

## FIȘA DISCIPLINEI

### 1. Date despre program

|                                       |   |
|---------------------------------------|---|
| 1.1 Instituția de învățământ superior | Universitatea de Vest Timisoara               |
| 1.2 Facultatea / Departamentul        | Facultatea de Arte si Design                  |
| 1.3 Departamentul                     | Departamentul Design și Arte Aplicate         |
| 1.4 Domeniul de studii                | Arte vizuale                                  |
| 1.5 Ciclul de studii                  | Masterat                                      |
| 1.6 Programul de studii / Calificarea | Game Art / Artist digital pentru jocuri video |

### 2. Date despre disciplină

|  |   |               |   |                       |   |                         |         |
|--|---|---------------|---|-----------------------|---|-------------------------|---------|
| 2.1 Denumirea disciplinei              | 3D Digital Environments and Props (FADMGA 1103) |               |   |                       |   |                         |         |
| 2.2 Titularul activităților de curs    | Conf. univ. dr. Zegrean Sergiu                  |               |   |                       |   |                         |         |
| 2.3 Titularul activităților de seminar | Conf. univ. dr. Zegrean Sergiu                  |               |   |                       |   |                         |         |
| 2.4 Anul de studiu                     | I   | 2.5 Semestrul | 1 | 2.6 Tipul de evaluare | V | 2.7 Regimul disciplinei | DSi, DO |

### 3. Timpul total estimat (ore pe semestru al activităților didactice)

|   |     |                    |    |                       |     |
|---|-----|--------------------|----|-----------------------|-----|
| 3.1 Număr de ore pe săptămână   | 2   | din care: 3.2 curs | 1  | 3.3 seminar/laborator | 1   |
| 3.4 Total ore din planul de învățământ  | 28  | din care: 3.5 curs | 14 | 3.6 seminar/laborator | 14  |
| Distribuția fondului de timp:   |     |                    |    |                       | ore |
| Studiul după manual, suport de curs, bibliografie și notițe                                   |     |                    |    |                       | 12  |
| Documentare suplimentară în bibliotecă, pe platformele electronice de specialitate / pe teren |     |                    |    |                       | 40  |
| Pregătire seminare / laboratoare, teme, referate, portofolii și eseuri                        |     |                    |    |                       | 40  |
| Tutoriat  |     |                    |    |                       | 30  |
| Examinări   |     |                    |    |                       | 9   |
| Alte activități   |     |                    |    |                       |     |
| 3.7 Total ore studiu individual   | 122 |                    |    |                       |     |
| 3.8 Total ore pe semestru   | 150 |                    |    |                       |     |
| 3.9 Numărul de credite  | 6   |                    |    |                       |     |

### 4. Precondiții (acolo unde este cazul)

|                   |  |
|-------------------|--|
| 4.1 de curriculum | <ul style="list-style-type: none"> <li>Completion of the other mandatory subjects related to the field of design</li> </ul>  |
| 4.2 de competențe | <ul style="list-style-type: none"> <li>It is considered that the students have, from previous stages of schooling, terminological notions and skills in artistic drawing, artistic anatomy and computer-aided graphics.</li> </ul> |

## 5. Condiții (acolo unde este cazul)

|  |   |
|--|---|
| 5.1 de desfășurare a cursului                    | <ul style="list-style-type: none"> <li>• Course attendance: min. 60%</li> <li>• Video Projector/Interactive WhiteBoard, Internet Access</li> <li>• Google Classroom, Google Meet</li> </ul>     |
| 5.2 de desfășurare a seminarului / laboratorului | <ul style="list-style-type: none"> <li>• Laboratory attendance: min. 60%</li> <li>• Video Projector/Interactive WhiteBoard, Internet Access</li> <li>• Google Classroom, Google Meet</li> </ul> |

## 6. Obiectivele disciplinei - rezultate așteptate ale învățării la formarea cărora contribuie parcurgerea și promovarea disciplinei

|                               |  |
|-------------------------------|--|
| Cunoștințe                    | <ul style="list-style-type: none"> <li>• The Graduate has specialized knowledge of the process of digital painting and applying a type of texture to a 2D, 3D image</li> <li>• The Graduate researches information to develop new ideas and concepts for the design of a particular production.</li> </ul> |
| Abilități                     | <ul style="list-style-type: none"> <li>• The Graduate applies a variety of visual techniques to design graphic material and combine graphic elements to convey concepts and ideas.</li> </ul>  |
| Responsabilitate și autonomie |  |

