



DDES2111

3D Visualisation 3: Interactive Environments

Term T2, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

Fully Online Delivery Term 2 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course outline.

This advanced course within the 3D Visualisation disciplinary studio will provide you with the opportunity to immerse yourself in the field of computer modelling and computer-generated visualisation and refine your knowledge, methods and skills. Expanding in complexity and drawing on the skills already acquired in the preceding courses, you will design and create an experiential, explorable and 3D virtual world. Scholarly research will provide an informed foundation for the creation of a sophisticated, conceptually focussed virtual environment. Engaging studio workshops will explore the full computer-generated imagery workflow with a particular emphasis on how 3D assets engage and relate to each other in a realtime platform, low-poly modelling and a high level of art direction in the creation of your own virtual world.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Examine and execute comprehensive self-directed previsualisation and reference gathering methodologies to create a realtime environment for digital media output.
2. Articulate and synthesis detailed theoretical and conceptual processes to the design and creation of narrative driven realtime interactive 3D visualisations.
3. Plan, test and implement 3D Computer Generated pipeline and workflow techniques in the creation of a fully resolved realtime interactive 3D environment for digital media output.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review – Assessment / Feedback Tool
- Collaborate Ultra in Moodle – Virtual Classroom
- The Box - Media Repository
- Moodle - Learning Management System

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Previsualisation: Narrative and Data Gathering	40%	Design Studio Work
Assessment Task 2	Realtime Environment	60%	Design Studio Work

Resources

You need to have access to a computer, Unity 2019 Personal version, Maya 2020, Mudbox 2020, Substance Painter for Student.

[Free seamless PBR textures](#)

<https://3dtextures.me/>

[MAKING OF: VICTORIAN STREET CONCEPT 3D PAINT-OVER](#)

<http://www.stayinwonderland.com/2012/09/making-of-victorian-street-concept-3d-paint-over/>

[ADAM – Production design for the real-time short film](#)

<https://blogs.unity3d.com/2016/07/07/adam-production-design-for-the-real-time-short-film/>

[An 'Irresistible' Way to Make Films: Using Real-Time Technology for 'Book of the Dead'](#)

<https://blog.siggraph.org/2019/03/an-irresistible-way-to-make-films-using-real-time-technology-for-book-of-the-dead.html/>

Linkedin Learning - <https://www.it.unsw.edu.au/catalogue/lynda.html>