ANGD 2333 - 02 | Environment Prod Arts I

Syllabus and Outline

University of the Incarnate Word
Classroom: AD 406
Fall 2024 | TR 7:30am – 10:15am

Professor Carlos Garcia (cagarc12@uiwtx.edu)
Office: AD 402
Office Hours: TR 1:00pm – 2:45pm | F 10:30am – 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 and pre-rendered assets. 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 props, offline rendered props, and develop real-time 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 Sophomore level course required of ANGD BFA majors.

Date	Topic	Assignment Due
8/27	Syllabus & Outline, Class Expectations, Art Test Kickoff (Diagnostic Assessment)	None
8/29	Asset Stubbing – The Power of Blocking in, Rapid Prototyping (MVP)	Art Test – Production Plan
9/3	Crease Set Workflow – Modeling High Poly Assets for Subdivision	Art Test – None
9/5	Floaters – Modeling High Poly Tertiary Details	Art Test – None
9/10	Art Test – Postmortem, Real-Time Prop Kickoff	Art Test – Final Deliverables
9/12	Studio Time – Workday, Feedback, and Critiques	Hard-Surface Prop – PureRef
9/17	Optimizing Game Ready Assets – High to Low Workflow (Topology, Polycount, UV's)	Hard-Surface Prop – Stub
9/19	The Fundamentals of Baking – Substance Painter	Hard-Surface Prop – Block-in
9/24	The Fundamentals of Baking – Marmoset Toolbag 4	Hard-Surface Prop – WIP Polish
9/26	Texturing Realistic Assets – Substance Painter	Hard-Surface Prop – WIP High Poly
10/1	Texturing Stylized Assets – Substance Painter	Hard-Surface Prop – High Poly
10/3	Lighting and Rendering – Unreal Engine 5	Hard-Surface Prop – WIP Optimization
10/8	Lighting and Rendering – Unity	Hard-Surface Prop – Optimization
10/10	Lighting and Rendering – Marmoset Toolbag 4, Portfolio Setup	Hard-Surface Prop – WIP Textures
10/15	Real-Time Prop for Games – Postmortem, Art Test Kickoff (Summative Assessment)	Hard-Surface Prop - Rendering
10/17	Fall Break – No Class	
10/22	Professional Development Week – Resume, Cover Letters, LinkedIn, ArtStation	Application Package – Rough Draft
10/24	Professional Development Week – Resume, Cover Letters, LinkedIn, ArtStation	Application Package – Refined Draft
10/29	ZBrush Sculpting High Poly Assets from Maya	Organic Prop – PureRef, App Pack
10/31	Sculpting to Retopology Workflow – Optimization (Setup, Retopology, UV)	Organic Prop – Stub
11/5	Sculpting to Retopology Workflow – Baking	Organic Prop – Block-in
11/7	Material Breakdowns – Sculpting Wood, Metal, and Cloth in ZBrush	Organic Prop – WIP Polish

11/12	Material Breakdowns – Texturing Wood, Metal, and Cloth in Substance Painter	Organic Prop – WIP High Poly
11/14	Complex Shader Breakdown – UE5, Unity, and Marmoset	Organic Prop – High Poly
11/19	Lighting and Rendering Studies – Rembrandt, Chiaroscuro, Cameo, and Butterfly	Organic Prop – WIP Optimization
11/21	Presentation Breakdown – Animated Cameras and Dynamic Compositions	Organic Prop – Optimization
11/26	Real-Time Prop – Postmortem, Art Test Kickoff (Summative Assessment)	Organic Prop - Rendering
11/28	Thanksgiving Holiday – No Class	
12/3	Studio Time – Workday, Feedback, and Critiques	Art Test – Production Plan
12/5	Studio Time – Workday, Feedback, and Critiques	Art Test – None
12/10 12/12	Finals Week– No Class Art Test Due – 12/12	

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 Prop (Project 01)
> 25 points – Organic Prop (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.