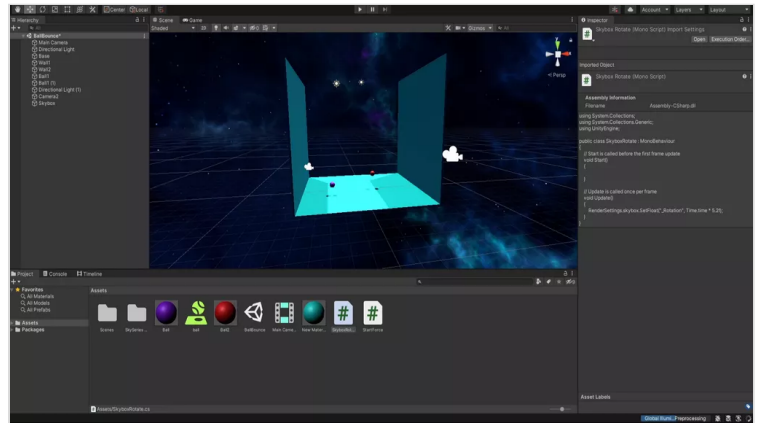
1:01 video

PADLET DRIVE

Hey Professor!

I submitted the bouncing ball warmup! I shall now work towards submitting my unity bounding ball screenshots and possible mp4's! Hope you enjoy my warmup though!

Sam D. - Bouncing Ball with rotating skybox and cam switch



2022-01-13 16-42-16

0:35 video

PADLET DRIVE



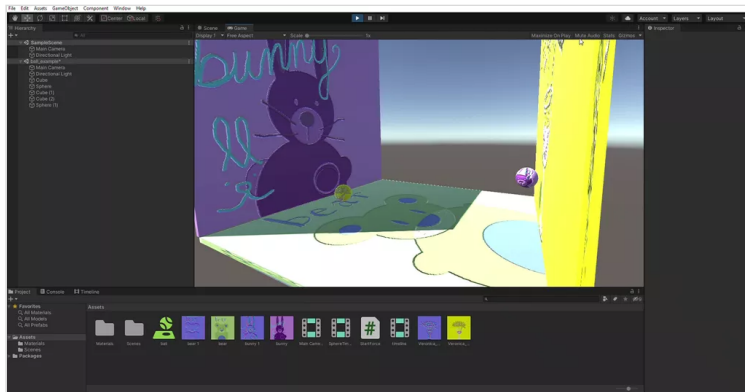
2022_01_10_16_31_09

0:26 video

PADLET DRIVE

VERONICA W. HOMEWORK: GRAVITY (2 BOUNCING BALLS)

I added the textures/normal maps to each ball and every cube wall.

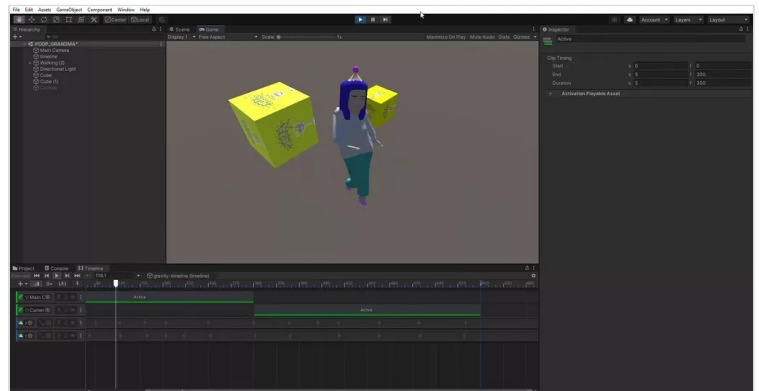


GRAVITY_ZIT_PROJECT - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_DX11_ 2022-01-10 19-45-07

