

Winter 2022

Main Portal for Professorklein: Game Design, 3D Design

MICHAEL KLEIN DEC 26, 2021 06:45PM

thanks great update

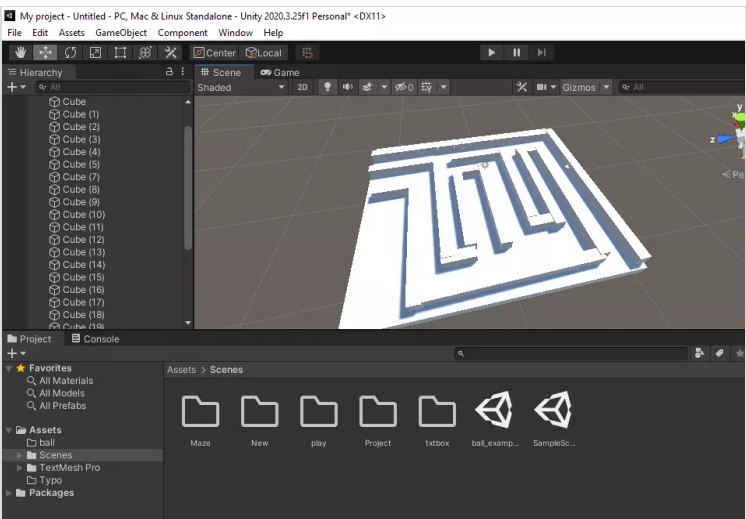
Joan - Character Almost finished



Shiela

Maze

Sam D. Music Warm up!

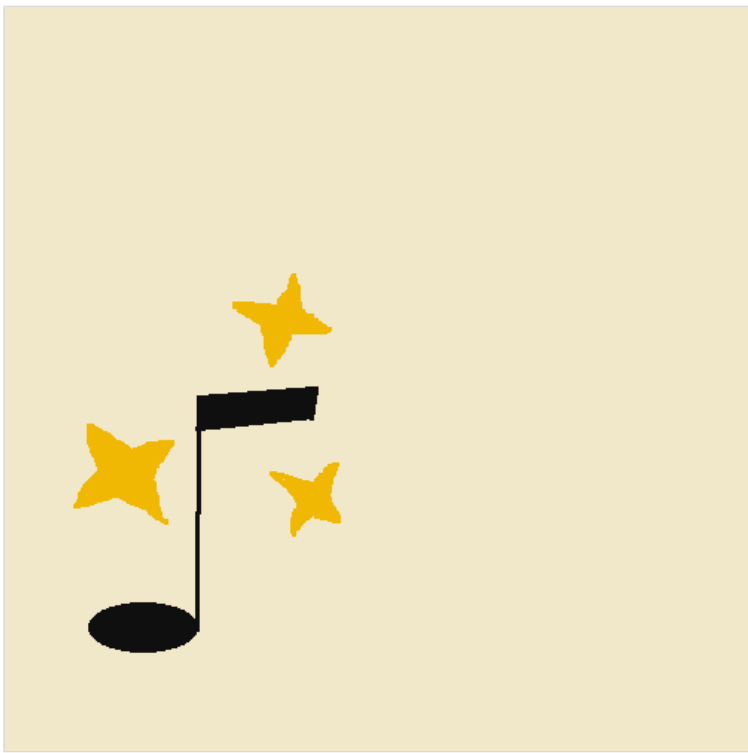


Guil Music Warm Up

Good Start Keep Going!

Thanks Good Start!

VERONICA MUSIC WARM UP 2-7

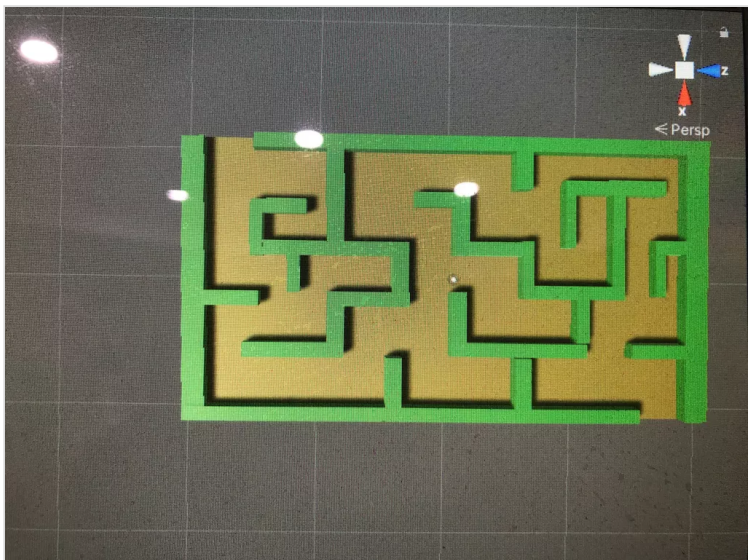


Baby Yoda Music Piskel



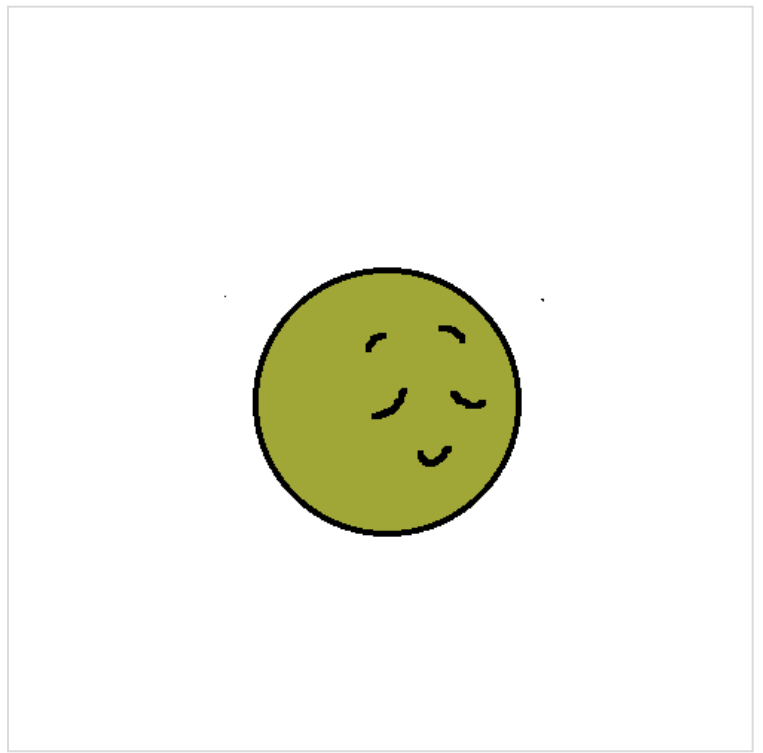
Maze_Screenshot

By Kevin Belingon



Isabela

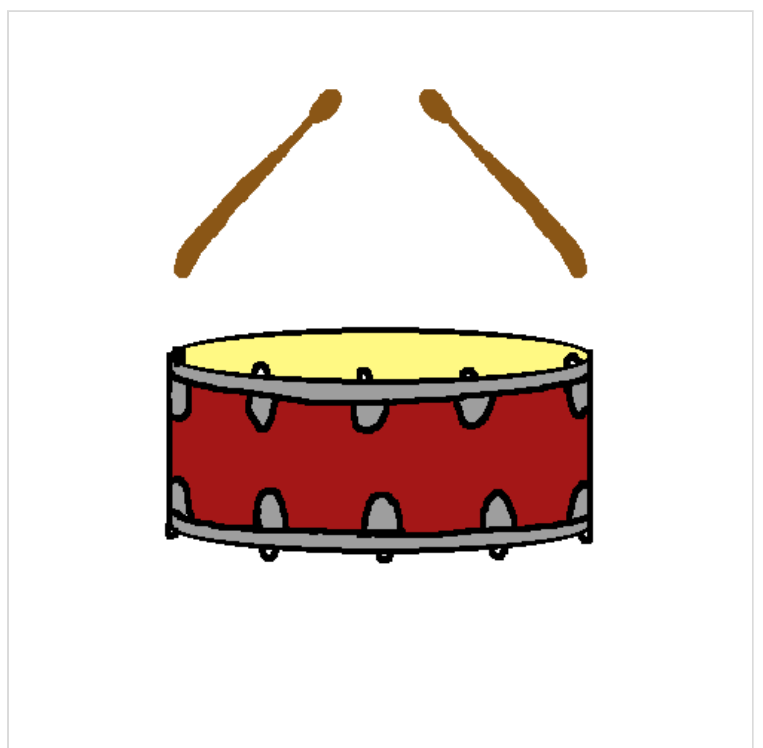
Warm Up



Gaby-Warmup 2/7

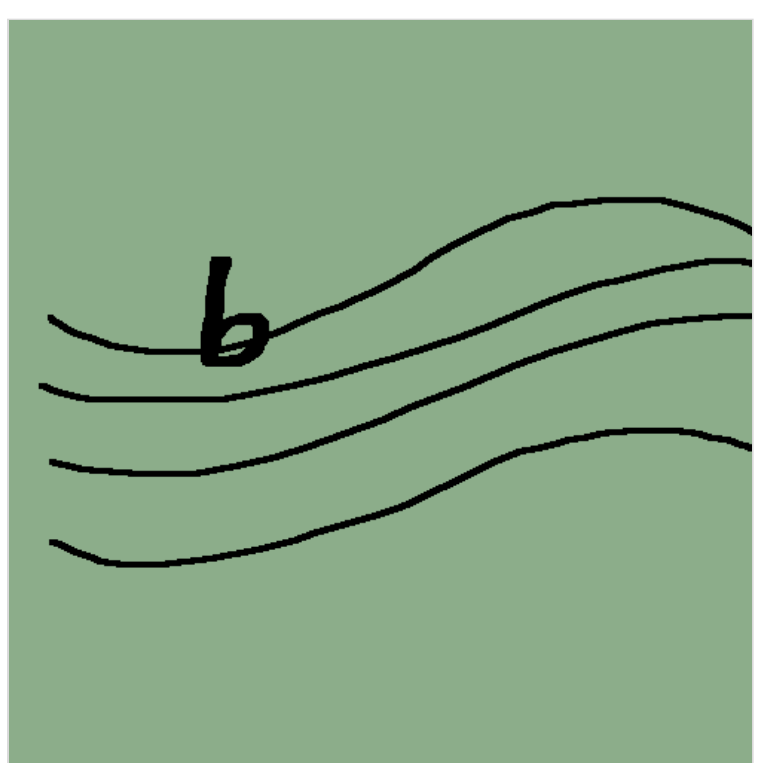
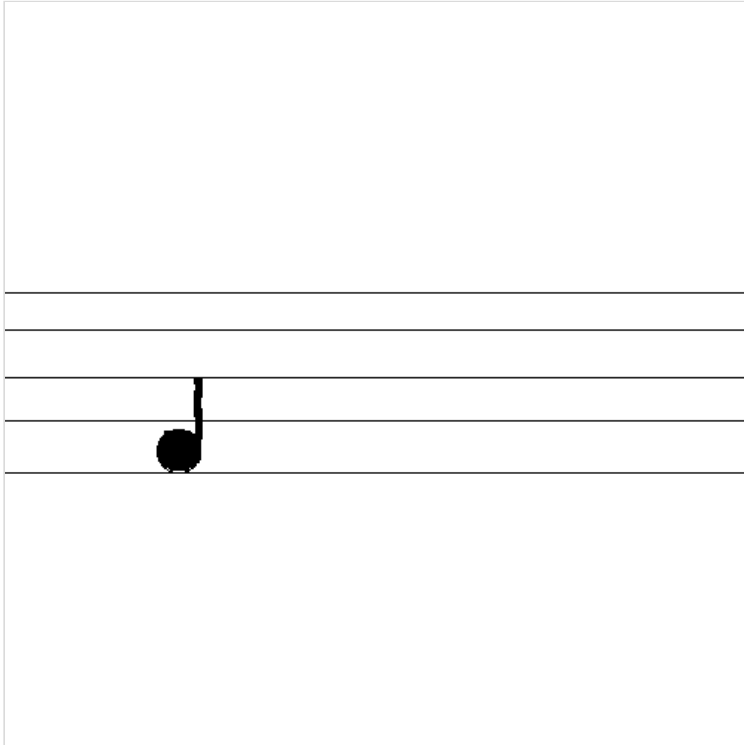


