

ANGD 3331 | Environmental Prod Arts III

Syllabus and Outline

University of the Incarnate Word

Classroom: AD 405

Fall 2024 | TH 1:30pm – 04:15pm

Professor Jacob Salazar (jjisalaz2@uiwtx.edu)

Office: AD 402

Office Hours: MW 3:00pm – 5:30pm | F 10:30am – 2:00pm

Course Description

This studio course focuses on essential skills and best practices for environment art production. The course aims to prepare students for professional work in film and game environments through lectures, demonstrations, and hands-on projects.

Outcomes

By the end of the course, students will be able to effectively manage their time, deliver high-quality environment art consistently, and demonstrate a working knowledge of the tools and techniques used in environment art production.

Course Items Needed

Graphic Tablet and Hard-drive or USB/C Storage Device

Audience

This is a Junior level course required of ANGD BFA majors.

Date	Topic	Assignment Due
8/27	Course Overview We will start with an open discussion on the course objectives and core philosophies. The aim of this class is to cultivate a thorough understanding of environment production for films and games through engaging lectures, practical demonstrations, and hands-on experience Introductions Name, origins, fun fact/personal tidbit, artistic goals, recommendations Art Test Launch Students will be given one reference to model in class and one asset to take home and texture.	None
8/29	Eat, Sleep, Reference, Repeat Brief overview of key components in reference and compiling good reference. Difference between hero and sidekick. Building narrative. Choosing wide aspects for Env Artists, Portrait for char artists. Divide the concept, break it down, (plan ways you can save time and resources). Naming our discoveries to guide further research.	Art Test Portfolio Submit
9/3	Environment Sketching with 3D Primitives Modularity Brief (Begin building a collection of assets that build a scene and enhance narrative) Difference between Hero and Sidekick Props Prop Model Demo	PurRef Board – Env, Hero prop, Sidekick prop, Composition, Lighting
9/5	Layout Demo Layout in Production (Broad Strokes, Camera, Organize, fill the scene, searching for composition, using light to paint subject matter.	Hero & Sidekick Block Out Primary stand-ins.
9/10	Create Visuals that Last with Composition, Value, and Contrast Importance of lighting, using contrast to add appeal, and utilizing composition to enhance narrative. The lecture will be given to discuss how we can instill artistic principles into our worlds with past examples to open the floodgates of imagination when we begin laying out our worlds.	Layout with blocked assets.

9/12	Snowless Snowman Scratching the surface with Houdini for environment production. Exposing parameters, nodes, and the power of proceduralism by building a snowman and flower.	Sidekicks & Hero WIP Geometry
9/17	Hero Prop Model Demo Sculpt Pass, Break CG look Texturing Demo Consider what detail you can put into a sculpt and what detail you can put into textures	Light Rig Highlighting story Hero & Sidekicks WIP Geo, Textures
9/19	Texturing & Shading Demo Building complex shading networks in class to support high resolution textures with robust controls to add tweaks.	Hero & Sidekicks WIP Geo, Textures
9/24	In-Class Critiques Studio Session	Hero & Sidekicks WIP High Poly cutoff
9/26	In The Loop Series Part 1 - Nimona Narrative Environments in Movies. Taking a deep dive look and discussing ideas and intentions in environment design from a professional piece of work. Looking at Background, foreground, midground, and clutter.	None
10/1	Develop Thick Skin, Let Critiques Begin Texture/Look-Dev Demo, Setting up a shot	Full Scene WIP GEO, Textures, Shading, Lighting
10/3	Comping the Final Image Breaking apart our renders into AOV's to finetune our look development without having to Render every time we desire changes.	Full Scene WIP Textures, Shading, Lighting
10/8	Studio Session	Full Scene WIP Textures, Shading, Lighting
10/10	In-Class Critiques, Where Feedback Speaks Exterior environment kick-off	Interior Final Submission
10/15	Eat, Sleep, Reference, Repeat Creation, reference, big, medium, small, and variations. Blocking in Unreal, Light Rig in Unreal, Reference emphasis on biomes, vegetation, and trees. Studying Big, Medium, Small Overview of environment conventions for games and practical applications in the industry	PurRef Board Env, Hero prop, Sidekick props, Composition, Lighting
10/17	Fall Break – No Class	
10/22	Professional Development Talking portfolio, resumes, salaries, and job search	None
10/24	Professional Development Talking portfolio, resumes, salaries, and job search	None
10/29	Modeling Vegetation Modeling/Sculpting Vegetation and prepping for texture phase or baking high onto cards	Hero & Sidekick Block Out Primary stand-ins
10/31	Color to Biome Texturing vegetation and scattering it inside Houdini & Unreal	Layout WIP Hero/Sidekicks WIP

11/5	Houdini Hacks Procedural rocks, populating a path, dirt skirts, and insta trees	Layout WIP Hero/Sidekicks WIP Textures, Shaders, GEO
11/7	Procedural Mushroom Kingdom Series P1 Mushroom Modeling	Hero & Sidekicks Textures, Shaders, GEO
11/12	Honing Art by getting Houdini Smart Procedural Edge Damage, Procedural Point Noise Edge Damage Technique 2, Cracks, Populate a path with stone	Light Rig Hero/Sidekicks WIP Textures, Shaders, GEO
11/14	Procedural Mushroom Kingdom Series P2 Terrain and Scattering	Full Scene WIP Textures, Shaders, GEO, Lighting, Layout
11/19	Procedural Mushroom Kingdom Series P3 Vegetation	Hero & Sidekicks WIP High Poly cutoff
11/21	Studio Session	Full Scene WIP Textures, Shaders, GEO, Lighting, Layout
11/26	In the Loop Series Part 2 – It Takes Two The intention here is to conduct deep-dive studies from released professional work and open a dialogue with the students on the intention and execution of the choices made by the team involved. We will try to point out areas of expertise in management, design, color, narrative, etc.	Full Scene WIP Textures, Shaders, GEO, Lighting, Layout
11/28	Thanksgiving Holiday – No Class	
12/3	In the Loop Series Part 3 - God of War The intention here is to conduct deep-dive studies from released professional work and open a dialogue with the students on the intention and execution of the choices made the team involved. We will try to point out areas of expertise in management, design, color, narrative, etc.	None
12/5	Perfecting Pixels Unreal Sequencer Setting up a Shot Lighting/Composition	None
12/10	Finals Week– No Class	
12/12	Exterior Final Submit 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:

30 points – Interior Environment Final Pixel

30 points – Exterior Environment Final Pixel

15 points – Interior Process

15 points – Exterior Process

ANGD 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.

ANGD 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.

ANGD Academic Integrity Policy: Self Plagiarism: No work previously completed in another section, or another course can be turned in. All use or downloaded content is prohibited in all coursework, unless otherwise specified by your instructor.

ANGD 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.