0:08 video

PADLET DRIVE

VERONICA W. TIMELINE-TEXTURES-CAMERAS CLASSWORK 1/10

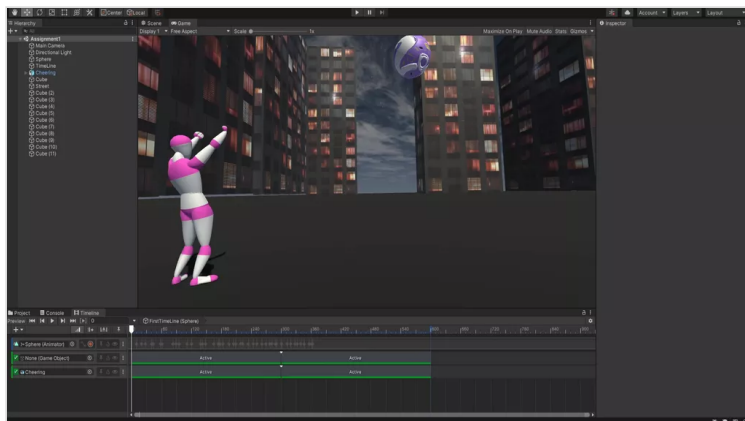


textures-cameras

0:08 video

PADLET DRIVE

Samantha D. Unity Timeline - Cheering Ball drop

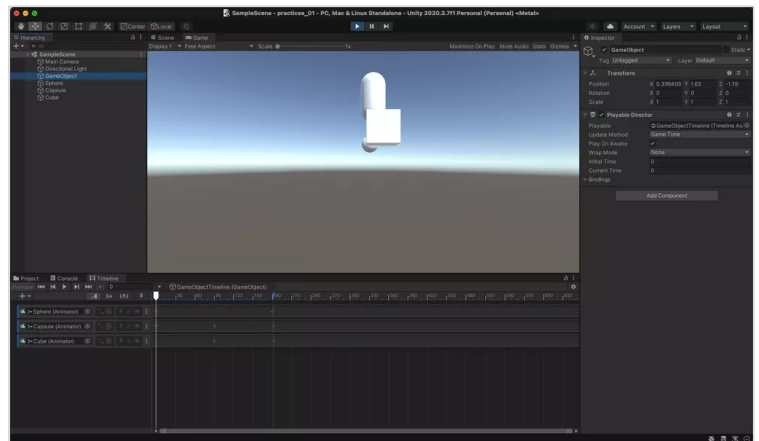


2022-01-10 16-31-09

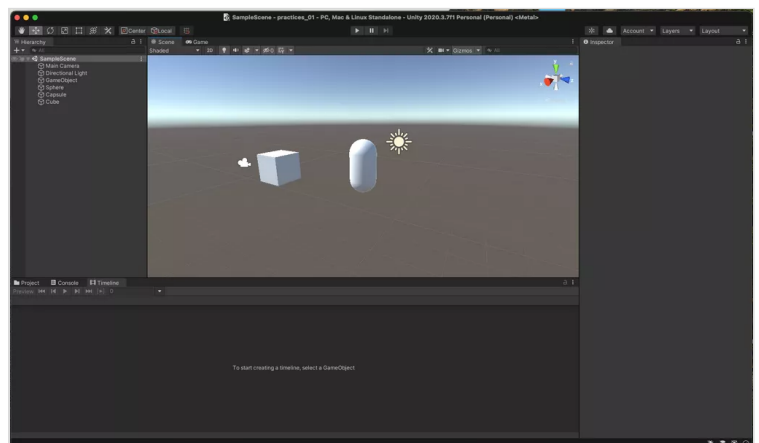
0:26 video

PADLET DRIVE

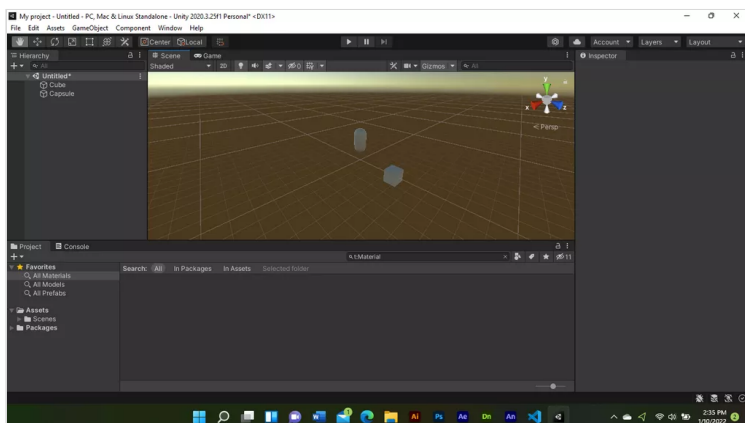
Rodrigo's Messing with objects (2)



