

OVERNIGHT SCHEDULE

Design and model 3D worlds with Roblox

*The day of the excursion may be subject to change.

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

WAKE-UP AND BREAKFAST

7:00 - 8:30

MORNING

9:00 - 12:30
with snack break

LUNCH

12:30 - 13:30

AFTERNOON

13:30 - 16:30

SNACK & ACTIVITIES

16:30 - 18:30

FREE TIME

18:30 - 19:30

DINNER

19:30 - 20:30

EVENING ACTIVITIES

20:30 - 22:00

LIGHTS OUT

22:00

A rich and balanced breakfast to start the day with a boost of energy.

3D DESIGN - 1

Model a 3D car object and design a track with obstacles, ramps, and turns for it to drive on.

3D DESIGN - 2

How to navigate in a 3D virtual environment: moving, rotating, and scaling 3D objects.

Free outdoor play/ board games

3D MODELLING - 1

Model 3D objects like platforms and tunnels starting from the basic cylinder shape.

3D MODELLING - 2

Design and model 3D food-related elements and add details to make them real.

SPORT

Sports sessions to promote teamwork and interpersonal relationships.

ACROBATICS & JUGGLING

Magic, art and colors: enjoy a unique and enchanting show on Campus.

*EXCURSION TO THE MONTELLO

A full day dedicated to nature discovery and adrenaline, with walks and workshops in the woods and fun at the adventure park.

RELAX

Relaxing and recreational activities to recover after the daily excursion.

IN-CAMPUS ACTIVITIES

Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.

DESERT ISLANDS - 1

In pairs, design and build a 3D virtual environment starting from a sphere model.

DESERT ISLANDS - 2

The activity continues with improvements and details until the final project presentation.

NEON SIGNS - 1

Model different 3D neon signs and implement custom textures and materials.

NEON SIGNS - 2

The modeling activity of the neon signs continues by adding details for the final presentation.

PRE TALENT SHOW

Preparation and rehearsal for the Summer Academy Talent Show exhibitions.

TALENT SHOW

Discover the talents and artistic skills of the participants with a unique talent show!

ROBLOX AVATAR - 1

How to design an avatar and an equipment item such as a sceptre, a wand, or a sword.

ROBLOX AVATAR - 2

Create and build the 3D model of the equipment item and add it to the personal avatar.

GAME LEVEL DESIGN

Analysis of a 3D game and its components. How to break it down into simple and manageable parts.

CODING - 1

Write text-based codes to manage interactions between the character and the 3D environment.

SPORT

Sports sessions to promote teamwork and interpersonal relationships.

SUMMER RANDOM PARTY

A final party like no other. Random outfits and wild dancing.

CODING - 2

Plan and code the character's behavior when the game is over.

PERSONAL PROJECT - 1

In group, the goal is to design a video game level and all the environmental elements.

PERSONAL PROJECT - 2

Model the 3D video game level and implement materials, textures, and code interactions.

PERSONAL PROJECT - 3

The game design activity continues by improving the projects until the final presentation.

CHECK OUT

16:30

Free time to relax, take a shower and get ready for the evening activities

Diversified menu offering international and Italian food options

Participants arrival on the H-FARM Campus

Presentation of the Summer Academy experience to participants and their families at the Big Hall.

Accommodation of the participants in the assigned rooms.

The H-FARM Summer Academy team will be present on each floor of the boarding house with continuous surveillance and support