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DevLUp FSU
GBM #6



October 17th, 2024

Welcome!

Next Few Weeks

Date	Week #	GBM Title	Secondary Event	Presenter
29 Aug	1	(No Meeting)	Involvement Fair	
5 Sep	2	Intro to Club and New Club Project		Club
12 Sep	3	Intro to Game Design		Chris
19 Sep	4	Intro to 3D Game Dev in Godot		Dion
26 Sep	5	(No Meeting)	Hurricane	
3 Oct	6	Intro to 3D Modelling in Blender		Jake, Parker, Emma
10 Oct	6	Blender Animations		Ares
17 Oct	7	Blender Materials		Parker, Jake
24 Oct	9	Pixel Art		Ares, Emma
31 Oct	10	Tile Maps	Game Jam!	Jake, Ares
7 Nov	11	Writing for Games		Emma, Chris
14 Nov	12	UI Design		Emma, Jake
21 Nov	13	3D Math		Dion
28 Nov	14	Thanksgiving Break		
5 Dec	15	Goodbye Chris Social		Chris
12 Dec	16	Finals		

DevLUp War Game Jam - November 1st - 3rd

- DevLUp-wide Game Jam
 - FSU, UF, FIT, FAU, and more
- November 1st — 3rd
 - 48 hours
 - Starts Friday at 5:00PM
 - Ends Sunday at 6:00PM
- We will have the Innovation Hub!

COUNTDOWN TO GAME JAM: **15 DAYS**

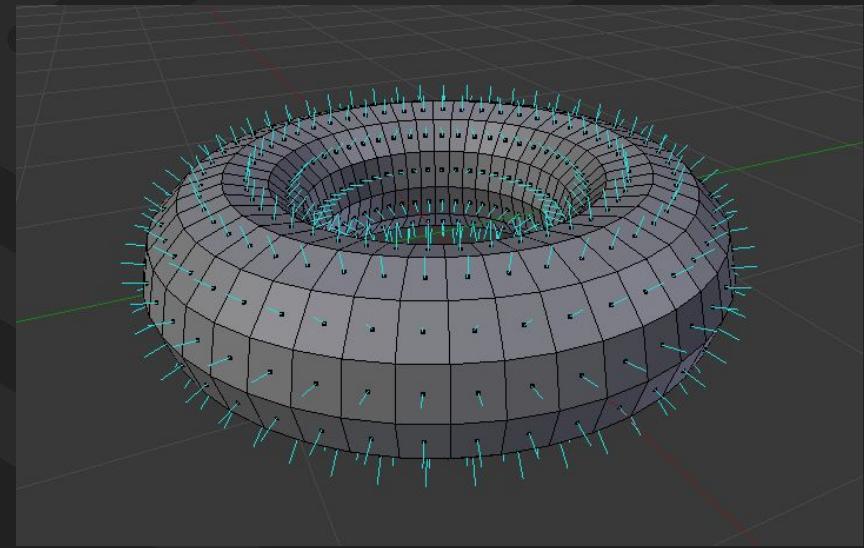


#00 showoff recap

Normals (Conceptual)