WARM UP MUSIC -RODRIGO CARNERO



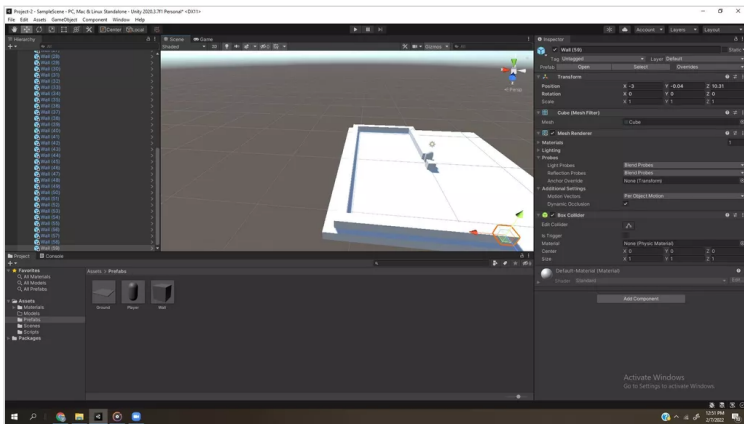
Music_Notes_Warm-Up

By Kevin Belington

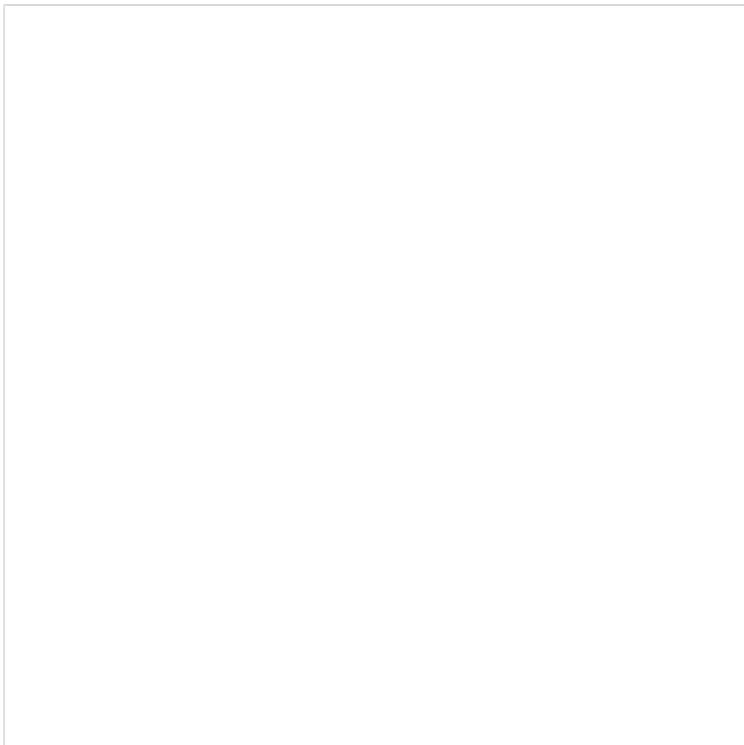


Shiela

VERONICA WORK IN PROGRESS 2-7



Tim



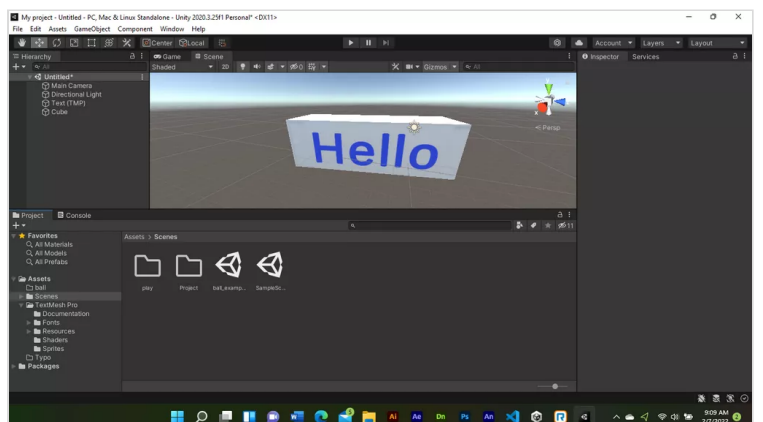
Cool Grogu

Thanks — ANONYMOUS

Communication is Excellent!

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

Shiela



Joan Warmup

Shiela

jumping ball

6.84 KB unitypackage file

PADLET DRIVE



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

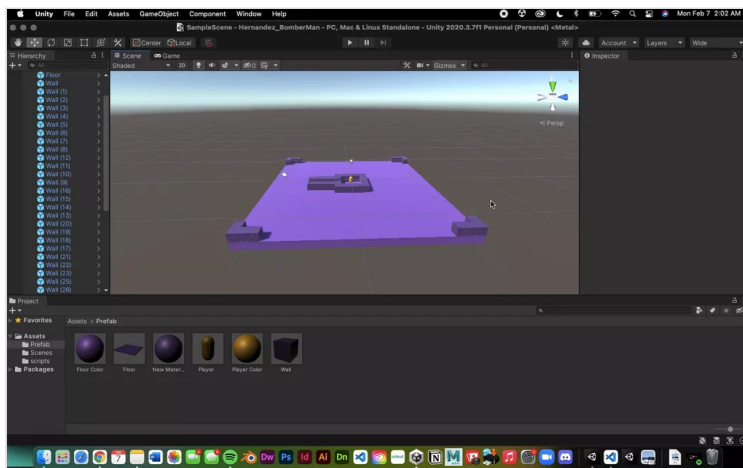
PADLET DRIVE



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!



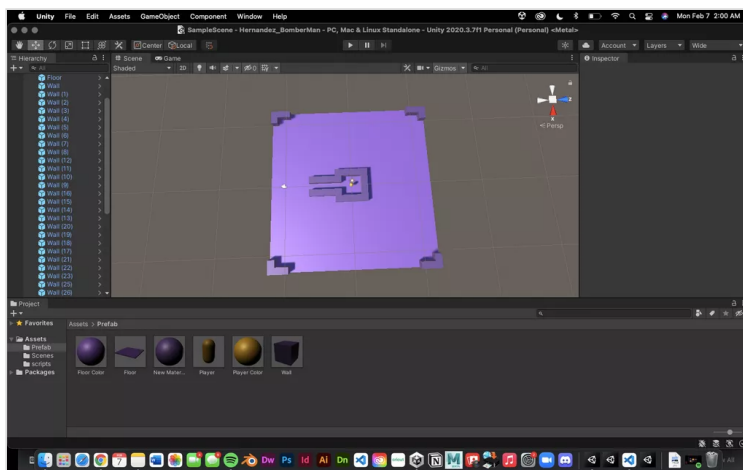
maze_startrec

0:42 video

PADLET DRIVE

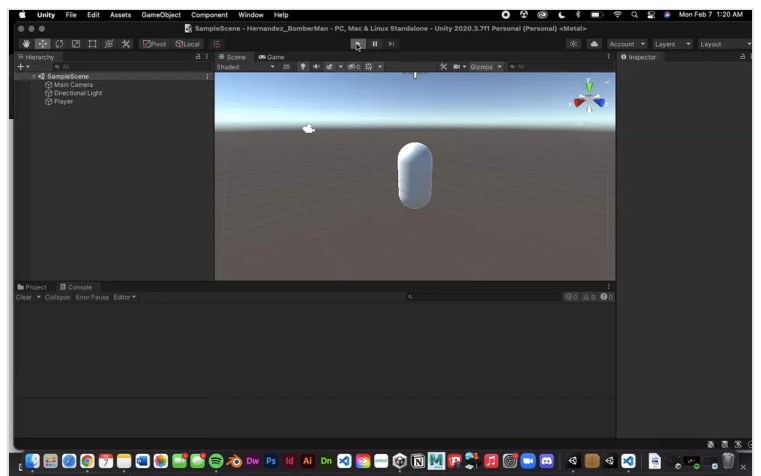
Gaby-StartMazePic

Starting the maze



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!

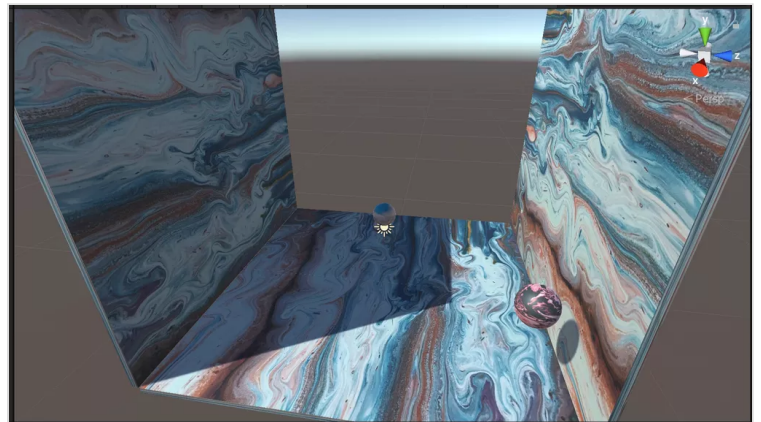


Screen Recording 2022-02-07 at 1.20.29 AM

0:23 video

PADLET DRIVE

Joan N - Gravity/Bouncing ball



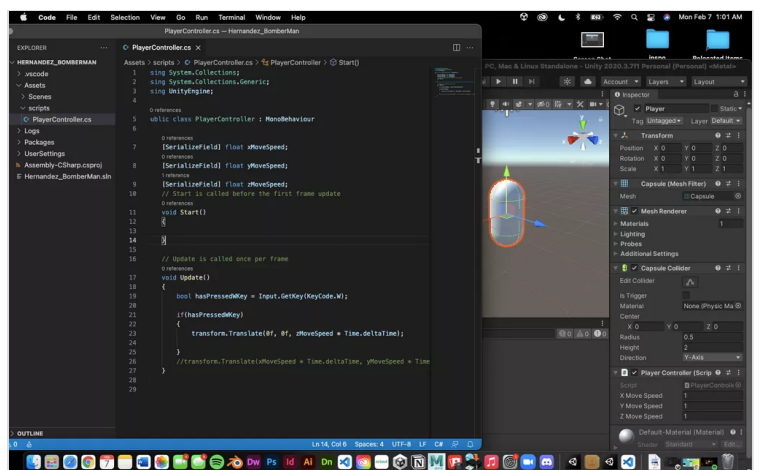
Screen Recording 2022-02-07 at 1.04.13 AM

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!



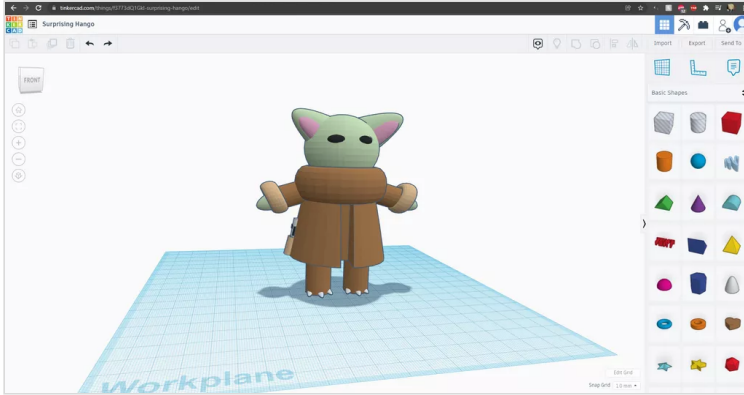
Gaby-WorkInProgress 1

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!



