

**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'