



HNC / HND / BA COMPUTER GAMES DESIGN

BA ANIMATION & VFX

Module Scheme of Work

Module:		Environment Design	
Level:		4	
Semester:		2	
Academic Session:		2022-23	
Week	Date	Session 1: Mondays 1pm-3pm / Tutor: Rich Morgan	Session 2: Tuesdays 1pm-3pm / Tutor: Rich Morgan
Week 1	30/01/2023	Introduction to Module & Design Brief Presentation Times Given for Assessment	Introduction to Maya
Week 2	06/02/2023	Discussion of Project ideas	Whitebox/blockout Prototyping in 3D
Week 3	13/02/2023	Designing & Populating an Environment: Case Studies	Scaling & Workflow Tips
Week 4	20/02/2023	Polygon Model Cleanup	UV Unwrapping: Methodology
Week 5	27/02/2023	UV Unwrapping: Practice	Creating and Applying Maya Materials / Lighting
Week 6	06/03/2023	Reading Week	
Week 7	13/03/2023	Unreal Project Creation / Importing Unreal Content + Lighting	Maya: Rendering Your Work
Week 8	20/03/2023	Modular Assets	Substance Painter Basics
Week 9	27/03/2023	Tileable Textures	Alpha Maps
Holidays - Start: 03/04/2023 End: 21/04/2023			
Week 10	24/04/2023	Project Workshop: Coursework Modelling / Rendering / Presentation / Feedback	Project Workshop: Coursework Modelling / Rendering / Presentation / Feedback
Week 11	01/05/2023	Bank Holiday - NO LECTURE	Project Workshop: Coursework Modelling / Rendering / Presentation / Feedback
Week 12	08/05/2023	Assessment Presentations (Wednesday 10th - Thursday 11th May): Please Check your allocated time on Moodle	