

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)
Office: AD 403
Office Hours: 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	Finalize Research Gathering & Decide Art Piece: Specialization Wood/Metal Study Begin Blockout (Objective: Use Zbrush to Sculpt Damage and Fine Detail)	Production Schedule – Finalized
2/4	Continue Blockout/ Have Blockout Completed: (Objective: Have Major Shapes Either Near Finished or Completed Check in with Garcia to Ensure the shapes are Proportional to Reference)	Deliverables: Individual Proposals
2/8	Finish Blockout/Continue Adding High Detail: (Objective: Objects are Proportional to Reference Continue adding Details to the Objects in order to cast better AO's, Concave, and Convex during Baking)	Deliverables: Individual Proposals
2/11	High Poly is Finished Begin Low Poly Production: (Objective: Create a high detailed Low Poly Object, Complete UV's and have a clean Bake ready for NEXT CLASS)	Deliverables: Individual Proposals
2/15	Show: Object has UV's Clean Bake and Potentially a first pass Texture. (Objective: Bakes must be perfect, Clean High and Low Poly, Begin Texturing)	Production Gate 01: Check-in
2/18	Texturing: LEARN THE PROGRAM (Objective: The Goal is to Show Damage, Multiple Colors, Roughness Variation, Potentially Unknown Substance Influenced into the Object.)	Deliverables: Individual Proposals
2/22	Texturing: LEARN THE PROGRAM (Objective: The Goal is to Show Damage, Multiple Colors, Roughness Variation, Potentially Unknown Substance Influenced into the Object.) By the end of this class into the beginning of the next, have texturing from Near Complete to Finished.	Deliverables: Individual Proposals
2/25	Show: Object is in Engine with Not Finalized Lighting (Objective: Object is looking good Finish strong with better Lighting, Atmospheric Fog, Particle Effects and camera angles.)	Production Gate 01: Check-in
3/1	Refine and Finalize (Objective: Make Pretty Pictures, Potentially work in Photoshop to create a better Portfolio Entry) (Potentially a Extra Day Used for Pieces taking longer than expected)	Deliverables: Individual Proposals
3/4	Refine and Finalize	Deliverables: Individual Proposals

	(Objective: Make Pretty Pictures, Potentially work in Photoshop to create a better Portfolio Entry)	
3/8	Show: Objects are now being showcased. (Objective: Begin Finding Reference for you Next Piece: Research Gathering Metal/Plastics/Wood/Cloth , Potentially get Approved over the Break)	Production Gate 01: Check-in
3/11	Spring Break – No Class	Production Gate 01: Final Deliverables
3/15		Production Gate 02: Start – Nothing Due
3/18	Finalize Research Gathering & Decide Art Piece: Specialization Wood/Metal/Plastic, Cloth: Study Begin Blockout (Objective: Use Zbrush to Sculpt Damage and Fine Detail)	Deliverables: Individual Proposals
3/22	Continue Blockout/ Have Blockout Completed: (Objective: Have Major Shapes Either Near Finished or Completed Check in with Garcia to Ensure the shapes are Proportional to Reference)	Deliverables: Individual Proposals
3/25	Finish Blockout/Continue Adding High Detail: (Objective: Objects are Proportional to Reference Continue adding Details to the Objects in order to cast better AO's, Concave, and Convex during Baking)	Deliverables: Individual Proposals
3/29	High Poly is Finished Begin Low Poly Production: (Objective: Create a high detailed Low Poly Object, Complete UV's and have a clean Bake ready for NEXT CLASS)	Production Gate 02: Check-in
4/1	Show: Object has UV's Clean Bake and Potentially a first pass Texture. (Objective: Bakes must be perfect, Clean High and Low Poly, Begin Texturing)	Deliverables: Individual Proposals
4/5	Texturing: LEARN THE PROGRAM (Objective: The Goal is to Show Damage, Multiple Colors, Roughness Variation, Potentially Unknown Substance Influenced into the Object.)	Deliverables: Individual Proposals
4/8	Texturing: LEARN THE PROGRAM (Objective: The Goal is to Show Damage, Multiple Colors, Roughness Variation, Potentially Unknown Substance Influenced into the Object.) By the end of this class into the beginning of the next, have texturing from Near Complete to Finished.	Production Gate 02: Check-in
4/12	Show: Object is in Engine with Not Finalized Lighting (Objective: Object is looking good Finish strong with better Lighting, Atmospheric Fog, Particle Effects and camera angles.)	Deliverables: Individual Proposals
4/15	Refine and Finalize (Objective: Make Pretty Pictures, Potentially work in Photoshop to create a better Portfolio Entry) (Potentially a Extra Day Used for Pieces taking longer than expected)	Deliverables: Individual Proposals
4/19	Refine and Finalize (Objective: Make Pretty Pictures, Potentially work in Photoshop to create a better Portfolio Entry)	Production Gate 02: Final Deliverables
4/22	Show: Objects are now being showcased. (Objective: Begin Finding Reference for you Next Piece: Research Gathering, Potentially get Approved Before Next Class.)	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	Finals Week– No Class	
5/9	Art Test Due (Summative Assessment) – 5/9	