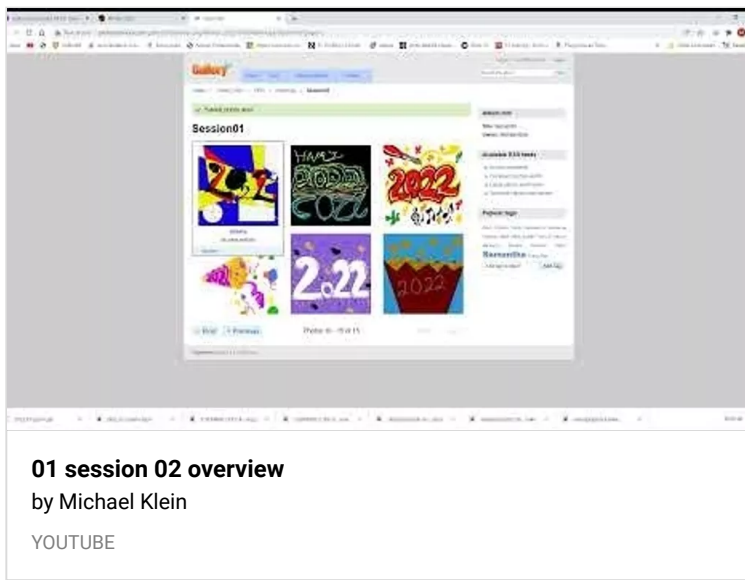
Rodrigo's Mess around with objects



Shiela

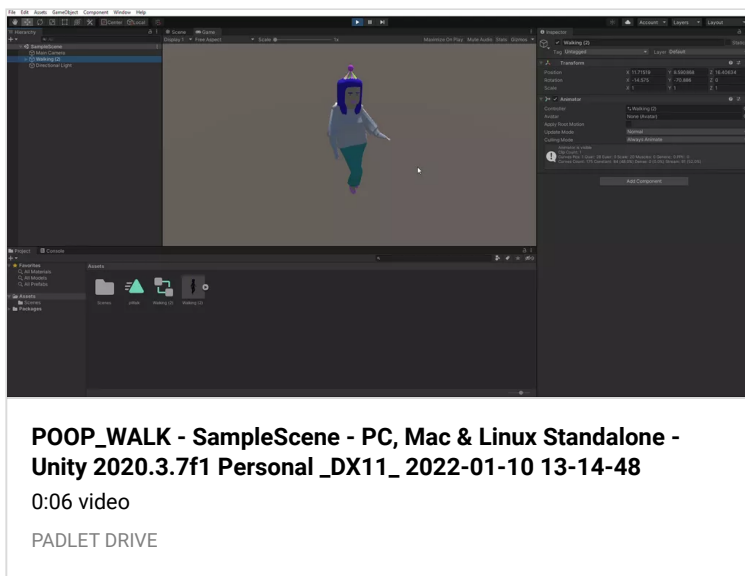


Session II



http://berkeleycollege.professorklein.com/Winter_2022/Skybox/SkySerie%20Freebie.zip — MICHAEL KLEIN