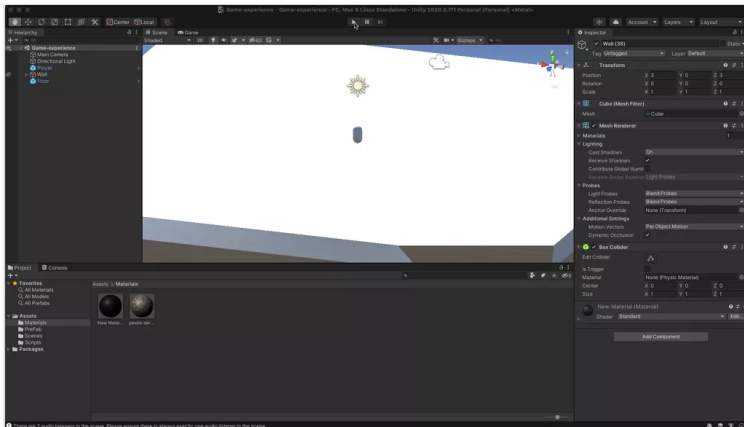
Alen's Baby Yoda Model

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.



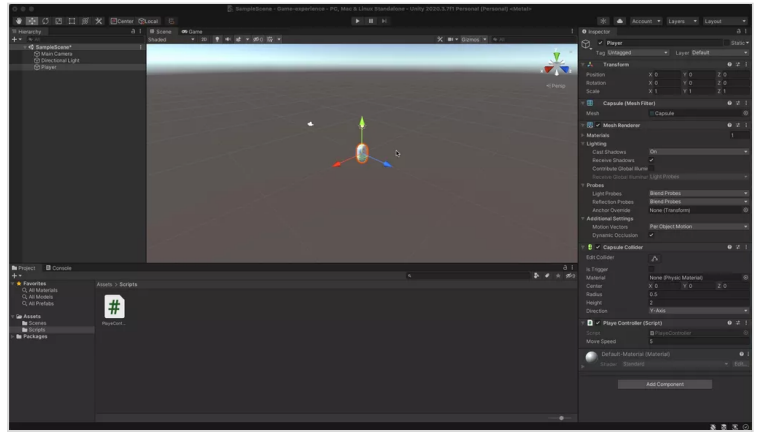
moving-capsule

0:14 video

PADLET DRIVE

CAPSULE FIRST MOVEMENTS - RODRIGO CARNERO

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



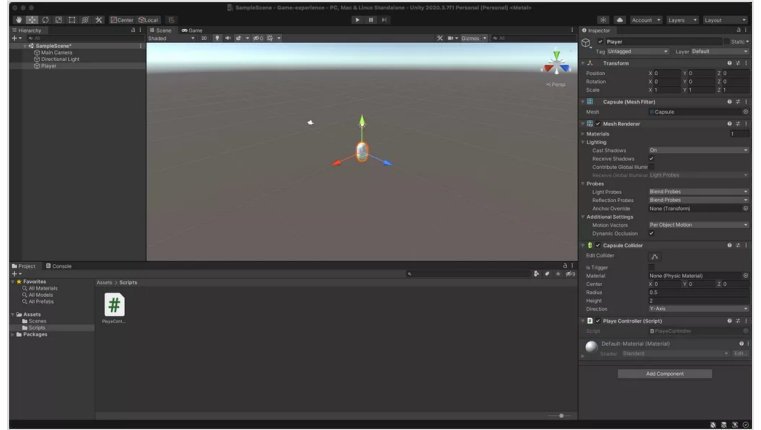
capsule-progress

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.



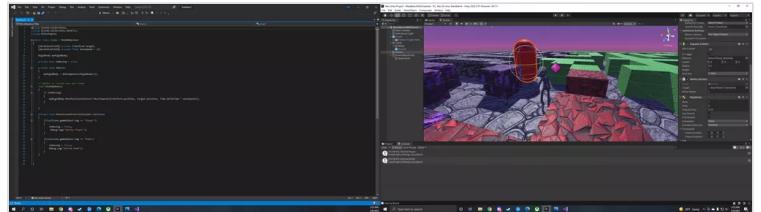
Great!

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!

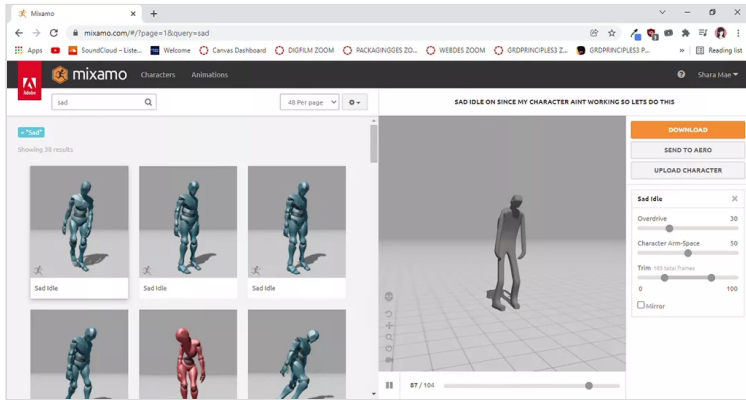
Excellent work I really appreciate the efforts.

