

Module Details	
Module Title	Environment, Set and Prop Creation (UG)
Module Code	GAV5014-B
Academic Year	2020/1
Credits	20
School	Department of Media Design and Technology
Subject Area	Games, Animation and Visual Effects
FHEQ Level	FHEQ Level 5
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Lectures	14
Laboratories	28
Directed Study	158

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2

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.

Learning Outcomes	
Outcome Number	Description
01	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.
02	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.
03	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. Module will be conducted from January 2021 for Semester 2. Delivery methods may change due to Government or University Legislation changes due to the pandemic.

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Coursework	A fully realised and original 3D environment section in Maya using real time constraints	N/A	70%
Summative	Coursework	Report: An evaluative deconstruction of the art direction and narrative influences evident in the 3D environ.1000 words.	N/A	30%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.