## 7. Conținuturi

| 7.1 Curs   | Metode de predare   | Observații   |
|--|---|--|
| 1. Introduction;<br>2. Conceptart – Imagining and Rendering the landscape, interior and objects for concept art.<br>3. 2D and 3D rendering methods | 1. Interactive teaching, visual support and tutorial.<br>2. Lecture, through image projections and debates (Case study)<br>3. Development of presentation skills<br>4. A special place is given to practical works during which corrections and discussions with the students are constantly carried out. The course will be based on rich documentary material, exemplifying personal works and works from the school archive, magazine collections, specialized books and online sources. | The course is correlated, in order to meet the established objectives, the lecture will be interactive<br><br>Teaching activities are conducted <b>exclusively face to face</b><br>Videoconferencing platform used: Google Meet (link available from Google Classroom – code found in the timetable) |

|   |  |  |
|---|--|--|
| <p>1. Presentation of the aspects of visual communication and composition for rendering the landscape.</p> <p>2. Imagining landscapes and objects starting from given imaging sources.</p> <p>3. Presentation of the project, from 2D rendering methods to 3D methods. Correlation of several software in order to obtain the best results. (<i>The Foundry Modo, Zbrush, Substance Painter, 3D Coat</i>)</p> <p>4. <i>Hard Surface Modeling</i> (<i>The Foundry Modo</i>) versus modeling in <i>Zbrush</i>. Basic commands for detailed modeling of a landscape scene are explained.</p> <p>5. The use of 3D software for the rapid generation of morphological variants for various pieces of landscape or objects. (<i>The Foundry Modo, 3D Coat, Zbrush</i>)</p> <p>6. Expression of ambient, chromatic and atmospheric variations for the 3D built landscape versions.</p> <p>7. Explanation of retopology techniques (<i>The Foundry Modo, 3D Coat</i>)</p>   | <p>1. Interactive teaching, visual support and tutorial.</p> <p>2. Lecture, through image projections and debates (Case study)</p> <p>3. Development of presentation skills</p> <p>4. A special place is given to practical works during which corrections and discussions with the students are constantly carried out. The course will be based on rich documentary material, exemplifying personal works and works from the school archive, magazine collections, specialized books and online sources.</p> | <p>The course is correlated, in order to meet the established objectives, the lecture will be interactive</p> <p>Teaching activities are conducted <b>exclusively face to face</b><br/>Videoconferencing platform used: Google Meet (link available from Google Classroom – code found in the timetable)</p> |
| <p><b>Bibliografie:</b></p> <ol style="list-style-type: none"> <li>1. Arnie &amp; Cathy Fenner, <i>Rough work</i>, Frank Frazetta, Ed. Spectrum Fantastic Art, 2007</li> <li>2. ***, <i>Sketching from the imagination, Sci-fi</i>, Ed. 3Dtotal Publishing, Worcester, 2015</li> <li>3. ***, <i>Sketching from the imagination, Creatures &amp; Monsters</i>, Ed. 3Dtotal Publishing, Worcester, 2019</li> <li>4. Jean-Baptiste Monge, <i>A world of Imagination</i>, Ed. Goblins Way, Canada, 2018</li> <li>5. John Howe, <i>A Middle Earth Traveler</i>, Ed. Harper Collins Publishing, London, 2018</li> <li>6. Mark Cotta Vaz, <i>The Art of Star Wars, Episode II Attack of The Clones</i>, Ed. Ballantine Books, 2002</li> <li>7. Jonathan Bresman, <i>The Art of Star Wars, Episode I The Phantom Menace</i>, Ed. Ballantine Books, US, 1999</li> <li>8. J.W. Rinzler, <i>The Art of Star Wars, Episode III Revenge of The Sith</i>, Ed. Ballantine, US, 2005</li> <li>9. Dermot Power, <i>The Art of Fantastic Beasts, The Crimes of Grindelwald</i>, Ed. Harper Collins, London, 2018</li> </ol> |  |  |