It's fine

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

WILL UPLOAD MISSING WORK SOON - SHARA MAE LINTAG

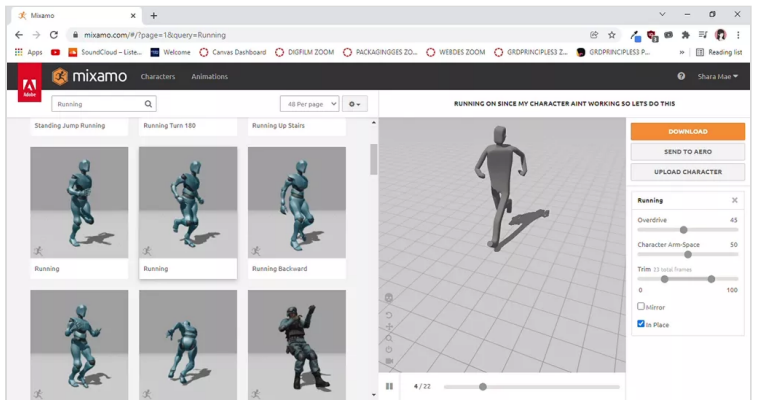
Shara Mae - Mixamo Man Loosing



Mixamo Man Loosing

0:11 video

PADLET DRIVE

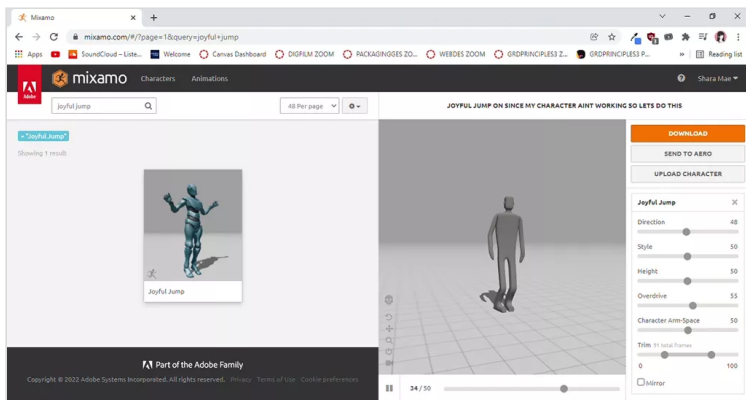


Mixamo Man Running

0:11 video

PADLET DRIVE

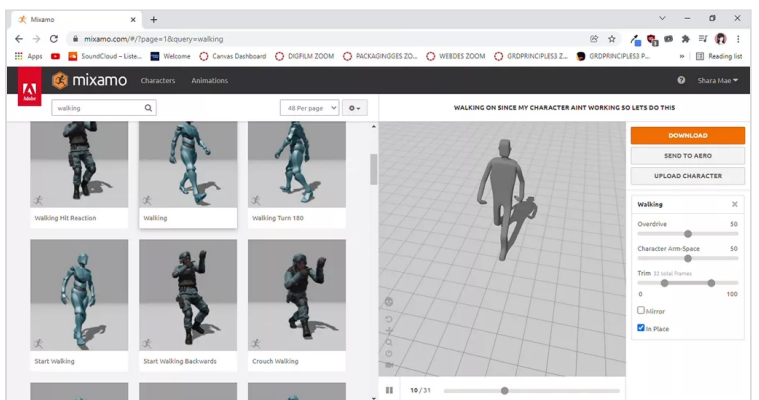
Shara Mae - Mixamo Man Winning



Mixamo Man Winning

0:11 video

PADLET DRIVE

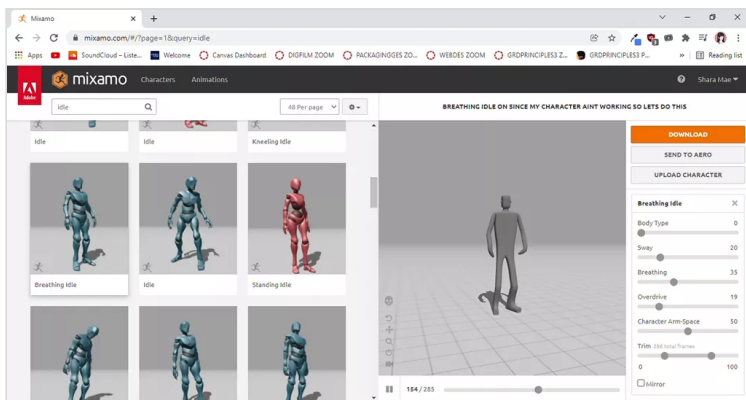


Mixamo Man Walking

0:11 video

PADLET DRIVE

Shara Mae - Mixamo Man Idle



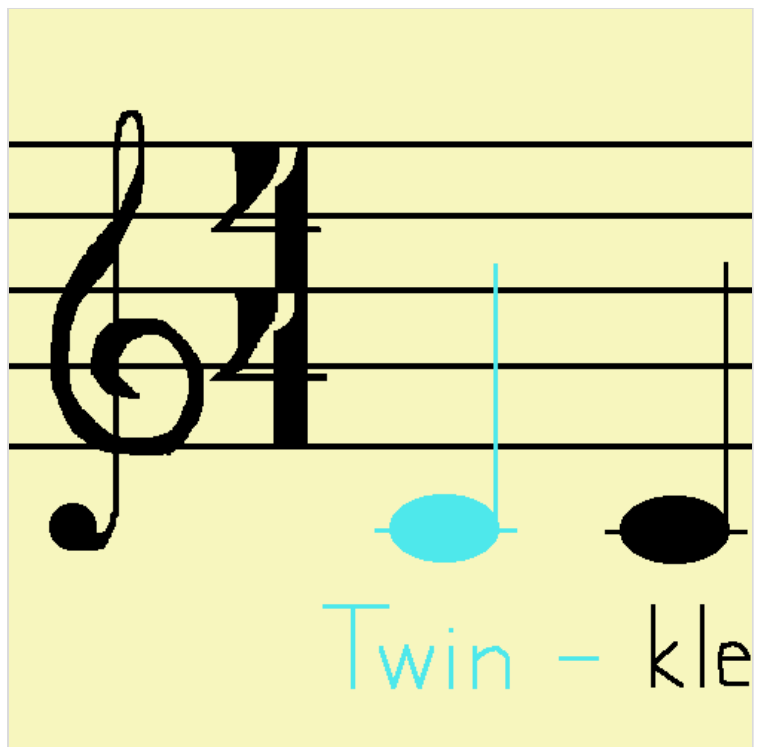
Mixamo Man Idle

0:11 video

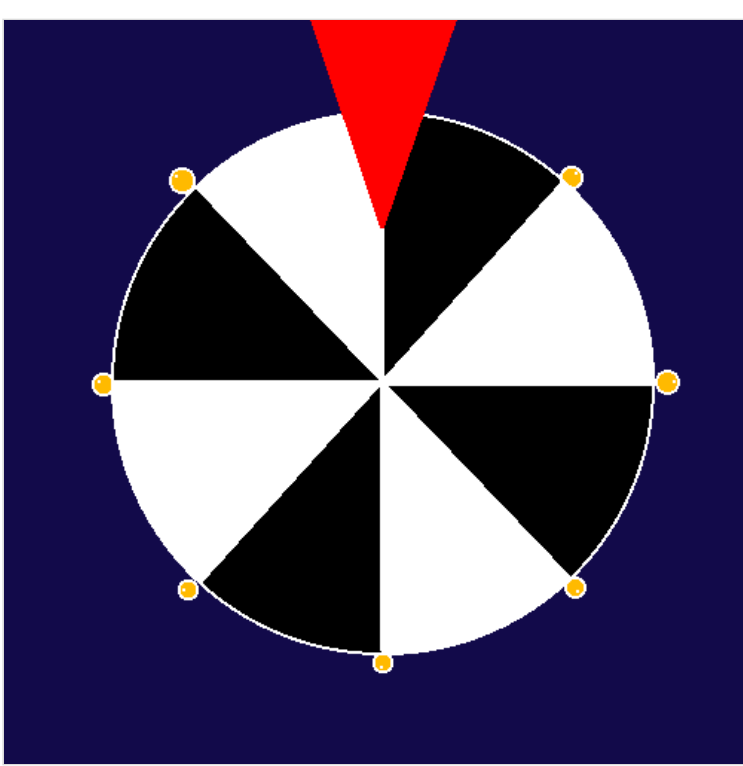
PADLET DRIVE

Shara Mae - Mixamo Man Running

Shara Mae - Music Warm Up

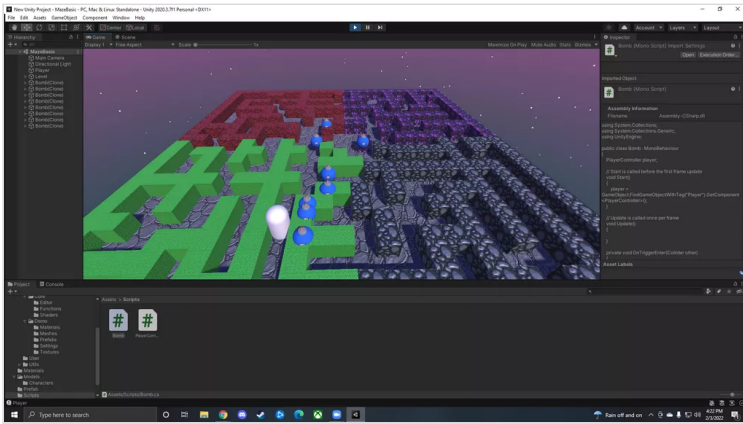


Shara Mae - Wheel Warm Up



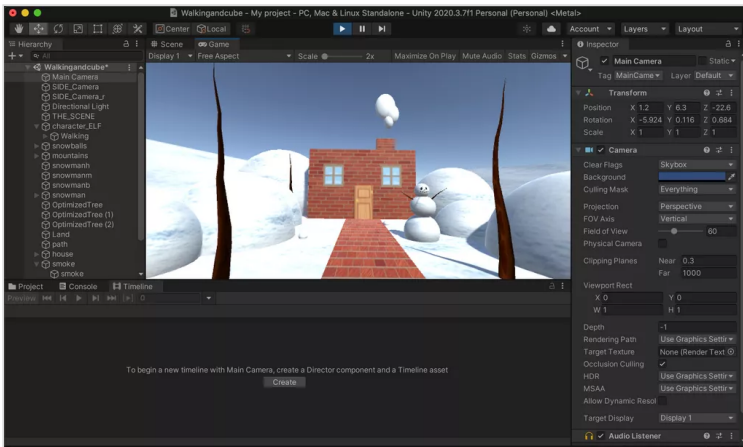
Sam D. Maze progress with bombs

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?



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

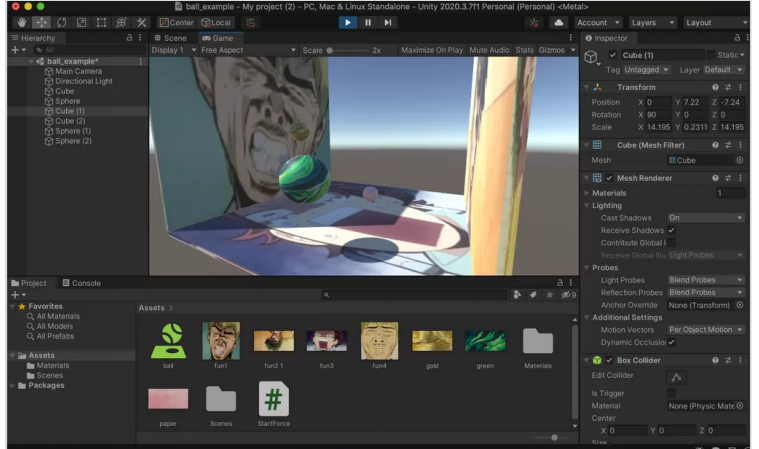


funny_faces_bouncing_balls

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.

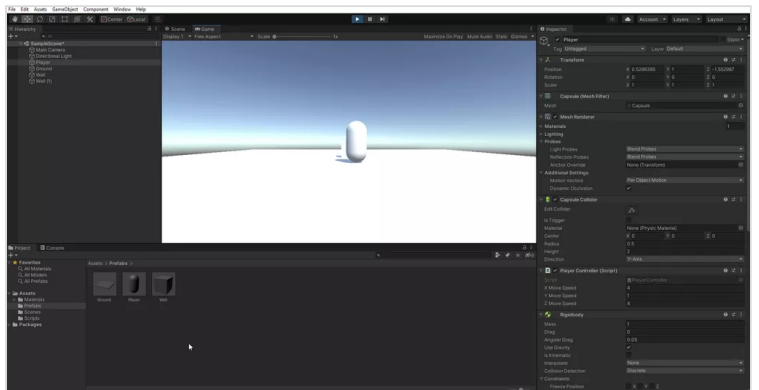
I think we fixed this during class today?

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



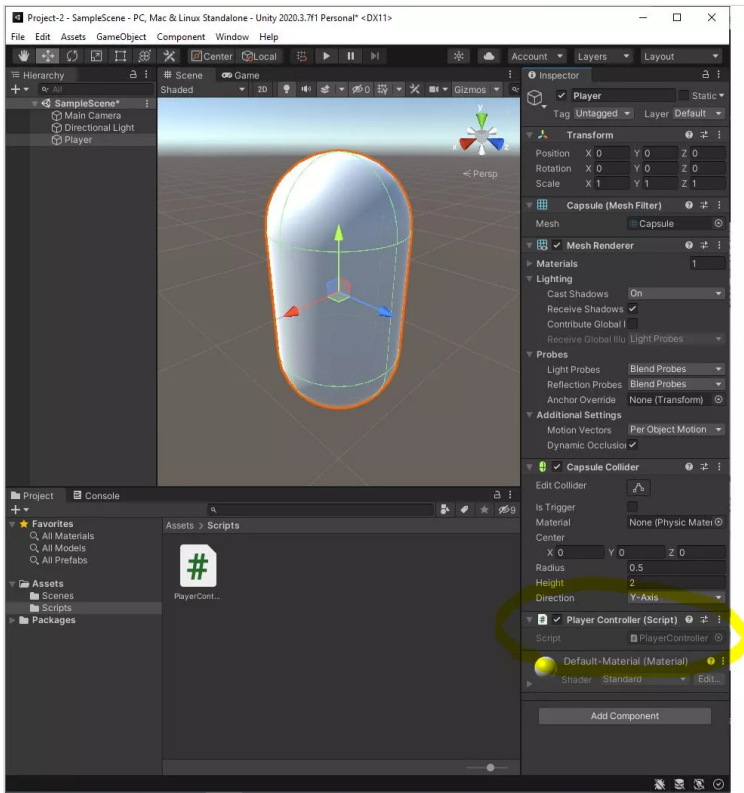
Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_DX11_2022-01-31 14-34-12

0:13 video

PADLET DRIVE

Veronica W. CLASSWORK 1/31

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



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

Game Recording

Hi you guys.

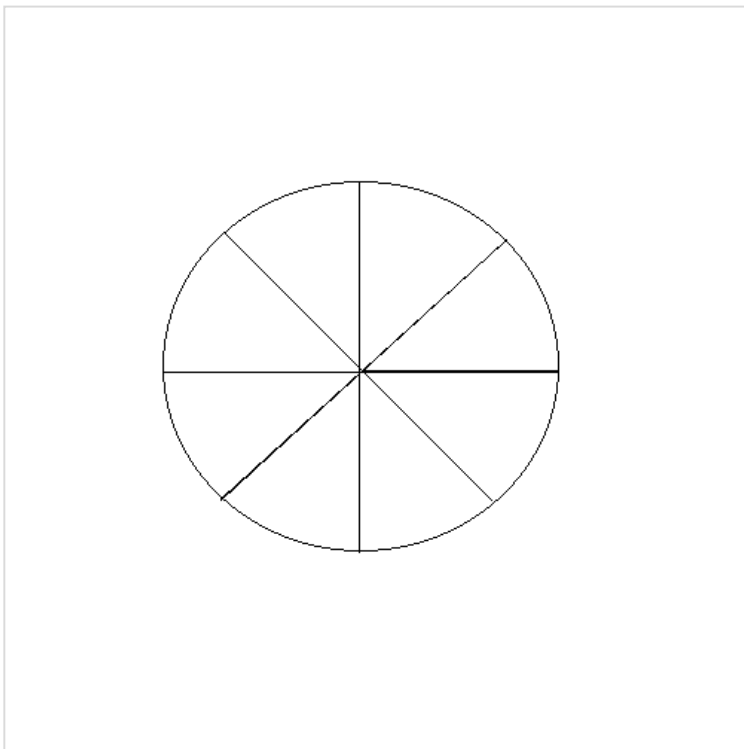
I had multiple audio listeners activated because we have multiple cameras. I know we haven't went over audio yet, but there's an error that shows up if you have more than one audio listener set. Just figured that might be important. _(ツ)_/



POOP_WALK 2022-01-31 10-53-53
0:07 video
PADLET DRIVE

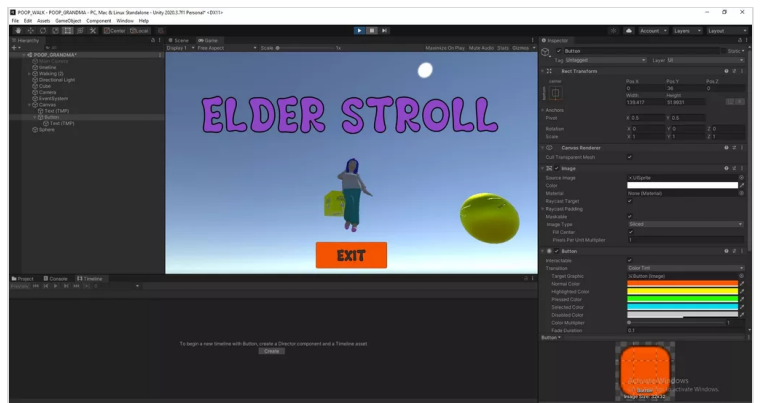
Isabela

Wheel progress



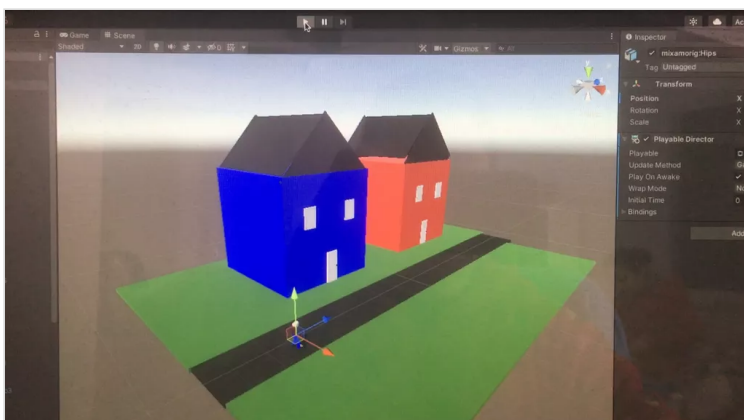
Veronica W. 1/31

BUTTON AND TITLE WORK IN PROGRESS



Walk_Cycle_Scene

By Kevin Belington



IMG_9188.MOV
0:10 video
PADLET DRIVE

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 :(

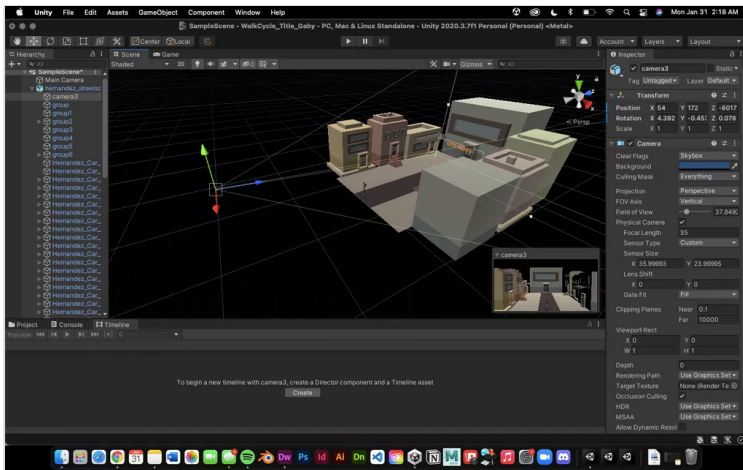
Gaby-CutScene (HELP PROFESSOR!!!)

