META-META Club

WORKBOOK · MODULE 1 OF 4

Week 0 · Onboarding

Client Studio. Onboarding and team formation.

Fellowship | 2 lessons | ~2.5 h | 4-question practice quiz | Notes pages

IN THIS MODULE

Week 0 · Onboarding

Onboarding and team formation.

#	LESSON	TYPE	TIME	DONE
1.1	Onboarding	LIVE	90 min	☐
1.2	Team formation	LIVE	60 min	☐

How to use this workbook

- Work through each lesson on metametaclub.com/learn, or listen to its narration, then use the page here to take notes.
- Tick the steps as you go, and write your answers under **Check yourself** before you look anything up.
- Do the practice quiz at the end, then mark it with the answer key on the last pages.
- Keep every **Ship it** piece. Together they become what you show.

Before you start

What do you already know about this, and what do you want to be able to make by the end?

LESSON 1.1 · LIVE · 90 MIN

Onboarding

Meet the cohort, set up your tools and learn how the Fellowship weeks run, in the Nairobi room and online. You leave with a working setup and a clear picture of what "done" looks like at Demo Day.

Key points

The Fellowship in one line

Ship one real XR or AI project in public, on a real brief, with taste. Everything in Client Studio serves that line.

Metameta Campus Fellowship: 8–12 week hybrid founding cohort · ~20–40 seats · dates TBA.

How the weeks run

- **Week 0:** onboarding and team formation.
- **Weeks 1–3:** skills sprints, picked from the pro-studio modules.
- **Weeks 4 to the end:** Client Studio on real briefs, with a crit every week.
- **Final week:** Demo Day, in public.

Mathew Munyao leads the cohort. The expert bench runs office hours and joins crits.

How crits work

A crit is a short, honest review of work in progress. You show, the room responds, you decide what to change.

Code of conduct

- Critique the work, never the person.
- Credit everyone whose work you use, including AI tools and datasets.
- Keep client material inside the cohort until the client says it can go public.
- Ask before you record or post anyone.

Steps checklist

- [ ] Join the cohort space and introduce yourself: name, discipline, one piece you're proud of.
- [ ] Install or update your core stack (for most: Blender, a code editor, Git, and either Unity or a Three.js starter).
- [ ] Create one project folder you'll use for the whole Fellowship.
- [ ] Test your setup: open a scene, render one frame or run one local page.
- [ ] Fill in the onboarding sheet below and post it in the cohort channel.

This lesson has code samples. They are in the lesson on metametaclub.com/learn.

SHIP IT

Post your filled onboarding sheet and a screenshot of your working setup (one rendered frame or one running page) in the cohort channel.

☐ Shipped. Link or file: _____

Check yourself

1. Can you say the Fellowship thesis in one sentence, without notes?

2. Do you know when your first crit is and how you'll present it?

3. Does your setup actually open and run, today?

LESSON 1.2 · LIVE · 60 MIN

Team formation

Form a team around complementary skills and the kind of brief you want to take on. You leave with a team charter everyone has agreed to.

Key points

Why teams, and why now

Real briefs need more than one skill. A Quest 3 configurator needs 3D, interaction, and someone who talks to the client.

Some fellows work solo on a small brief. That's fine, as long as you can cover every role yourself or name who will help.

Roles

Most teams need these roles. One person can hold two.

- **Lead:** owns the client relationship and the schedule.
- **3D / environment:** models, materials, lighting.
- **Interaction / code:** Unity, Three.js or WebXR logic.
- **AI workflow:** prompts, agent pipelines, generated assets and their credits.
- **Capture and story:** screenshots, video, the case study.

Skills matrix

Rate yourself 0–3 on each skill. Be honest.

Look for coverage. Every column should have at least one 2 or 3.

Steps checklist

- [ ] Fill in your own row in the cohort skills matrix.
- [ ] Read the brief categories on offer and mark your top two.
- [ ] Walk the room (or the online breakout) and talk to three people whose strengths differ from yours.
- [ ] Form a team of two to four. Check the matrix for gaps.
- [ ] Write and sign the charter below together.

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This lesson has code samples. They are in the lesson on metametaclub.com/learn.
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SHIP IT

Post your team charter and your filled skills matrix rows in the cohort channel. Tag everyone on the team.

- [ ] Shipped. Link or file: _____

Check yourself

1. Does every column of your matrix have at least one strong person?

2. Does everyone know their role in one word?

3. Have you agreed, in writing, how you'll handle disagreement?

PRACTICE QUIZ

Check your module

Circle one answer for each question. The answer key is on the next page.

1. What is the Fellowship's thesis?

(A) Finish as many tutorials as possible
(B) Ship one real XR or AI project in public, on a real brief, with taste
(C) Learn every tool in the pro studios
(D) Build a personal brand on social media

2. In a crit, feedback should focus on…

(A) The person presenting
(B) Only whether it runs
(C) Craft and taste in the work
(D) How many hours were spent

3. What makes a team skills matrix useful?

(A) Everyone rates themselves 3
(B) It shows gaps, so every key skill has at least one strong person
(C) It decides who leads
(D) It replaces the team charter

4. Client material can go public when…

(A) The project is finished
(B) Demo Day arrives
(C) The client says it can
(D) A teammate posts it first

ANSWER KEY

Answers and why

1 · B Ship one real XR or AI project in public, on a real brief, with taste

Everything in Client Studio serves one goal: a real project, on a real brief, shipped in public with taste.

2 · C Craft and taste in the work

Crits review the work, not the person, and look past "does it run" to craft and taste.

3 · B It shows gaps, so every key skill has at least one strong person

Honest ratings reveal coverage. Every column should have someone at 2 or 3.

4 · C The client says it can

Client work stays inside the cohort until the client gives permission.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP