**ANGD 6332 - 01 | Graduate Environment Arts IV**

|  |  |  |
| --- | --- | --- |
| **University of the Incarnate Word**  Classroom: Online  Spring 2025 | TS 7:30pm – 9:30pm |  | Instructor Carlos Garcia ([cagarc12@uiwtx.edu](mailto:cagarc12@uiwtx.edu))  Office: AD 403  [Office Hours:](https://outlook.office.com/bookwithme/user/671c48622a3a406abdf09182d0279a59@uiwtx.edu/meetingtype/SVRwCe7HMUGxuT6WGxi68g2?anonymous&ep=mLinkFromTile) M 1:30pm – 2:30pm | W 3:00pm – 4:00pm | F 12:30pm – 3:30pm |

|  |  |  |
| --- | --- | --- |
| 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 |  | **Production Schedule – Finalized** |
| 2/4 | Wooden Tray Block in Complete/ Start High Poly | Deliverables: Block In Complete |
| 2/8 | High Poly sculpting | Deliverables: High Poly WIP |
| 2/11 | High Poly sculpting | Deliverables: High Poly WIP |
| 2/15 | High Poly sculpting  Prop In Engine/ Start working on Scene and Lighting | **Production Gate 01: Check-in**  Deliverables: High Poly WIP |
| 2/18 | High Poly Complete/Start Low Poly | Deliverables: High Poly Complete |
| 2/22 | Low Poly Complete/ Start Texturing | Deliverables: Low Poly Complete/ Texturing WIP |
| 2/25 | Texturing WIP  Engine Lighting WIP | **Production Gate 01: Check-in**  Deliverables: Texturing and Unreal WIP |
| 3/1 | Wooden Tray Due/ Start Scones | Deliverables: Wooden Tray Due (FINAL) |
| 3/4 | Scones Block in Complete/ Start High Poly | Deliverables: Block In Complete |
| 3/8 | High Poly sculpting | **Production Gate 01: Check-in**  Deliverables: High Poly WIP |
| 3/11 | Spring Break – No Class | **Production Gate 01: Final Deliverables** |
| 3/15 | **Production Gate 02: Start** – Nothing Due |
| 3/18 | High Poly sculpting Complete/ Low Poly Complete/ Prop in Engine  Texturing WIP | Deliverables: High Poly and Low Poly Complete |
| 3/22 | Texturing WIP | Deliverables: Texturing WIP |
| 3/25 | Texturing WIP/ Unreal Engine Lighting | Deliverables: Texturing and Unreal WIP |
| 3/29 | Scone Due/  Start Trinket Box | **Production Gate 02: Check-in**  Deliverable: Wooden Sconce Due (FINAL) |
| 4/1 | Block In Complete/ Start High Poly | Deliverables: Block in Complete |
| 4/5 | High Poly WIP | Deliverables: High Poly WIP |
| 4/8 | High Poly WIP | **Production Gate 02: Check-in**  Deliverables: High Poly WIP |
| 4/12 | High Poly Complete/ Low Poly Complete | Deliverables: High and Low Poly Complete/ Texturing WIP |
| 4/15 | Textures  Engine Lighting WIP | Deliverables: Textures WIP and Unreal WIP |
| 4/19 | Trinket Box Due | **Production Gate 02: Final Deliverables**  Deliverables: Trinket Box Due (FINAL) |
| 4/22 | Individual Project Meeting, Deliverables Feedback, & Grading Structure | Art Test – Proposal |
| 4/26 | Studio Time and Project Feeback, Critiques, and Updates | Art Test – Status Update |
| 4/29 | Studio Time and Project Feeback, 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 | |