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

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| **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 |

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| 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 | **Production Schedule – Finalized** |
| 2/4 | (Ritual Knife) Block-In & Progress of High Poly Sculpt – Overall silhouette and knife pieces ready for forward progression | Deliverables: Individual Proposals |
| 2/8 | (Ritual Knife) High-Poly Sculpt Progress, Near Final – Blade, Bone, and Rope pieces finalized, high-res detail to be added (Imperfections such as scratches on the blade, warping on rope) | Deliverables: Individual Proposals |
| 2/11 | (Out for DICE 2025) Final High Poly Sculpt Submitted, UE5 Setup Work-In-Progress, Dust Particles & Lighting | Deliverables: Individual Proposals |
| 2/15 | (Ritual Knife) Retopology & UVing Progress, beginning creation of hair cards for rope | **Production Gate 01: Check-in** |
| 2/18 | (Ritual Knife) Texturing progress & perfecting UE5 render setup (cameras & asset positioning, final lighting, composition), implementing rope cards onto knife in-engine | Deliverables: Individual Proposals |
| 2/22 | (Ritual Knife) Final Deliverables, completed knife renders in UE5 with rope card micro-details | Deliverables: Individual Proposals |
| 2/25 | (Dystopian Diorama) Block-In with imported Barcelona chair with textures & draft of UE5 render setup (cameras & asset positioning, lighting, composition) | **Production Gate 01: Check-in** |
| 3/1 | (Dystopian Diorama) Grocery store cart along with metal base modeled & refined, UV’d as well as flushed out wooden base board & bottom wooden pieces prepared for high-poly sculpting in ZBrush | Deliverables: Individual Proposals |
| 3/4 | (Dystopian Diorama) Speaker, water bottle, vinyl record, shovel, Domino’s box, & beer cans modeled & UV’d, modeling progress of vinyl record player | Deliverables: Individual Proposals |
| 3/8 | (Dystopian Diorama) Vinyl record player finalized & UV’d, high-poly sculpting work-in-progress of woods, imperfections in cans, shovel, and speakers, etc. | **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 | (Out for GDC) Final small prop high poly sculpts completed, all assets (besides cloth bags) have been run through a test bake to ensure quality and clear issues- models implemented in-engine, prop texture work-in-progress | Deliverables: Individual Proposals |
| 3/22 | (Out for GDC) Marvelous Designer deep dive and research to approach bags | Deliverables: Individual Proposals |
| 3/25 | (Dystopian Diorama) Work-in-progress of bags in Marvelous Designer, continued polishing textures on various prop assets | Deliverables: Individual Proposals |
| 3/29 | (Dystopian Diorama) Progress of high poly sculpt of bags in ZBrush, adding subtle refining details & imperfections | **Production Gate 02: Check-in** |
| 4/1 | (Dystopian Diorama) Bag retopology & UV progress | Deliverables: Individual Proposals |
| 4/5 | (Dystopian Diorama) Bags are successfully baked, beginning texture work in Substance Painter. Prop textures are finalized & in engine. | Deliverables: Individual Proposals |
| 4/8 | (Dystopian Diorama) All assets implemented in UE5, further UE5 polish on camera work & lighting adjustments, further advanced texturing in UE5 such as decals | **Production Gate 02: Check-in** |
| 4/12 | (Dystopian Diorama) Further cleanup & polish in texturing and imperfections after critique, further post-processing in-engine | Deliverables: Individual Proposals |
| 4/15 | (Dystopian Diorama) Test renders & final camera positions, clean setup for breakdowns & final engine set dressing | Deliverables: Individual Proposals |
| 4/19 | (Dystopian Diorama) Final renders delivered with various angles, glory shots, as well as breakdowns that are portfolio ready. | **Production Gate 02: Final Deliverables** |
| 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 | |