

MEMORANDUM REGARDING SIMULATION CITY



AGENDA

Gain a new understanding of modelling and urbanism as you collaborate with the rest of your group to build your vision for an imaginary city.

Learn how to use the latest 3D software to produce and present your virtual city, and work with VR technology to explore your creation.

COLLABORATION

Matt Fear - Visualisation Specialist.
Andy Buchan - Head of Digital at 'The Neighbourhood'.

PRODUCTION

Collaborate to build a city-scale model to be used in game development.

MASTERCRAFTS

- Learn Modelling Software such as 3dx Max and Sketchup
- Collaborative Output
- Work in Game Development Engine Unity 3D
- Gain Experience Post processing Software
- Explore your 3D output using interactive 3D environment

COORDINATORS

Atelier CPU:
Michael Harrison
Archontia Manolakelli
Ross Neal
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