WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE NUMBER: GMD 310

COURSE TITLE: Environment Creation for Games

Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.

I.   **MAJOR INSTRUCTIONAL OBJECTIVES:**

      OBJECTIVE A   Gather images that can be used inside of Maya

      OBJECTIVE B   Import images and set up camera to match the background concept art

      OBJECTIVE C   Build environment assets using polygonal and nurbs geometry

      OBJECTIVE D   UV map and texture paint your geometry with a variety of software (Zbrush, Photoshop and Mudbox).

      OBJECTIVE E   Light and render out a final image for your portfolio

      OBJECTIVE F   Import 3D environment into Unity for a walkthrough

II.   **CLASS PARTICIPATION:**
Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students'