!WORKING! VERONICA W WALKING MODEL UNITY

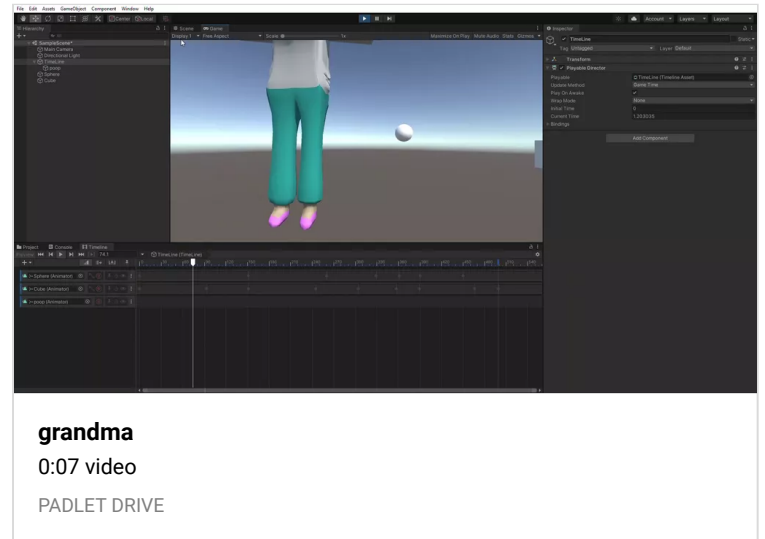


Veronica W. HOMEWORK- Unity Timeline Action

Hi!
I tried downloading the character after uploading it to mixamo. I then imported it into Unity with all the correct frame and extension settings (yada yada...). The character from the fbx file wouldn't show up when placed into the project assets or hierarchy. Also the mixamo animation didn't work when applied to the character.

As an alternative, I tried uploading an fbx file of my character which I exported from maya and directly placed it into Unity, and applied the mixamo animation. Now, we have a mess.

Hopefully we can figure out how to get this granny walking during our next meeting! :S



OH ALSO!

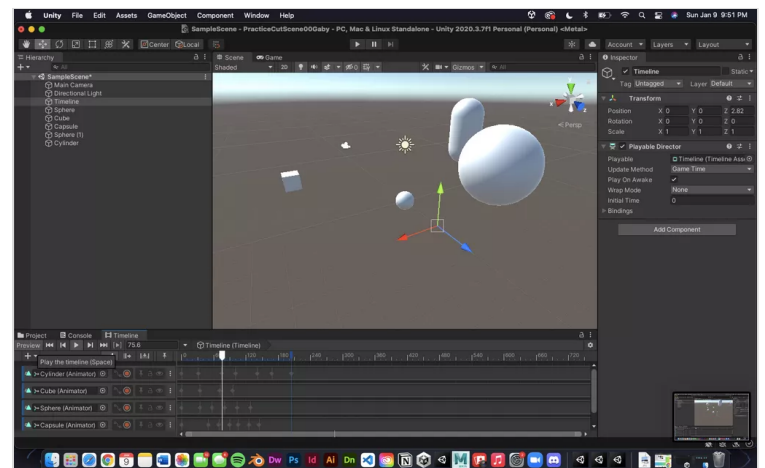
Oh! And I forgot to mention! I don't know if we could do this but I did it anyways just to get the hang of it, but I packaged the file with the moving objects and inserted it into the dreamhost file thingy (the one you mentioned during last class) !

Creating package sounds perfect thanks! — MICHAEL KLEIN

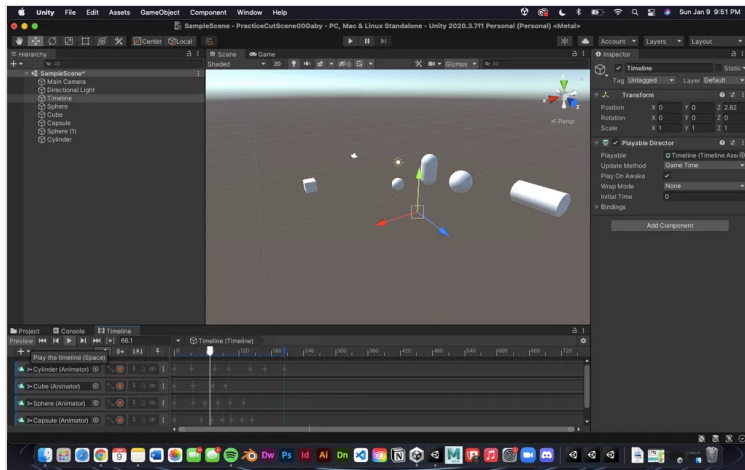
Hey Professor!

Hey! So, here I provided the screenshots you asked for last class! To be honest, originally I was having trouble animating the objects using the timeline/keyframes but after I looked back at the recording I realized that I was doing it all wrong at first LOL, but I got it now! Hopefully this is what you were asking for us to submit for Homework! If not please let me know! Although from my understanding, the homework was to get comfortable with unity!

