

University of the Incarnate Word

ANGD 4450 • Senior Thesis Production II

Spring 2025 • Rooms: AD: 405(Modelers) & 406 (Programmers) & 407 (Animators)

Class Meets: M/W 7:30am-10:15am

Professors: Arevalo, Salazar & Li

Co-Instructors

Professor Arevalo, Kassandra

AD 401
Office Hours:
Monday: 3:00PM-5:00PM
Wednesday: 3:00PM-5:00PM
Friday: 11:00AM-4:00PM

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Professor Salazar, Jacob

AD 402
Office Hours:
Monday 1:30 PM – 4:00 PM
Friday 12:00 PM – 3:00 PM

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Professor Li, Jingtian

AD 408
Office Hours:
Tuesday: 10:30 AM - 1:00 PM
Thursday: 10:30 AM - Noon
Friday: 11:00 AM - 1:00 PM

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Course Description: This studio/lecture course is the second in a two-course series (along with ANGD 4440, Senior Thesis Production II) in which a complete narrative project or game is conceived, designed, produced, and submitted for submission at festivals. This project is completed as part of a team.

Outcomes: Upon successfully completing this course, the student will be able to: Organize and develop a project within team dynamics; Create sophisticated game mechanics; Assemble 3D elements into complete game; Create effective and dynamic sound design for interactive media; QA game play. Sustain engaging narrative flow; Understand effective cinematic technique through virtual storytelling; Render complex compositions using current technologies; Edit compelling narrative structure

Audience: This is a Senior level course required for all BFA ANGD majors.

Date	Description	Assignment Due
1/13	Review/First Sprint Assignments <ul style="list-style-type: none"> Game Feature List & Schedule Lockdown Artist Classifications 	
1/15	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
1/20	<i>MLK Day, No Class</i>	
1/22	First Sprint Review <ul style="list-style-type: none"> Game Project Build Test Final Film 3D Animatic 	Individual Turn-Ins (Shotgrid Update & Forum Post)
1/27	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
1/29	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)

2/3	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
2/5	Second Sprint Review <ul style="list-style-type: none"> Model Locked 	Individual Turn-Ins (Shotgrid Update & Forum Post)
2/10	<i>Individual Check-ins</i> <ul style="list-style-type: none"> Lighting Crash Course 	Individual Turn-Ins (Shotgrid Update & Forum Post)
2/12	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
2/17	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
2/19	Third Sprint Review <ul style="list-style-type: none"> Master Lighting & Mood established 	
2/24	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
2/26	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
3/3	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
3/5	Fourth Sprint Review <ul style="list-style-type: none"> Core Game Features & Game Loop Fully Functional Render every 10th Frame 	Individual Turn-Ins (Shotgrid Update & Forum Post)
3/10 – 3/14 Spring Break, No Class		
3/17	Midterm Presentations Rehearsal (Subject to Change)	Midterm Presentation
3/19	<i>Individual Reviews</i> <ul style="list-style-type: none"> Game Project Build 	Individual Turn-Ins (Shotgrid Update & Forum Post)
3/21	Midterm Presentation <i>1pm-5pm in Library Auditorium</i>	Game Build/Animatic Progress
3/24	<u>Class starts at 9AM</u> <i>Address notes from Midterm Presentation/Plan</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
3/26	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
3/31	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)

4/2	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
4/7	Fifth Sprint Review & Project Golden Day <ul style="list-style-type: none"> • Core Game Features & Game Loop Polished • Game Build • Film 100% Rendered 	Individual Turn-Ins (Shotgrid Update & Forum Post)
4/9	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
4/14	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
4/16	<i>Individual Check-ins</i>	Individual Turn-Ins (Shotgrid Update & Forum Post)
4/21 Easter Monday, No Class		
4/23	Sixth Sprint Review <ul style="list-style-type: none"> • Final Game Build • Final Film 	Individual Turn-Ins (Shotgrid Update & Forum Post)
4/28	Final Project Slam Presentation Rehearsal	Final Project Slam Wednesday, May 7th at 5 PM UIW SEC Ballroom
4/30	Final Project Slam Presentation Review.	
5/7	11:00 AM Game Project Lab Setup and Test Play.	

Grading Activities: Your final grade will be based upon attendance, individual check-ins, and group presentations. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

Output: 1080 HD short film or playable game.

Attendance: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade.

ANGD Late Work Policy: 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. All 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.

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 in the first day of class. <https://www.uiw.edu/academics/academicpolicies.html>