10. Doug Chiang, *Mechanika*, Ed. Impact Books, 2015
11. Doug Chiang, *Mechanika, Creating the Art of Science Fiction with Doug Chiang*, Ed. Impact, 2008
12. \*\*\*, *Nuthi'n but mech, Sketches and renderings*, Ed. Designstudio press, 2012
13. Daniel Falconer, *The Hobbit, An Unexpected Journey, Chronicles*, Ed. Harper Collins, London, 2012
14. Daniel Falconer, *The Hobbit, The Battle of the Five Armies, Chronicles*, Ed. Harper Collins, London, 2014
15. Daniel Falconer, *The Hobbit, The Desolation of Smaug, Chronicles*, Ed. Harper Collins, London, 2013
16. Mark Cotta Vaz, Steve Starkey, *The Art of Beowulf*, Ed. Chronicle Books, California, 2007
17. Alan Lee, *The Lord of the Rings Sketchbook*, Ed. Harper Collins, London, 2005
18. Alan Lee, *The Hobbit Sketchbook*, Ed. Harper Collins, London, 2019
19. John Howe, *Forging Dragons*, Ed. Impact, Cincinnati, 2008
20. John Howe, *Fantasy Art Workshop*, Ed. Impact, Cincinnati, 2007
21. John Howe, *Fantasy Drawing Workshop*, Ed. Impact, Cincinnati, 2009
22. Phil Szostek, *The Art of Star Wars, The Mandalorian*, Ed. Abrams The Art of books, 2020
23. Khang Le, Mike Yamada, Felix Yoon, Scott Robertson, *The Skillful Huntsman*, Ed. Design Studio Press, 2005
24. Dylan Cole, Chris Stoski, *D'Artiste, Digital Artists Master Class*, Ed. Ballistic Publishing, Australia, 2005
25. Jesse Schell, *The Art of Game Design*, Ed. CRC Press, 2015
26. Burne Hogarth, *Dynamic Figure Drawing*
27. Burne Hogarth, *Drawing the Human Head*, Ed. Watson-Guption Publications, New York, 1989
28. Andrew Loomis, *Creative Illustration*, Ed. The Viking Press, New York, 1947
29. Andrew Loomis, *Figure Drawing for all it's Worth*
30. \*\*\*, *Bridgman's Complete Guide to Drawing from Life*
31. <https://www.youtube.com/watch?v=4y0tF7plr4k>
32. <https://www.youtube.com/watch?v=nuJOQ41xzaA>
33. <https://www.youtube.com/watch?v=H6HZuGjCcgQ>
34. <https://www.youtube.com/watch?v=qt3uwtcMPy4>
35. <https://www.youtube.com/watch?v=xp5ifMnW3fY>
36. <https://www.youtube.com/watch?v=2fPq1AF7v0E>
37. <https://www.youtube.com/watch?v=ura1dGkAeEM>
38. [https://www.youtube.com/watch?v=0XZWg\\_rg8Ms](https://www.youtube.com/watch?v=0XZWg_rg8Ms)
39. <https://www.youtube.com/watch?v=ip-PMjsKVX8>
40. <https://www.youtube.com/watch?v=qlORGpvBp7o&t=1110s>
41. <https://www.youtube.com/watch?v=e6wTOuJ20M>
42. <https://www.youtube.com/watch?v=rf-8gsInRoI>
43. <https://www.youtube.com/watch?v=xWMMo1v594Y>

| 7.2 Seminar / laborator   | Metode de predare   | Observații  |
|---|---|---|
| <p><b>Theme:</b> Realization of landscape concepts on a given theme.</p> <p><b>1.</b> At the end of the theme, all the sketches of ideas used in the generation of the parts of the theme, detailed concept art pieces for the final versions of the landscape and the environment will be presented (perspective variety that shows the character and details of the interior or landscape, technical illustrations, ambient poses)</p> <p><b>2.</b> Following the 3D generation process, a series of concept illustrations will</p> | <p><b>1.</b> independent documentation</p> <p><b>2.</b> task preparation time management</p> <p><b>3.</b> practicing the ability to solve the practical task</p> <p><b>4.</b> Presentation - Visual support. Guidance and individual correction during the development of the projects.</p> <p><b>5.</b> A special place is given to practical works during which corrections and</p> | <p>The course is correlated, in order to meet the established objectives, the lecture will be interactive</p> <p>Teaching activities are conducted <b>exclusively face to face</b></p> <p>Videoconferencing platform used: Google Meet (link available from Google Classroom – code found in the timetable)</p> |