Gaby- Mess Around Objs (2)



Gaby- Mess Around Objs (1)



+1 346 248 7799 US (Houston)
+1 669 900 6833 US (San Jose)
+1 929 205 6099 US (New York)
+1 253 215 8782 US (Tacoma)
+1 301 715 8592 US (Washington DC)
+1 312 626 6799 US (Chicago)

Meeting ID: 947 8850 5509

Find your local number:

<https://berkeleycollege.zoom.us/j/abcaFMxm4a>

Join by Skype for Business

<https://berkeleycollege.zoom.us/skype/94788505509>

GPIII Online Session (Thursdays)

Michael Klein is inviting you to a scheduled Zoom meeting.

Topic: GRAPHIC DESIGN PRINCIPLES III 1221_GRD3320_OLIS

Time: Jan 6, 2022 03:30 PM Eastern Time (US and Canada)

Every week on Thu, until Apr 14, 2022, 15 occurrence(s)

Jan 6, 2022 03:30 PM-SESSION COMPLETED

Jan 13, 2022 03:30 PM-SESSION COMPLETED

Jan 20, 2022 03:30 PM-SESSION COMPLETED

Jan 27, 2022 03:30 PM- SESSION COMPLETED

Feb 3, 2022 03:30 PM - SESSION COMPLETED

Feb 10, 2022 03:30 PM - SESSION COMPLETED

Feb 17, 2022 03:30 PM -SESSION COMPLETED

Feb 24, 2022 03:30 PM -SESSION COMPLETED

Mar 3, 2022 03:30 PM

Mar 10, 2022 03:30 PM

Mar 17, 2022 03:30 PM

Mar 24, 2022 03:30 PM

Mar 31, 2022 03:30 PM

Apr 7, 2022 03:30 PM

Apr 14, 2022 03:30 PM

Please download and import the following iCalendar (.ics) files to your calendar system.

Weekly: https://berkeleycollege.zoom.us/meeting/tJAqf-Gtrj4vGt08bOIjNOTKYs7a77nyxNtl/ics?icsToken=98tyKuCsqTMiH9SQtrmORowIB4qgWe_ziCVYjbcNxB3KKip9TRfdD_EVM-UoHsHI

Join Zoom Meeting

[https://berkeleycollege.zoom.us/j/94788505509?](https://berkeleycollege.zoom.us/j/94788505509?pwd=VWpkYkkrvcUN0Wk1Kb0hWM2c5SXNkZz09)

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Meeting ID: 947 8850 5509

Passcode: 038966

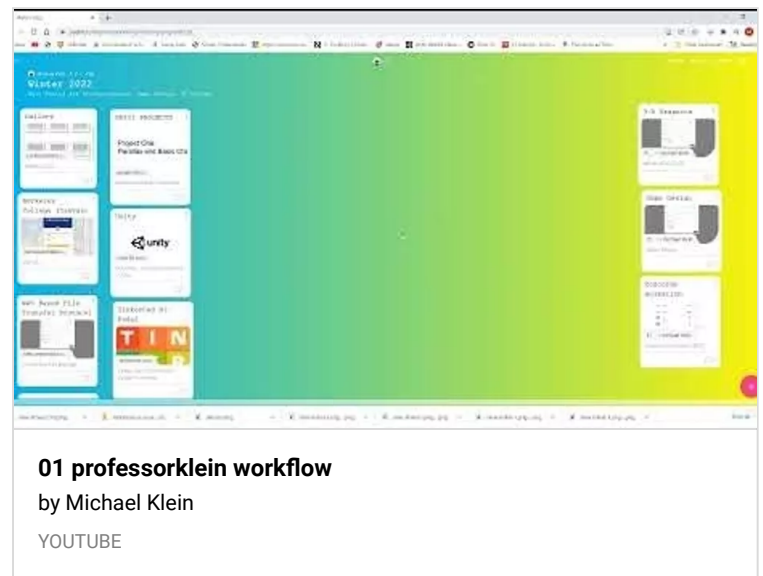
One tap mobile

+13462487799,,94788505509# US (Houston)

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Dial by your location

GPIII: Session I



If anyone has any questions regarding the workflow Session I, please feel free to correspond here. — MICHAEL KLEIN

Warm-Ups (Piskel)

Piskel -
by Julian Descottes
PISKELAPP



Session One was to create a simple "2022" that was 500 x 500 pixels. — MICHAEL KLEIN

http://www.professorklein.com/gallery2020/index.php/Winter_2022/GPIII/WarmUps/Session01 — MICHAEL KLEIN

GPIII Monday Session

Michael Klein is inviting you to a scheduled Zoom meeting.

