

# University of the Incarnate Word

ANGD 2341 • Period Styles v2  
Spring 2025 | TR 10:30-11:45

Professor Adam Blair | adam.blair@uiwtx.edu | Office: MW 2:00-3:00 PM, F 11:00-2:00  
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**Course Overview:** This lecture course offers an historic overview of period art, architecture, graphic design, furniture design, and costume. It is meant to prepare 3D modelers and game designers with the broad visual design background to design and produce animations and games more effectively.

Date	Lecture	Due
1/14	Prehistoric - Egyptian	
1/16	Greek	
1/21	Snow Day	
1/23	Roman	Project #1
1/28	Byzantine	
1/30	Ancient Islamic	
2/4	Pre-Romanesque & Romanesque	Project #2
2/6	Gothic	
2/11	Renaissance	
2/13	Pre-Colombian	Project #3
2/18	Anatomy of Furniture	
2/20	Tudor	
2/25	Jacobean	Project #4
2/27	Baroque	
3/4	Rococo	
3/6	Midterm Exam	Project #5
3/11	Spring Break – No Class	
3/13	Spring Break – No Class	

**Grading Activities:** Your final grade will be based upon attendance, and you can earn additional points up to the grade you desire. Each project, quiz, or test is assigned a set number of points. Although there is the potential of many more than 100 points, you only need to earn as many points as you want. Point/grades are assigned as follows: 100-90=A, 89-80=B, 79-70=C, 69 & below =F.

**Projects:** Depending on the quality of the project; not all available points may be awarded. There are three types of projects:

1. **Furniture (10 Points):** Model and texture furniture piece. Must be rendered in either Maya (VRay/Redshift/Arnold) or Unity/Unreal.
2. **Architecture (15 Points):** Model and texture room (no furniture) or the exterior of a building. Must be rendered in either Maya (VRay/Redshift/Arnold) or Unity/Unreal.
3. **Complete Scene (40 Points):** Model, texture, light and render reproduction of famous architectural space (interior). This space must include at least three different types of furniture. Must be rendered in either Maya (VRay/Redshift/Arnold) or Unity/Unreal.
4. **Costume (10 Points):** Model and texture (on default form) custom costume of a period. Includes all clothing and accessories. Must be rendered in either Maya (VRay/Redshift/Arnold) or Unity/Unreal.

## Notes on Proposals:

1. Project proposals should include only furniture, architecture, or costumes of the periods content covered since the previous project due date.
2. All projects must first be proposed on the forums (complete with research before beginning). Project done without approval will not be graded. Approval must be approved at least **one week** before delivery. This means you should submit earlier than that in case there are questions or concerns about the proposal that need to be ironed out.
3. You can propose ahead. Don't wait.
4. Proposals should include many high-resolution reference photos (likely 5 or more). 20-30 reference images will help you get the real details needed for the project.
5. Note: Furniture are things that a person sits on (chairs, sofas, etc.) or sits at (tables, credenzas, etc.). Furniture (for the sake of our projects) does not equal props or set dressing. Except in rare cases, things that won't be approved include: vases, clocks, vessels, wall hangings, etc...

**Outcomes:** At the end of this course, you will be able to identify and reproduce cohesive period styles in architecture, décor, and costume.

**Audience:** This course is a sophomore level requirement for all 3D Animation & Game Design majors in the Modeling Concentration.

Date	Lecture	Due
3/18	Georgian	
3/20	Neoclassicism, Romanticism, & Beaux Arts	
3/25	Regency, Federal, Empire	Project #6
3/27	Victorian	
4/1	Edwardian	
4/3	Clothing of the 19 <sup>th</sup> Century	Project #7
4/8	Art Nouveau	
4/10	Arts & Crafts	
4/15	Art Deco	Project #8
4/17	Eastern Asian Architecture	
4/22	Modernism Architecture	
4/24	Neo-Modernism & Parametricism	Project #9
4/29	Modernism & Post Modernism	
5/1	Final Exam Review	Project #10
5/6	Final Exam   10:45-12:45	

## Notes on Assessment (Grades):

1. Projects are due at the start of class on their due date.
2. Grades will be based upon:
  - a) **Historical accuracy.** Are the proportions or the forms and textures exact? Are the textures accurate to the research? If the project is a costume, are the seams, buttons, stitching, etc. in the appropriate places and an accurate scale? Do the textures reflect color and tactile features (there needs to be color, roughness, etc.)? Is it clear what the fabrics are? Does the wood grain run the right direction? Can we see the story of construction, environment, and use of the piece through the textures? Be sure to use extensive and effective shader structure.
  - b) **Presentation.** Is the project well lit, well rendered, ready for a portfolio? Rendering and lighting are crucial. If it isn't high enough quality to go in your portfolio – it likely will not get the points you need.
  - c) **Usability.** ZBrush is a means to an end. You will need to create an effective UV map (Maya) to create effective textures (Substance Painter). While box modeling is likely the place to start for most furniture projects, if ZBrush is helpful in your process, that's OK – but submitted projects need to be retopologized and game or film-ready (not ZBrush art).
3. All renders should be at least 3840 x 2160. Provide multiple views of the object, architecture, or costume. These can all be in the same rendered file or in separate images.

**Quizzes:** Each quiz is potentially worth 1 point. Quizzes are either Content Quizzes (at the start of class) or Drawing Quizzes (at the end of class) – 50 total potential points

**Exams:** Each exam is potentially worth 40 points – 80 potential points

**ANGD Attendance:** Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. If you are late 3 times, that counts as an absence. Illnesses or doctor's appointments are excused but try to avoid appointments during class time. If you miss 30% of class (for this class, 8 meetings) for any reason - even if medically excused - you must withdraw; the class needs to be retaken.

**ANGD Late Work:** No late assignments are accepted. All assignments are due before the beginning of class on the day they are due. If you are sick or have to miss class, the assignment is still due. There are no redos. Make every project you turn in count.

**ANGD Academic Integrity:** Self Plagiarism: No work previously completed in another section or course can be turned in. AI use or downloaded content is prohibited in all coursework unless otherwise specified by your instructor.

**ANGD Phone/Device:** When in class, no phones or devices should be out. Keep them put away unless otherwise specified by your instructor. Phone usage in class shows you are not mentally present and will be considered a tardy. Three phone uses in class equals an absence and thus a letter drop in grade.

**Phone/Donut Policy:** Please turn your phone off before the start of class. Should your phone make sound (text/message/call) during class, you will be responsible for providing donuts for your interrupted classmates at the next class meeting.

**UIW Course Policies, Guidelines and Accommodation:**

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.

<https://www.uiw.edu/academics/academicpolicies.html>