|  |   |  |
|--|---|--|
| <p>result that will represent the context of the elements designed with special attention to the presentation of the details that define the built structures.</p> <p><b>3.</b> The project will be adapted to various style elements, specific to the current video game design trends – hyper-realistic, cartoonish, stylized.</p> <p>The project will aim to:</p> <p><b>1.</b> Research file / documentation, sketches, final images, which will follow: <b>a)</b> establishing the functions and objectives of the project; <b>b)</b> reporting on other similar projects and their objective analysis; <b>c)</b> assimilation of knowledge of the use of work tools; <b>d)</b> creating a series of concepts based on a previously chosen direction; <b>e)</b> technical data. <b>4 p</b></p> <p><b>2.</b> Presentation boards in digital format, where the following will be found: <b>a)</b> sketches, detailed views of the creation process, <b>b)</b> detailed illustrations with all the elements of the project, <b>c)</b> variations of concept, color, texture, form and function for all theme elements, <b>d)</b> artistic impression, inclusion in the virtual user environment. <b>6 p</b></p> <p><b>Delivery deadlines:</b></p> <p>At the end of each week, stages of conceptual creation, exploration and use of digital tools adapted to the project's solution requirements will be completed and presented.</p> <p>At the end of the semester, the project will be presented.</p> | <p>discussions with the students are constantly carried out. The seminar will be taught permanently using a very rich documentary material, exemplifying with personal works and works from the school archive, magazine collections and specialized books. Analysis, dialogue, corrections</p> |  |
| <p><b>Bibliografie:</b></p> <ul style="list-style-type: none"> <li>● Arnie &amp; Cathy Fenner, <i>Rough work</i>, Frank Frazetta, Ed. Spectrum Fantastic Art, 2007</li> <li>● ***, <i>Sketching from the imagination, Sci-fi</i>, Ed. 3Dtotal Publishing, Worcester, 2015</li> <li>● ***, <i>Sketching from the imagination, Creatures &amp; Monsters</i>, Ed. 3Dtotal Publishing, Worcester, 2019</li> <li>● Jean-Baptiste Monge, <i>A world of Imagination</i>, Ed. Goblins Way, Canada, 2018</li> <li>● John Howe, <i>A Middle Earth Traveler</i>, Ed. Harper Collins Publishing, London, 2018</li> <li>● Mark Cotta Vaz, <i>The Art of Star Wars, Episode II Attack of The Clones</i>, Ed. Ballantine Books, 2002</li> </ul>   |   |  |

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- <https://www.youtube.com/watch?v=nuJQQ41xzpA>
- <https://www.youtube.com/watch?v=H6HZuGiCcgQ>
- <https://www.youtube.com/watch?v=qt3uwtcMPy4>
- <https://www.youtube.com/watch?v=xp5ifMnW3fY>
- <https://www.youtube.com/watch?v=2fPq1AF7v0E>
- <https://www.youtube.com/watch?v=ura1dGkAeEM>
- [https://www.youtube.com/watch?v=0XZWg\\_rg8Ms](https://www.youtube.com/watch?v=0XZWg_rg8Ms)
- <https://www.youtube.com/watch?v=ip-PMjsKVX8>
- <https://www.youtube.com/watch?v=qIORGpvBp7o&t=1110s>
- <https://www.youtube.com/watch?v=e6wTOUj20M>
- <https://www.youtube.com/watch?v=rf-8gsInRoI>
- <https://www.youtube.com/watch?v=xWMMo1v594Y>

## 8. Coroborarea conținuturilor disciplinei cu așteptările reprezentanților comunității epistemice, asociațiilor profesionale și angajatori reprezentativi din domeniul aferent programului

Conținutul cursului va fi în concordanță cu nomenclatorul de meserii – COR – oferind studenților abilitatea de a se angaja la finalizarea studiilor pe unul dintre posturile existente. Astfel studentul va fi capabil să acopere cerințele existente pe piața de muncă în diversele domenii, sau va putea continua activitatea de cercetare prin etapele superioare de studiu.

## 9. Evaluare

| Tip activitate   | 9.1 Criterii de evaluare  | 9.2 Metode de evaluare   | 9.3 Pondere din nota finală |
|--|---|--|-----------------------------|
| 9.4 Curs   | Use of specialized terminology, assimilation and understanding of the concepts presented in the course (correct understanding and application, not memorization). | Attendance at course activities - minimum 60% attendance.<br>Examination – solving a practical task with the course and bibliography at your disposal.   | 50%                         |
| 9.5 Seminar / laborator  | Originality in the application of assimilated notions and fitting into the theme  | Attendance at laboratory activities - minimum 60% of attendance. Testing continues throughout the semester. Completion of semester assignments, examination - solving a design project with theoretical notions and practical skills at your disposal. | 50%                         |
| <b>9.6 Standard minim de performanță</b>   |   |  |                             |
| <p>Solving a real/hypothetical problem at work in real time, under conditions of qualified assistance, respecting the norms of professional ethics.</p> <p>To access the final exam (examination form E, C or V), the student must attend at least 60% of the laboratory/seminar hours. Also, the student must solve at least 50% of the volume of tasks drawn by the practical applications.</p> <p>An extra assignment is given to increase the grade.</p> |   |  |                             |

Data completării

03.03.2023

Data avizării în departament

Titular de disciplină



Director de departament