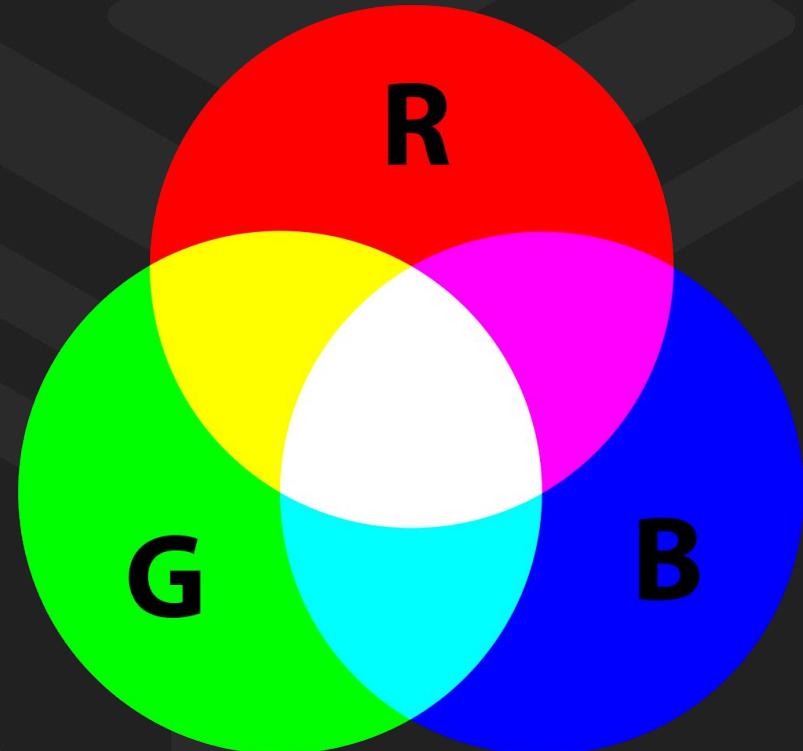
Normals are the tangent line of any given face on a mesh, but practically they're an essential part of the structure of any given mesh. Although vertices make a face, the normals are needed to determine how a mesh is built and rendered.

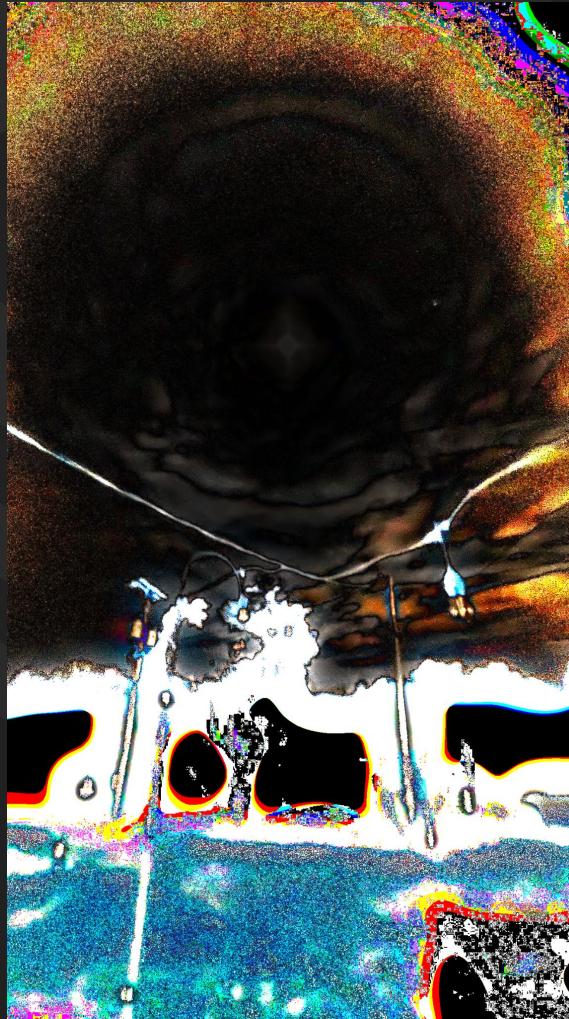
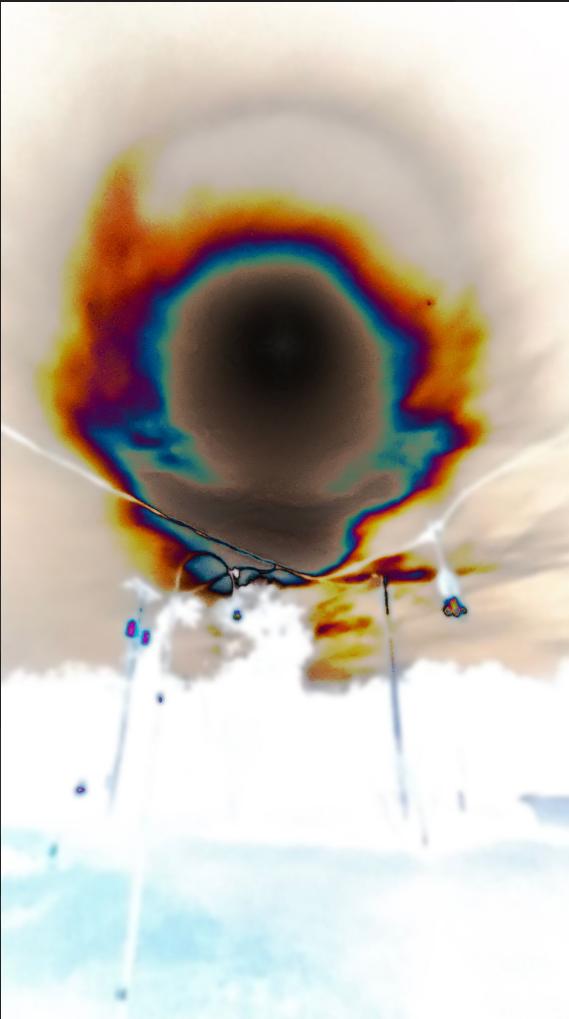
This extra point of data allows us to manipulate the way light interacts with a piece of geometry.