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, 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.



MARTIN_PROGRESS

0:13 video
PADLET DRIVE

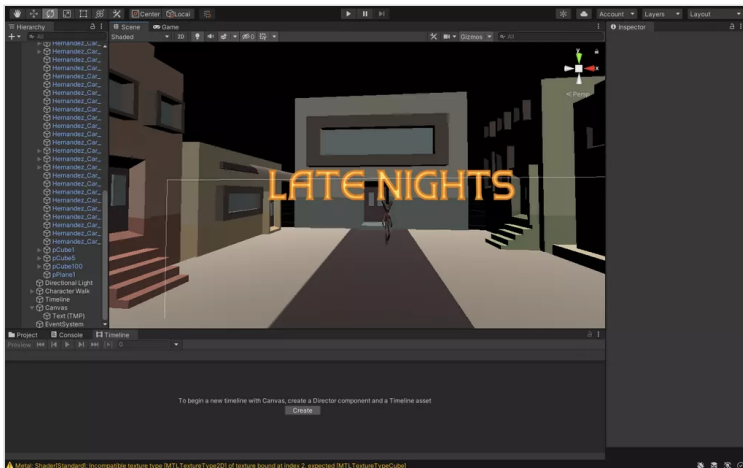
Excellent!

Thanks looks great

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

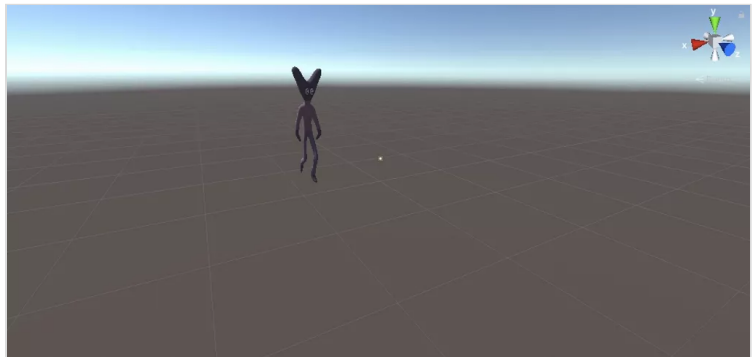
Gaby-title progress

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!



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! :)

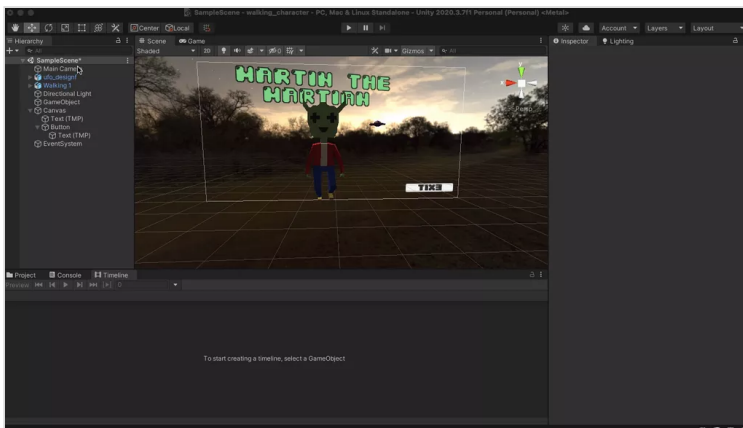


Walk_CycleRec

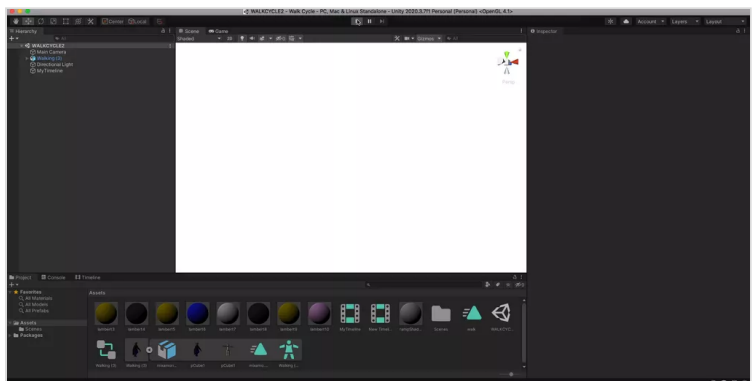
0:05 video
PADLET DRIVE

CINEMATIC PROGRESS-RODRIGO CARNERO

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



White Screen Glitch Fix



WhiteScreenFix.mp4

1:23 video
BERKELEYCOLLEGE.PROFESSORKLEIN.COM

CINEMATIC PROGRESS-RODRIGO CARNERO

Project Source Folder with fix (Zipped)

Walk%20Cycle.zip

21.9 MB zip file

BERKELEYCOLLEGE.PROFESSORKLEIN.COM



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/Winter_2022/Professorklein/MazeBasic/FollowAlong

PROFESSORKLEIN

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!

BomberMan Clone Lesson Content (B of H)

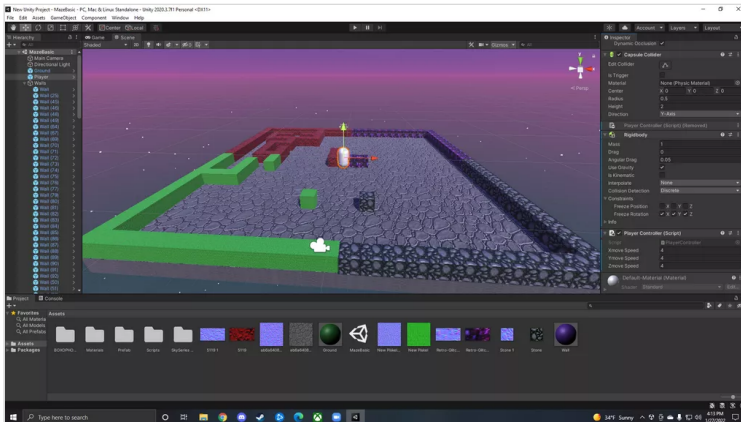
Index of

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/Winter_2022/Professorklein/MazeBasic/FollowAlong_B

PROFESSORKLEIN

Maze progress Sam D.



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

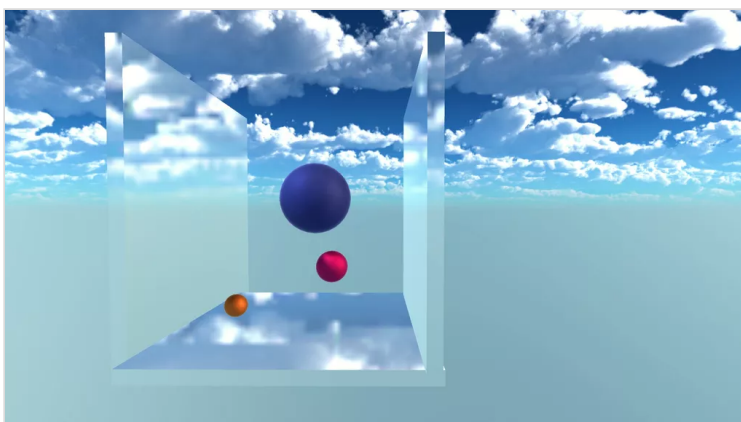
11.7 KB unity file

PADLET DRIVE



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

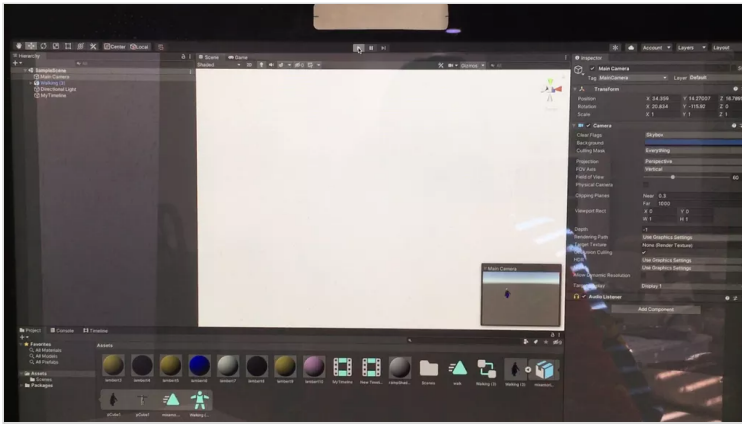
0:08 video

PADLET DRIVE

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.

BomberMan Clone Lesson Content (A of H)



IMG_9155.MOV

0:10 video

PADLET DRIVE

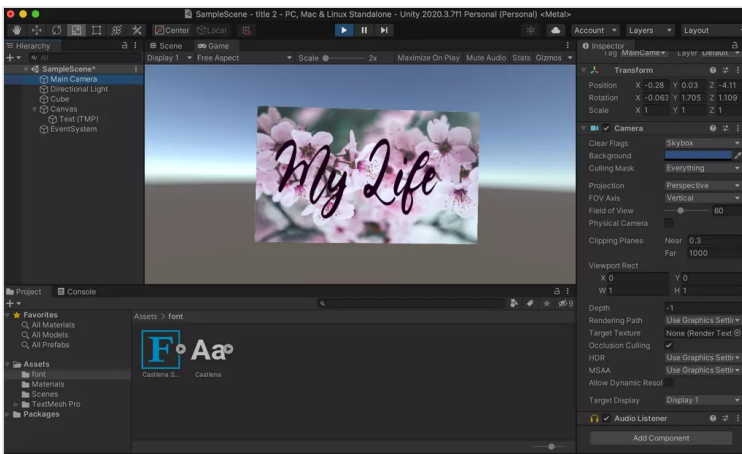
Title with Font and Cube with Texture material~ Tiffany Gary



cubemove

0:08 video

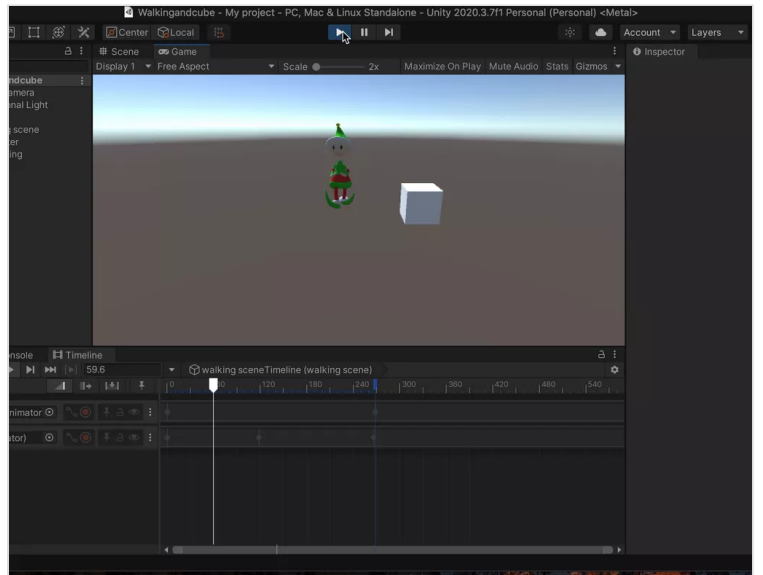
PADLET DRIVE



Thanks Great to See the Elf!

