

Date	Topic	Assignment Due
1/14	Syllabus & Outline, Class Expectations, Art Test Kickoff (Diagnostic Assessment)	None
1/18	Production Pipeline: Perforce – Collaboration with Source Control	Art Test – Status Update
1/21	Environment Art Frameworks – Productions Dictate Everything	Art Test – Status Update
1/25	Art Test – Postmortem, Production Gates & Schedules Kickoff	Art Test – Final Deliverables
1/28	Research Gathering & Finalized Semester Outcomes	Production Schedule – Draft
2/1		<b>Production Schedule – Finalized</b>
2/4	<b>Blocking Done:</b> blocking out the scene to get the proportions established and setting the camera to the right spot. Experimenting with throwing in the scene into Unreal.	Deliverables: Individual Proposals
2/8	<b>Half Models done:</b> half of the main forms will be modeled. Main forms include the bamboo, bowl, rocks, ground, vine structure	Deliverables: Individual Proposals
2/11	Working on the rest of the main forms. UVs will be done as each model is finished.	Deliverables: Individual Proposals
<b>2/15</b>	<b>Modeling Done:</b> All models are done and UVd. Then moving on to creating the small foliage cards in substance designer/ zbrush.	<b>Production Gate 01: Check-in</b>
2/18	Taking the time to work on the high polys to get details for the rocks, bamboo and bowl. I will also be researching different ways to do the long grass tufts.	Deliverables: Individual Proposals
2/22	<b>High Polys Done:</b> all high polys for the rocks, bamboo, and bowl are ready for baking. Moving on to textures for the ground, and other main forms,	Deliverables: Individual Proposals
<b>2/25</b>	<b>Textures:</b> Main Textures are done. Smaller foliage textures will also be done to be applied to simple geometry.	<b>Production Gate 01: Check-in</b>
3/1	Throw the whole scene into unreal and refine textures if needed, and fix any issues that may look off.	Deliverables: Individual Proposals
3/4	<b>All In Unreal:</b> The scene is in Unreal. This will be the time where I will be experimenting with volumetrics and lighting.	Deliverables: Individual Proposals
<b>3/8</b>	<b>Lighting:</b> Lighting is done. Enter the refining phase and put in any final touches for final turn ins.	<b>Production Gate 01: Check-in</b>

3/11	Spring Break – No Class	<b>Production Gate 01: Final Deliverables</b>
3/15		<b>Production Gate 02: Start – Nothing Due</b>
3/18	<b>Blocking:</b> setting up the scene with basic forms. The proportions are applied. Building the setup in Unreal to get a better feel for the lighting, positioning and perspective.	Deliverables: Individual Proposals
3/22	<b>Half Models are done:</b> Half of the rocks and trees are fully modeled out and UVd. Moving on to the rest of the models.	Deliverables: Individual Proposals
3/25	Working on the vine structures to the rocks. Creating vines in Houdini and bringing them into maya for further manipulation.	Deliverables: Individual Proposals
<b>3/29</b>	<b>Modeling Done:</b> All models are done and UVd. This includes rocks, trees, vines. Starting on research for the best and optimal way to do the flowers.	<b>Production Gate 02: Check-in</b>
4/1	Working on high polys to the rocks and trees. Creating the smaller foliage with substance designer and continuing working with the flowers.	Deliverables: Individual Proposals
4/5	<b>High Polys:</b> High polys are done and ready for the baking phase for textures.	Deliverables: Individual Proposals
<b>4/8</b>	<b>Textures done:</b> Textures for rocks, ground, trees, grass and flowers are all done.	<b>Production Gate 02: Check-in</b>
4/12	Setting up the scene in Unreal. Replacing the block in scene with models and applying all textures. Experimenting with water effects within Unreal. Working on lighting and volumetrics as well.	Deliverables: Individual Proposals
4/15	<b>Lighting:</b> Lighting is done and the final scene is almost ready. Refining and applying any final touches.	Deliverables: Individual Proposals
<b>4/19</b>	<b>Scene Done:</b> Whole scene is done and ready to turn in.	<b>Production Gate 02: Final Deliverables</b>
4/22	Individual Project Meeting, Deliverables Feedback, & Grading Structure	Art Test – Proposal
4/26	Studio Time and Project Feedback, Critiques, and Updates	Art Test – Status Update
4/29	Studio Time and Project Feedback, Critiques, and Updates	Art Test – Status Update
5/3	Final Individual Project Meeting & Deliverables Feedback	Art Test – Status Update

5/6

5/9

Finals Week– No Class  
Art Test Due (Summative Assessment) – 5/9