

University of the Incarnate Word
School of Media & Design
ANGD 2321
Technical Direction
Syllabus

Catalog Description: This studio course covers technical issues and solutions for the game and animation production pipeline. It includes rigging, visual effects (VFX), scripting, standalone computer tools, applications, and plug-in development. Effective rigging tools and VFX techniques will be taught. Various coding languages and their applications will be explored.

Prerequisites: ANGD 1312, 1313, 1314, and 1315.

Context: This is a sophomore level course required for all BFA ANGD majors.

This course may not be repeated for credit.

This course will be offered in a face-to-face format.

Grade Mode: Normal

Course Overview: In this course, students will implement 3D rigging solutions, develop applications, and write plug-ins to enhance the 3D production and VFX pipeline for real-time and offline renderers.

| Course Outcomes: | Assessment: |
|-----------------------------------------------------------|-------------------------------------------------------------------------------|
| Upon completion of the course, students will be able to: | The objectives will be assessed by: |
| Produce effective rigs for characters and creatures. | Projects (Rigging single chain, bipedal, and multipedal characters) |
| Build VFX for games and film. | Projects (VFX projects in Game Engines, and VFX software) |
| Write software plug-ins and simple computer applications. | Projects (Making plug-ins and applications to augment production pipeline) |

This course complies with all UIW academic policies and federal guidelines, including but not limited to: academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided on the first day of class.