Elf walking and object floating with Timeline

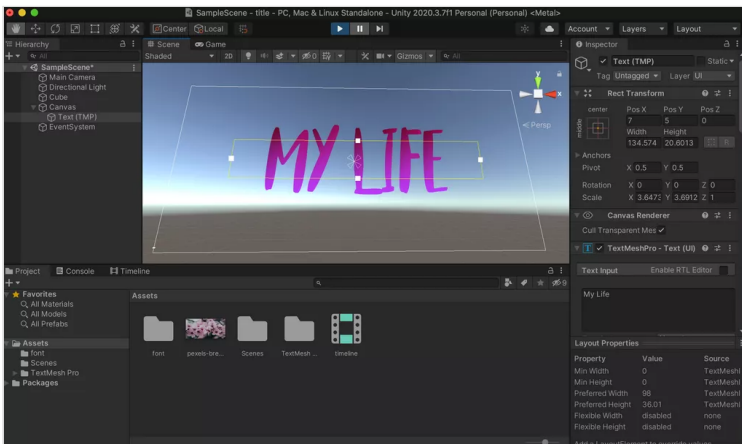
Title Progress ~ Tiffany Gary



Untitled

0:04 video

PADLET DRIVE



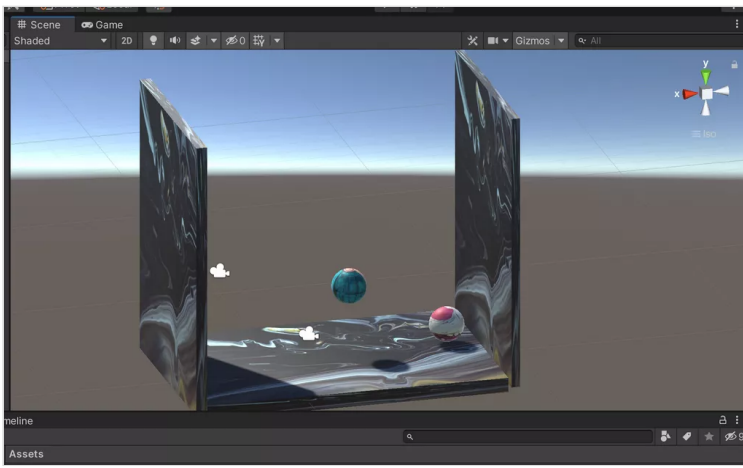
Walking in progress~ Tiffany Gary

Cube with Texture Material & movement with Timeline ~ Tiffany Gary



Thanks great work!

Joan - Gravity/Bouncing Ball Classwork



Shiela-working progress with bouncing ball

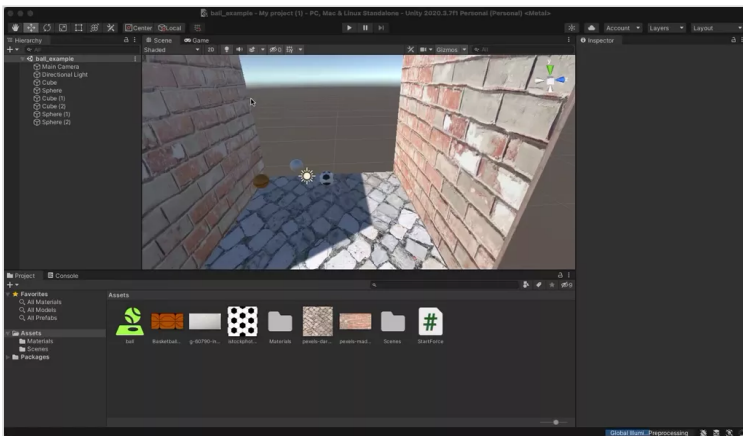
SPernito_ball

31 KB unity file

PADLET DRIVE



Bouncing Ball Project-Rodrigo Carnero



bouncing_ball_unity

0:26 video

PADLET DRIVE

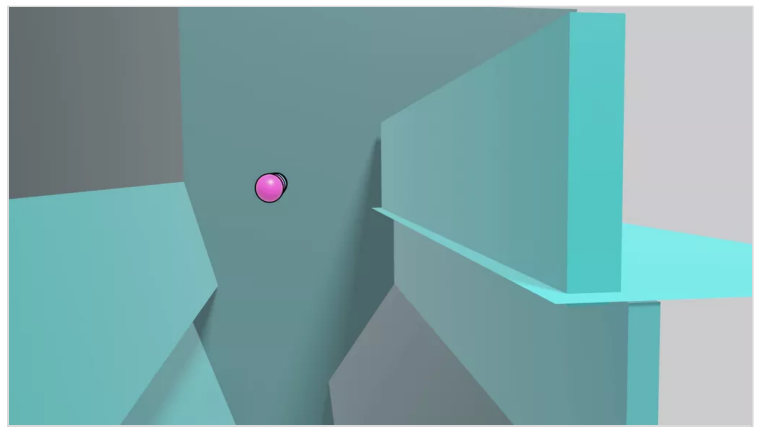
Thanks for submission

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 so I figured I should still show you what I've got done.



0001-0270

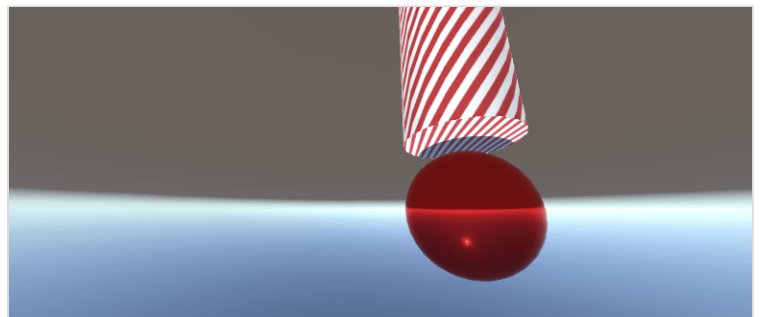
0:11 video

PADLET DRIVE

All Excellent Submissions THANKS!

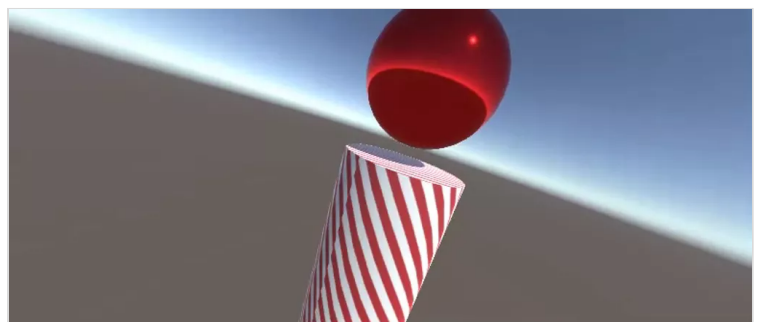
Shara Mae - PLAYING WITH UNITY GIF

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

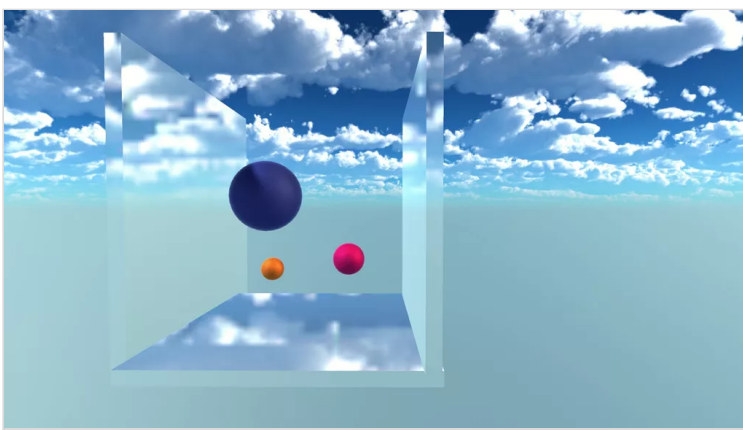
11.6 MB unitypackage file

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 Belingon

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 Belingon

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

WALKING_CYCLE_2

87.8 KB fbx file

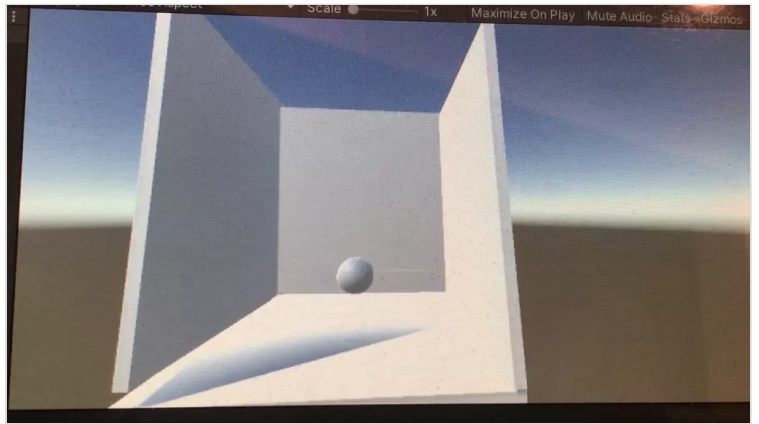
PADLET DRIVE



I will have a look -PK – MICHAEL KLEIN

Bouncing_Ball_Project

By Kevin Belingon

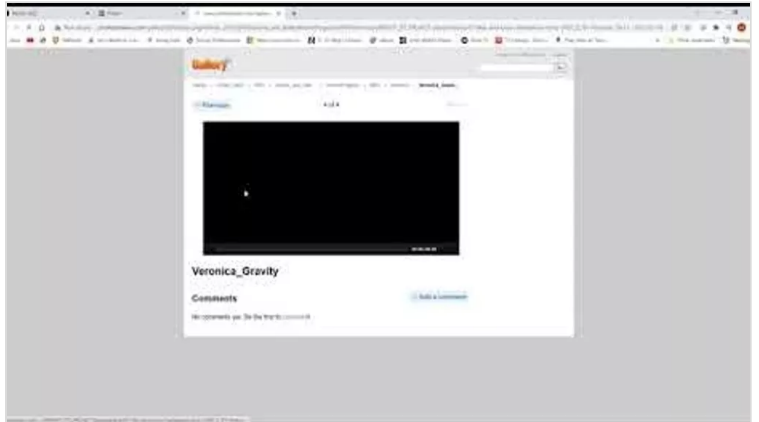


IMG_9121.MOV

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

of course :) – ANONYMOUS

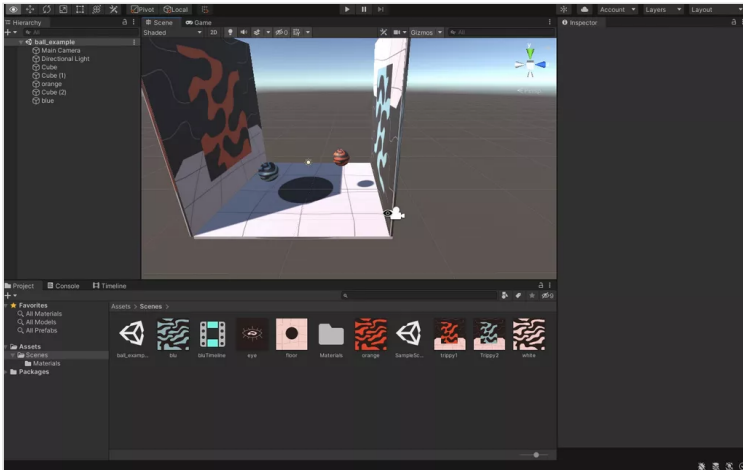
Perfect thanks!

