

Environment, Set and Prop Creation (UG)

Module Code:	GAV5014-B
Academic Year:	2018-19
Credit Rating:	20
School:	Department of Media Design and Technology
Subject Area:	Games, Animation and Visual Effects
FHEQ Level:	FHEQ Level 5
Module Leader:	Mr Jason Theaker

Additional Tutors:

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Lectures	8
Laboratory	24
Directed Study	168

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 2 (Feb - May)

Module Aims

To gain a specialist understanding of the design principles, creation methodologies and technical implementation of modelling and texturing 3D environments, sets and props, as they relate to real time render environments.

Outline Syllabus

Environment design with action in mind; Scene-setting and progression in sets and environments; Detailed requirement of props and models; 3D modelling and texturing techniques for natural and urban environments; Lighting and mood; Surfaces for expressive

or realistic surface design; UV unwrapping and layout; Texturing in Photoshop. Art direction for modelling and surfacing.

Module Learning Outcomes

On successful completion of this module, students will be able to...

- 1 analyse and evaluate the theories and techniques used in different environment and prop graphics for different 3D media, and to apply this knowledge to your own portfolio of work.
- 2 Create medium polygon 3D environments with textures and surface shaders, lighting design and optimisation for real time rendering.
Apply the theories and standard industry practice of 3D environment art to your work.
- 3 Apply your own art direction to a project based on an industry style brief.

Learning, Teaching and Assessment Strategy

The module will be delivered as a series of lectures covering the detailed design principles behind environmental and set design and development in 3D visual media such as games or animation. Laboratory/practical sessions will facilitate the practical exploration and implementation of these principles and enable students to demonstrate their understanding of the theory of environment, set and prop design and the different technical constraints of environmental graphics in 3D for real time systems. Supplementary assessment is to repair deficiencies in original submission.

Students who have an acceptable body of knowledge equivalent to the pre-requisite shown, EM-0139D and EM-0106D, will be permitted to study this module.

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
Summative	Coursework	A fully realised and original 3D environment section in Maya using real time constraints	0 hours	70%	No
Summative	Coursework	Report: An evaluative deconstruction of the art direction and narrative influences evident in the 3D	0 hours	30%	Yes

environ. 500
words.

Legacy Code (if applicable)

EM-0272D

Reading List

To view Reading List, please go to [rebus:list](#).