

Texturing and Shading 2

Faculty: Christopher Desse or
Robert Branham

Project/Course Overview:

This course explores intermediate texturing and shading techniques using Bitmap 2 Material, Autodesk Maya shading networks, and Substance Painter to create rich, controllable renders. Students will efficiently create complex shaders through a variety of techniques for grunge and weathering. 3D painting and projecting techniques will be utilized to gain more control over the texturing process.