UPLOADED- GABY

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

Gaby (HW: BOUNCING BALL!)

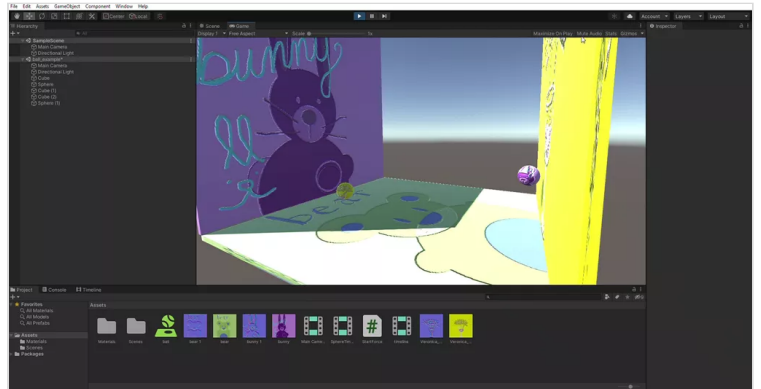
I at first didn't know what I was supposed to do for hw with this ball and gravity thing because the zoom recording was never posted (the right one at least D;). HOWEVER, I remembered the file you had sent in the chat a little after I entered the meeting. So I used that file and ended up making some 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



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

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

Really enjoying these assignments they are so much fun!

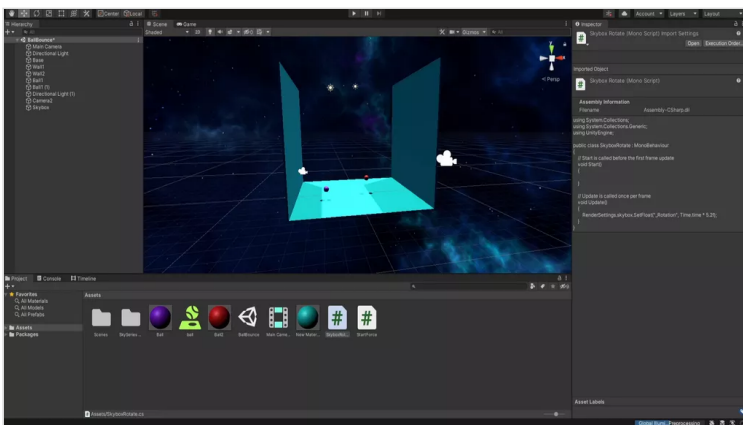
Samantha D. Unity Timeline - Cheering Ball drop



2022-01-10 16-31-09

0:26 video

PADLET DRIVE

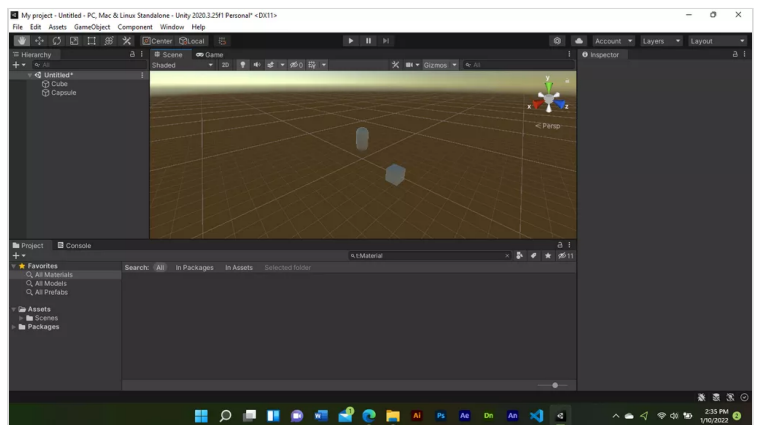


2022-01-13 16-42-16

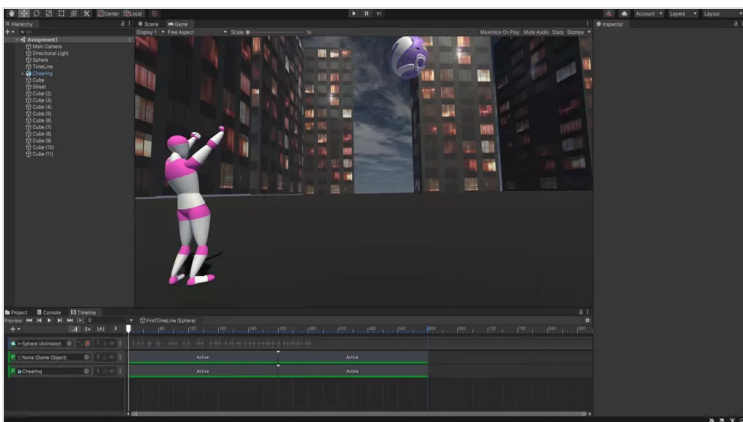
0:35 video

PADLET DRIVE

Shiela



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



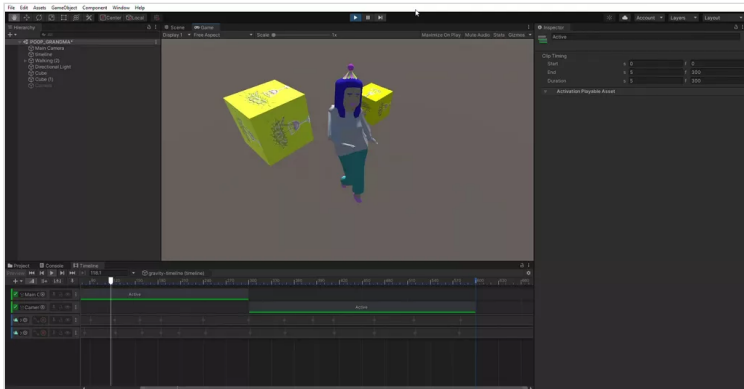
2022_01_10_16_31_09

0:26 video

PADLET DRIVE

VERONICA W. HOMEWORK: GRAVITY (2 BOUNCING BALLS)

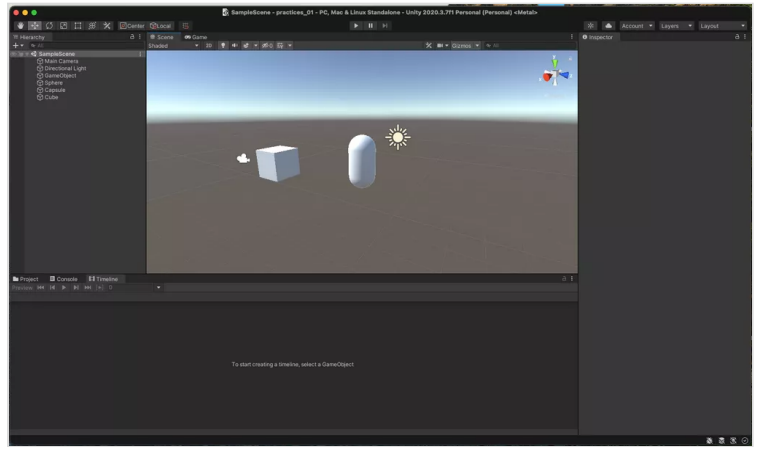
I added the textures/normal maps to each ball and every cube wall.



textures-cameras

0:08 video

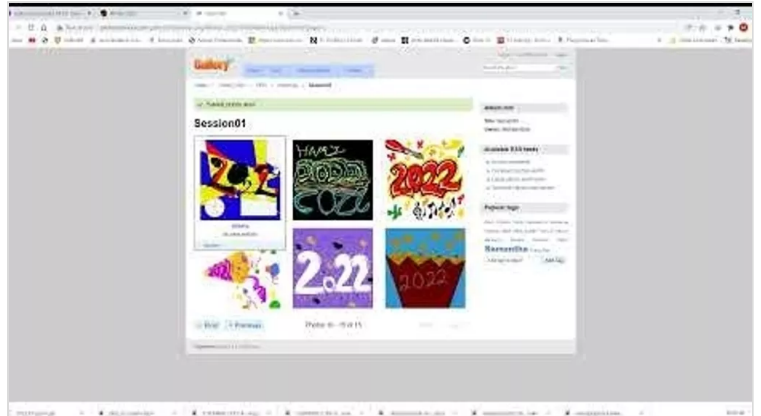
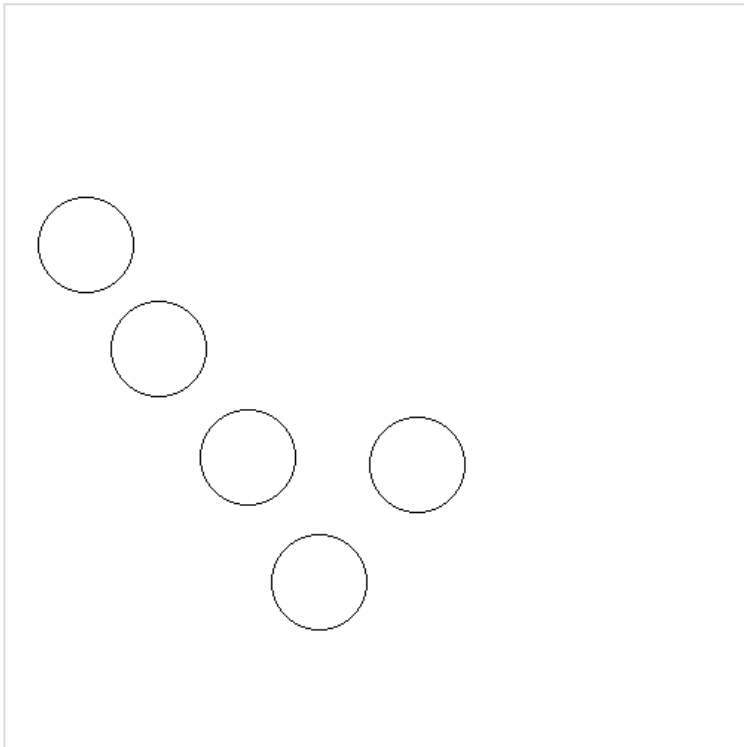
PADLET DRIVE



Session II

Bouncing Ball GIF

I might redo it.



01 session 02 overview

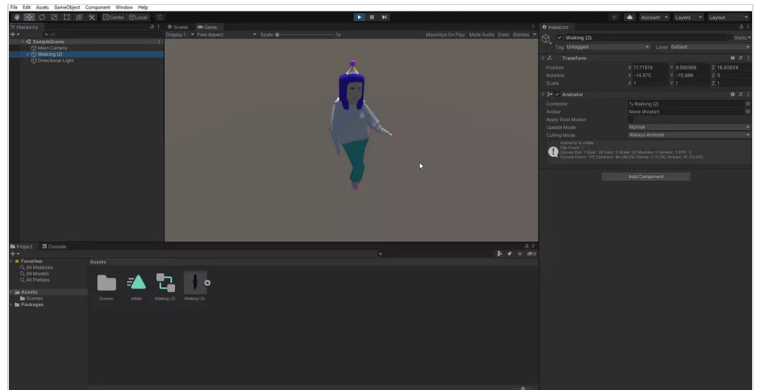
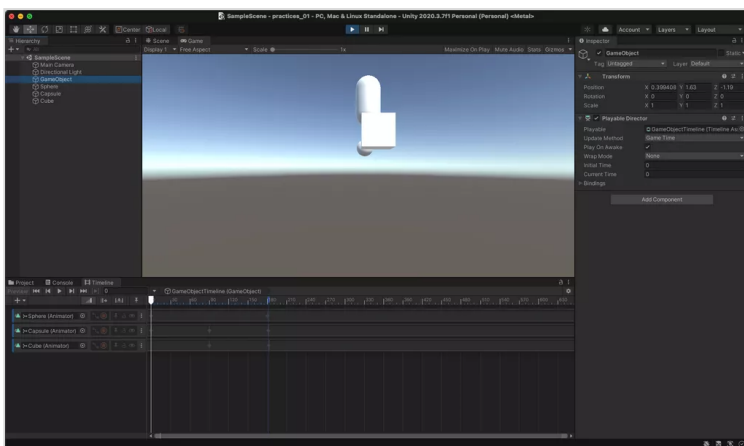
by Michael Klein

YOUTUBE

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

!WORKING! VERONICA W WALKING MODEL UNITY

Rodrigo's Messing with objects (2)



POOP_WALK - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_DX11_ 2022-01-10 13-14-48

0:06 video

PADLET DRIVE

Rodrigo's Mess around with objects

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



grandma

0:07 video

PADLET DRIVE

OH ALSO!

