

# Dante College Portfolio Builder



2018-2019

# Goal

Demonstrate mastery of Dante's Purgatorio by creating a polished work of art or scholarship that will be instantly recognizable by colleges and universities. Students will pick a group topic or individual topic in which to demonstrate their mastery.

All projects involve learning something decidedly outside of the narrow scope of theology; this may include 3D modeling and printing, working with Virtual Reality and Augmented Reality; considering the mechanics of video game play; drawing maps, diagrams and infographics.

This is an opt-in project. Students who chose not to participate will take the Dante/Semester Final on our scheduled test day after break.

# Deadlines

Proposals due by December 6/7 (Cycle 9, Day 1)

Daily progress logs during Cycle 9 (Days 1-5)

Proposal “50% Complete” goal completed by Dec 21st

Holliday & Noone: Newly Arrived (Canto II)

Smith-Cassidy:

Newby, Sanchez, Fernandes-Ramirez: Google Spotlight of Newly Arrived

# 3D Printed Action Figure (2 Students, Pre-assignment)

Students will use the DM Maker Space to create a ~12in movable action figure of one of the characters of the Purgatorio. Students start by coming up with a character, designing the look and layout of the box. Then, they should [find a design online](#), or start searching [Google Images](#). Lastly, they will begin the [printing process](#). You will need to pencil in a “print day” prior to the due date. Two copies are due: one for the portfolio and one to stay permanently in room 325. Students need to approve the plan prior to making anything.

# Board Game (2 Students)

Students will design a board game to simulate the ascent of the mountain of Purgatory. This can be done either through Augmented Reality (AR) -- think Pokemon Go, or a physical board with pieces you make/print using the 3D printer -- think Monopoly. Students will need to plan out and design the mechanics of the game and get them approved before creating the game board, card, pieces, etc.

# Video Game Terrace White Paper

Student will imagine that they are the lead design manager for a level of Mr. Twigg's Purgatorio, being financed by a mega-corporation EA Sports, Activision Blizzard, or even Zynga. You are tasked with coming up with the philosophy and "mechanics" of a canto terrace about climbing the mountain of Purgatory. Write an industry "white paper" or video game proposal, 2-3 pages. You will need to study the existing video game proposal template, innovate for the project, and get it approved before you start writing.

[Here is a template to help you get started.](#)

# Genius Canto

Student will take one canto of Dante's Purgatorio, Mark Musa Translation, and upload it on [genius.com](https://www.genius.com). Student will make connections between the political and cultural life of Dante and modern-day America (and DC in particular). After getting approval on a canto from the teacher, the student will complete the following steps, in order:

- 1.) He Creates a Genius.com account.
- 2.) He Uploads the student's canto of choice, Musa translation, to Genius.com. Ascribes the author to Dante Alighieri.
- 3.) He Logs into the Mark Musa user account and matches Musa's footnotes to the "lyrics" of the song.
- 4.) He Logs into his own name and uses the annotation system to do what most people on [genius.com](https://www.genius.com): he explains the lyrics to someone like they're ten years old.

# Map of Purgatorio (2 Students; Pre-assignment)

Student will create a large map of Purgatorio for reference as a study guide to future students. This map will need to be more complete than what you may have seen before. It should contain most, if not all, of the data points in the study guide “grid,” and generally be broken down to the canto-level. Paul Laffoley attains to the sort of data-rich mapping that this option demands. Student will decide on a medium (digital, painted, etc.) sketch and path-to-completion as a proposal prior to beginning work.

# Orb/Spotlight/Storyfab (One Student, pre-assignment, *beta*)

Student will design one terrace or scene from the Purgatorio and project all of the characters and scenery into an AR setting using the Orb app. Must be published for other students to use before due date. See app for more details.

(AR object building):

<https://itunes.apple.com/us/app/orb/id1282295219?mt=8>



# PurgatorioVR Asset Developer

Students with sufficient background in Unity, C#, Blender, 3D Max or other modeling software may join the PurgatorioVR project. On one hand, if this sounds totally alien to you, this probably isn't your choice. On the other hand, if you're curious about this technology and already know something about it, consider spending the next few weeks in a frenzied code-learning adventure.

You will pick a character, scene or other technical aspect of PurgatorioVR and develop it in Blender/3D Max, or directly in Unity 3D.

Both software suites are free for students (and only students, so get it now before you need it for making money!)

# Mixtape / Songbook (2 Students, Choir only, *beta*)

See Teacher for Details

# Project Options (as of 12/4) - Not official until proposal form is approved!

## Block 1:

Takacs & Bulger: Modular Angel

West & Boucher: Chariot #1

Henson & Whitfield: Virgil

## Block 2:

Brittan-Powell & Davis - Chariot #2

Tassos, Pike -

Unclaimed ideas:

Snapchat filters of major characters

## Block 3:

Kerala & Perodi - Eagle (XXXII)

Heitkemper & Greene - Trajan (X)

Pritchard&Harris - Trivial Pursuit Purgatory Edition

Zeberé - Storyfab, XXXII

McKinney - Assassin's Creed, Ezio in Danteland

Rodriguez, Morales, Mejia: Tiles of Pride (XII)

Logan - Cato Action Figure

Tekle, \_\_\_\_ & \_\_\_\_ - Guess Who?

## Block 5:

Charlery & Foster - Beatrice Action Figure

Skrine - Angel (VIII)

Harris & Kazzi - Sorry! Purgatorio Edition

Zafropolos & Guzman - Map

Coleman - Divina Commedia Map

Garcon - Monopoly Purgatory

Trebel + Coley - "Death Star" Purgatory Map

## Block 6:

Baker + Hopkins - Virgil Action Figure

Thompson, Hill, \_\_\_\_\_: Songbook

Porter - Blender Dante

Hilliard & Trindade - Statius

Miuller & Rogers - Griffin Action Figure

Roberts & Williams - Beatrice action figure

Peters + Minckler - Death Star Map

Roy & Finke: Dante action figure

Lloyd - Orb XXIX

Kmt - Genius XVII

Dalzell & Murphy - Eternal Life

Elliott - 1st Person One Act

## Block 7:

Johnson & Riley - Laser Belacqua

Donovan Miller - DC2DC Character Guide