

# ANGD 3332 - 01 | Environment Prod Arts

## IV

### Syllabus and Outline

University of the Incarnate Word

Classroom: AD 406

Spring 2025 | MW 03:00pm - 05:45pm

Professor Adam Blair ([ablair@uiwtx.edu](mailto:ablair@uiwtx.edu))

Office: AD 402

Office Hours: M 02:00pm – 03:00pm | TR 01:00pm – 02:00pm | F 11:00am – 2:00pm

Course Description

This studio course will direct student's skills through the rigors of producing environment art through a range of real-time environments. Advanced optimization, texturing, lighting, and rendering workflows will provide students with a solid foundation in environmental construction for animations, video games, and architectural visualizations.

Outcomes

Upon successfully completing this course the student will be able to: Create real-time game-ready environments, and develop realtime diorama's, create tiling and trim textures, generate foliage that is game ready and optimize both geometry and textures for several industries.

Course Items Needed

Graphic Tablet and Hard-drive or USB/C Storage Device

Audience

This is a Junior level course required of ANGD BFA majors.

Date	Topic	Assignment Due
1/13	Syllabus & Outline, Class Expectations, Art Test Kickoff (Diagnostic Assessment)	None
1/15	Asset Stubbing – The Power of Blocking in, Rapid Prototyping (MVP)	Art Test – Production Plan
1/20	No Class – Martin Luther King Day	
1/22	Game Jam	
1/27	Art Test – Postmortem, Hard Surface Environment Kickoff	Art Test – Final Deliverables
1/29	Studio Time – Workday, Feedback, and Critiques, Level Layout	Hard-Surface Env – PureRef
2/3	Optimizing Game Ready Assets – High to Low Workflow (Topology, Polycount, UV's)	Hard-Surface Env – Level Layout
2/5	Storytelling in Your Environment, 3 Touch Rule	Hard-Surface Env – Block-in
2/10	The Power of PCG and Modularity	Hard-Surface Env – High Poly
2/12	Textures and Material Variation in Substance Designer	Hard-Surface Env – PCG
2/17	Textures and Material Variation in Substance Painter	Hard-Surface Env – Materials
2/19	Lighting in Unreal	Hard-Surface Env – Textures
2/24	Interacting with Your Environment – FX for Hard Surface Environments in Unreal	Hard-Surface Env – Lighting
2/26	Framing Your Shot, Rendering, Camera Post Effects in Unreal	Hard-Surface Env - FX
3/3	Real-Time Hard Surface Environments for Games – Postmortem, Organic Env Kickoff	Hard-Surface Env – Final
3/5	Studio Time – Workday, Feedback, and Critiques, Level Layout	Organic Env – PureRef
3/10	No Class - Spring Break	

3/12	No Class - Spring Break	
3/17	Creating Landscapes	Organic Env – Level Layout
3/19	Sculpting Wood, Trees, and Rocks in ZBrush	Organic Env – Block-in
3/24	Foliage and Decals in Unreal	Organic Env – WIP Polish
3/26	The Power of PCG for Landscapes	Organic Env – WIP Foliage & Decals
3/31	Complex Shader Breakdown and Optimization	Organic Env – Landscape
4/2	Lighting and Rendering Studies	Organic Env – Textures & Materials
4/7	Creating Your Sky and Clouds in Unreal	Organic Env – Lighting
4/9	Interacting With Your Environment – FX for Organic Environments in Unreal	Organic Env – Sky
4/14	Framing Your Shot, Rendering, Animated Cameras in Unreal	Organic Env - FX
4/16	Studio Time – Workday, Feedback, and Critiques	Organic Env – Animated Cameras
4/21	Real-Time Organic Environments for Games – Postmortem, Art Test Kickoff	Organic Env – Final
4/23	Art Test Level Layout	None
4/28	Art Test Workday	Art Test – Production Plan
4/30	Art Test Workday	Art Test – WIP
5/5	Finals Week– No Class	
5/7	Art Test Due	

Grading Activities: Your final grade will be based upon Attendance, Assignments and Participation. 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. All assignments will be given and collected on the forums. <http://forums.uiw3d.com>. Your grades will be posted on Canvas.

Points will be awarded as follows:

- 10 points – Art Test 01 (Diagnostic Assessment)
- 25 points – Hard-Surface Environment (Project 01)
- 25 points – Organic Environment (Project 02)
- 30 points – Art Test 02 (Summative Assessment)
- 10 points – Participation and Attendance

#### ANGD Course Policies

**Attendance Policy:** Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. If you are late three 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 any reason - even if medically excused - you will need to withdraw; the class needs to be retaken.

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

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

**Phone/Device Policy:** When in class, no phones or devices. Keep them put away unless otherwise specified by your instructor. Phone usage in class 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 on the first day of class.

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

\*Please note that due to the dynamic and distinct nature of each class, this syllabus and outline should be treated as a living document in response to feedback and student engagement. This document may undergo revisions to address the specific needs and progress of the students in each class section.