Basics of Digital Color

All pixels on a digital screen are made of a combination of Red Green and Blue values. Color data also sometimes includes a fourth value, it's alpha which determines its transparency. In this way we can think of each pixel as a matrix of values





Node Based Editing



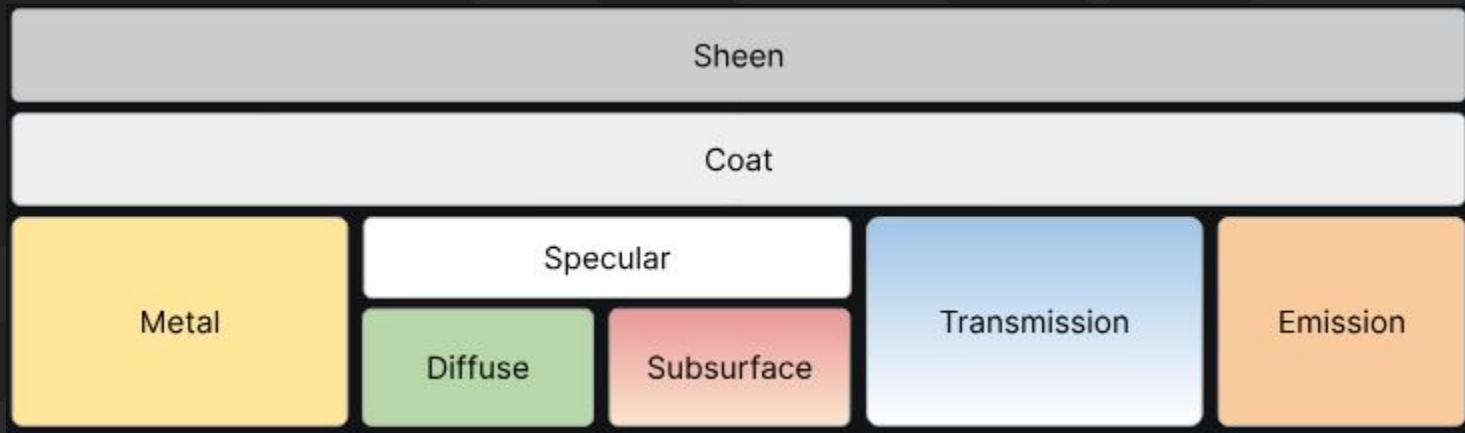
Principle BSDF

▼ Principled BSDF

BSDF

- Base Color
- Metallic 0.000
- Roughness 0.500
- IOR 1.450
- Alpha 1.000
- Normal
 - Subsurface
 - Specular
 - Transmission
 - Coat
 - Sheen
 - Emission

Hierarchy of effects



https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/principled.html

Exit Survey:



Fig. 1: Homer dislikes exit surveys.

