

**Join the Discord!**



**DevLUp FSU**



**GBM #2**



**Unity: 201**

Please Join the Zoom at a computer if you will be participating in Unity Workshop  
**21 January, 2026**

# Our Meeting Schedule:

Date	GBM	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(Involvement fair?)	
15 Jan	1	Intros, Icebreakers, and Retrospectives		Everyone
21 Jan	2	Unity 201 (what new things?)	In the Co-Lab	Jake
29 Jan	3	2D Art -- Pixel and ...not pixel?	In the Pitch Room ↓	Calvin & Ares
5 Feb	4	2D Animation -- Frames and Tweening	(May have to move)	Calvin & Ares
12 Feb	5	Making Music for Non-Musicians		Marsh
19 Feb	6	Blender 201 -- Tidbits		Hailie
26 Feb	7	Unity 202 -- Lighting		Jake & Marsh
5 Mar	8	Prototyping Levels	LoveLUp Positive Jam (6-8)	Marsh
12 Mar	9	1 HOUR LEVEL DESIGN JAM		David
19 Mar		Spring Break		
26 Mar	10	Sound Design and the Art of Foley	(May have to move)	Yusong
2 Apr	11	Unity 203 -- A*, Agents and Navmesh		Jake & Marsh
9 Apr	12	Online Portfolios (HTML Basics) -WICS collab		Hailie
16 Apr	13	Writing For Games	(May have to move)	Screenwriting Club
23 Apr	14	Year's Out Celebration!		Everyone

# Lesson Plan

- Showoff
- How to get involved!
- What is Unity, what do we use it for?
- Demo: Lerp, SmoothDamp, Raycast, Input System

#  showoff

# Want hands on experience? Get involved in this year's club project: Dawn of Dion!

- 3D First Person Platformer
- Elemental Magic Theme
- We need:
  - Writers
  - Designers
  - Programmers
  - Artists
  - And more!



# Are you an artist or designer? Get involved our t-shirt design competition!

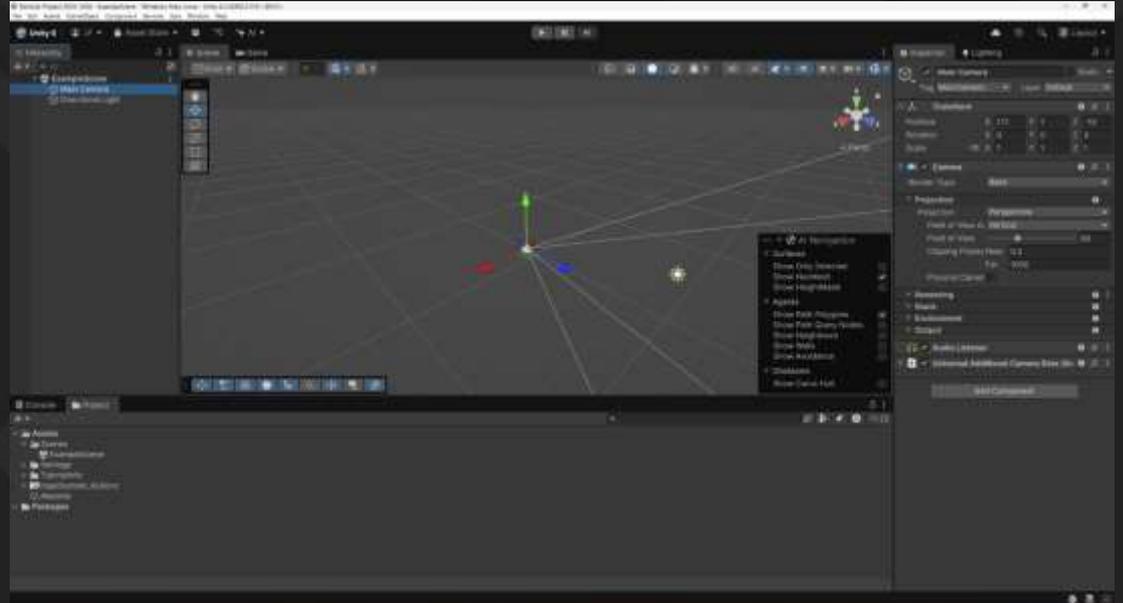


- Design due by noon, Sun 25th
- Must incorporate an SGA logo and the DevLUp FSU logo (available in the QR)
- Submit to #showoff in discord!
- Winner becomes the club shirt (hopefully available by end of the semester)

# What is Unity?



- Popular Game Engine used in personal and professional environments
- Supports the C# scripting language
- 2D and 3D



The background is a dark charcoal grey with a subtle, repeating pattern of light grey geometric shapes, including squares and triangles, some of which are slightly offset or layered to create a sense of depth.

**Workshop Time!**