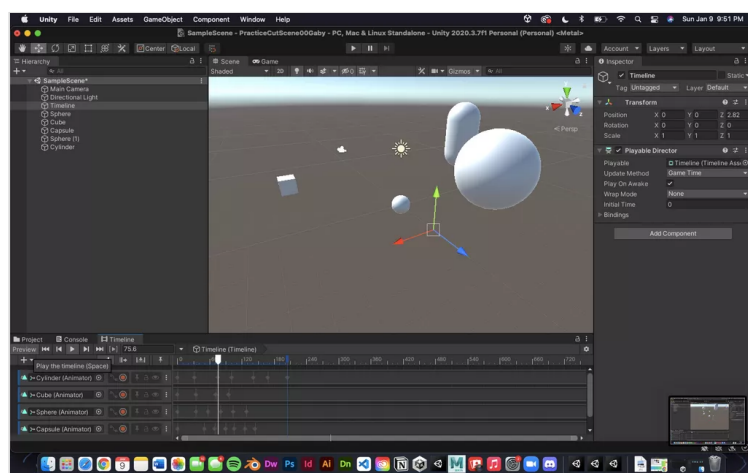
Oh! And I forgot to mention! I don't know if we could do this but I did it anyways just to get the hang of it, but I packaged the file with the moving objects and inserted it into the dreamhost file thingy (the one you mentioned during last class) !

Creating package sounds perfect thanks! — MICHAEL KLEIN

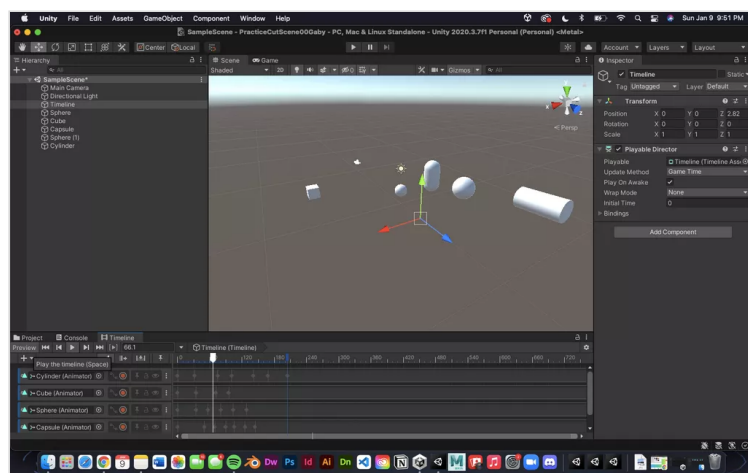
Hey Professor!

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)



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

Feb 10, 2022 03:30 PM

Feb 17, 2022 03:30 PM

Feb 24, 2022 03:30 PM

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-Gtrj4vGt08bOJjNOtKYs7a77nyxNtl/ics?>

[icsToken=98tyKuCsqTmiH9SQtRmORowIB4qgWe_ziCVYjbcNxB3KKip9TRfdD_EVM-UoHsHI](https://berkeleycollege.zoom.us/j/94788505509?pwd=VWpkykkvcUN0Wk1Kb0hWM2c5SXNkZz09)

Join Zoom Meeting

[https://berkeleycollege.zoom.us/j/94788505509?](https://berkeleycollege.zoom.us/j/94788505509?pwd=VWpkykkvcUN0Wk1Kb0hWM2c5SXNkZz09)

[pwd=VWpkykkvcUN0Wk1Kb0hWM2c5SXNkZz09](https://berkeleycollege.zoom.us/j/94788505509?pwd=VWpkykkvcUN0Wk1Kb0hWM2c5SXNkZz09)

Meeting ID: 947 8850 5509

Passcode: 038966

One tap mobile

+13462487799,,94788505509# US (Houston)

+16699006833,,94788505509# US (San Jose)

Dial by your location

+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

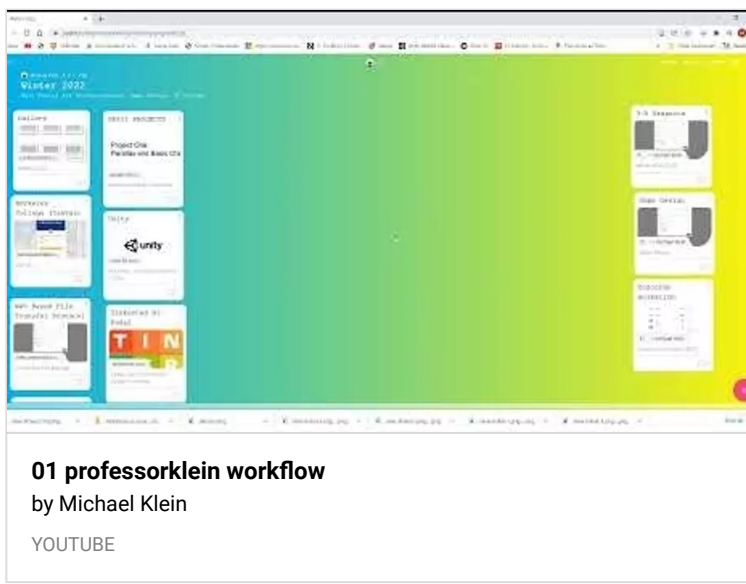
Find your local number:

[https://berkeleycollege.zoom.us/j/94788505509?](https://berkeleycollege.zoom.us/j/94788505509?pwd=VWpkykkvcUN0Wk1Kb0hWM2c5SXNkZz09)

Join by Skype for Business

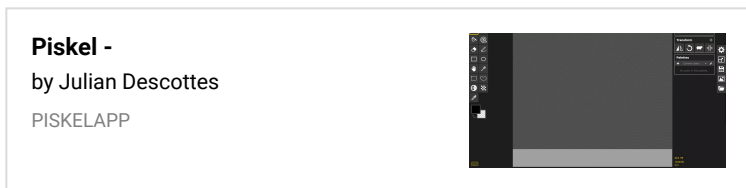
<https://berkeleycollege.zoom.us/skype/94788505509>

GPIII: Session I



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

Warm-Ups (Piskel)



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

Feb 14, 2022 12:30 PM

Feb 21, 2022 12:30 PM

Feb 28, 2022 12:30 PM

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/tJEufuyurTMpE9IW6pYaLuHOFc-dW25Vvk9PR/ics?>

[icsToken=98tyKuCtrTlvHNedsxCBRowMA4r4Z-7ztlxej_p0q0n1OiF_dyumEMEPNoUtRe7b](https://berkeleycollege.zoom.us/j/95395638396?pwd=OC9qWmlGRGJySSt4dlllNnN1OC9GUT09Zztlxej_p0q0n1OiF_dyumEMEPNoUtRe7b)

Join Zoom Meeting

[https://berkeleycollege.zoom.us/j/95395638396?](https://berkeleycollege.zoom.us/j/95395638396?pwd=OC9qWmlGRGJySSt4dlllNnN1OC9GUT09Zztlxej_p0q0n1OiF_dyumEMEPNoUtRe7b)

[pwd=OC9qWmlGRGJySSt4dlllNnN1OC9GUT09](https://berkeleycollege.zoom.us/j/95395638396?pwd=OC9qWmlGRGJySSt4dlllNnN1OC9GUT09Zztlxej_p0q0n1OiF_dyumEMEPNoUtRe7b)

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)

+1 301 715 8592 US (Washington DC)

+1 312 626 6799 US (Chicago)

+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:

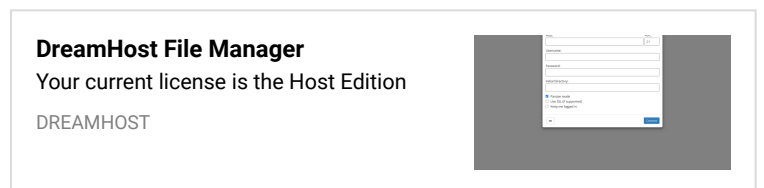
<https://berkeleycollege.zoom.us/j/95395638396>

Join by Skype for Business

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

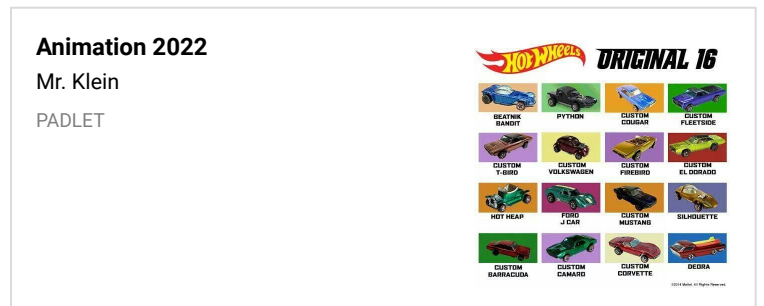
1/17 NO CLASSES (Dr. MLK Holiday) – MICHAEL KLEIN

Web Based File Transfer Protocol



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

Animation

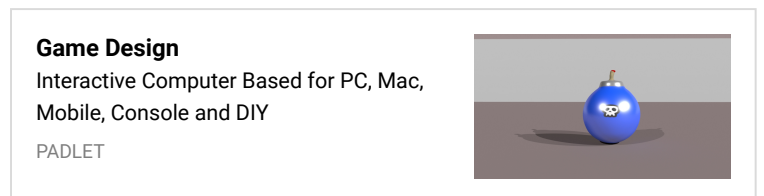


Animation 2022

Mr. Klein

PADLET

Game Design

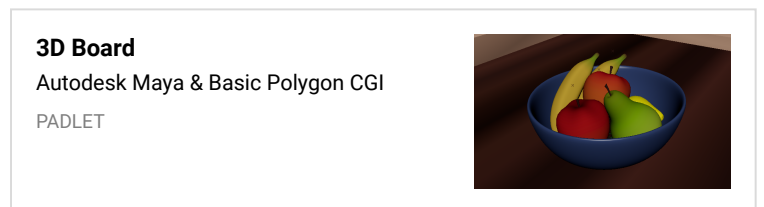


Game Design

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

PADLET

3-D Graphics

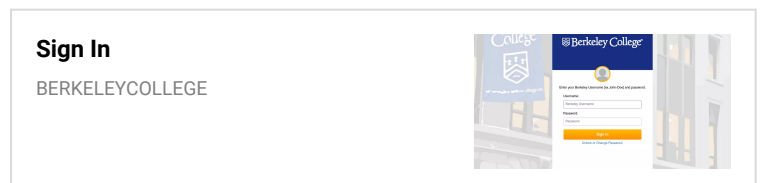


3D Board

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

The image gallery will highlight the best of our classwork. Remember, work in progress screen shots count too! – MICHAEL KLEIN

Gallery



I added the Session One Warm-Ups to the gallery. I am looking forward to the work in progress samples for Session One as well.

– MICHAEL KLEIN

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