Topic: GRAPHIC DESIGN PRINCIPLES III 1221_GRD3320_GABL

Time: Jan 3, 2022 12:30 PM Eastern Time (US and Canada)

Every week on Mon, until Apr 11, 2022, 15 occurrence(s)

Jan 3, 2022 12:30 PM -SESSION COMPLETED

Jan 10, 2022 12:30 PM-SESSION COMPLETED

Jan 17, 2022 12:30 PM-DR. MLK HOLIDAY

Jan 24, 2022 12:30 PM - SESSION COMPLETED

Jan 31, 2022 12:30 PM - SESSION COMPLETED

Feb 7, 2022 12:30 PM -SESSION COMPLETED

Feb 14, 2022 12:30 PM -SESSION COMPLETED

Feb 21, 2022 12:30 PM-PRESIDENT'S HOLIDAY

Feb 28, 2022 12:30 PM-SESSION COMPLETED

Mar 7, 2022 12:30 PM

Mar 14, 2022 12:30 PM

Mar 21, 2022 12:30 PM

Mar 28, 2022 12:30 PM

Apr 4, 2022 12:30 PM

Apr 11, 2022 12:30 PM

Please download and import the following iCalendar (.ics) files to your calendar system.

Weekly:

https://berkeleycollege.zoom.us/meeting/tJEufuyurTMpE9IW6pYaLuH0FC-dW25Vk9PR/ics?icsToken=98tyKuCtrTIvHNedsxCBRowMA4r4Z-7ztlxej_p0q0n1OiF_dyumEMEPNoUtRe7b

Join Zoom Meeting

<https://berkeleycollege.zoom.us/j/95395638396?pwd=OC9qWmlGRGJySSt4dllLNnN1OC9GUT09>

Meeting ID: 953 9563 8396

Passcode: 343111

One tap mobile

+12532158782,,95395638396# US (Tacoma)

+13017158592,,95395638396# US (Washington DC)

Dial by your location

+1 253 215 8782 US (Tacoma)

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+1 346 248 7799 US (Houston)

+1 669 900 6833 US (San Jose)

+1 929 205 6099 US (New York)

Meeting ID: 953 9563 8396

Find your local number:

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Join by Skype for Business

<https://berkeleycollege.zoom.us/skype/95395638396>

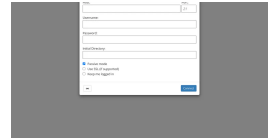
1/17 NO CLASSES (Dr. MLK Holiday) — MICHAEL KLEIN

Web Based File Transfer Protocol

DreamHost File Manager

Your current license is the Host Edition

DREAMHOST



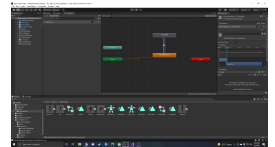
Please create a portfolio folder for yourself first name, last initial. In my case for example it would be Michael_K. — MICHAEL KLEIN

Game Design

Game Design

Interactive Computer Based for PC, Mac, Mobile, Console and DIY

PADLET

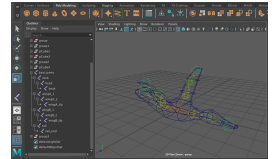


3-D Graphics

3D Board

Autodesk Maya & Basic Polygon CGI

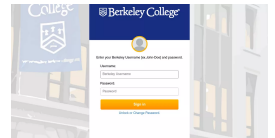
PADLET



Berkeley College (Canvas)

Sign In

BERKELEYCOLLEGE



Here is a link to Canvas where all the coursework is formally delivered. — MICHAEL KLEIN
