

## **AR1 and AR2 Architecture**

**Course name:** Architecture

**Academic year:** 2011 - 2012

**Lecturer(s):** Andrew Paquette and Martin Walker

**Title:**

Architectural set construction and rendering

**Time limit**

16 weeks

**Assignment:**

Build a model of an urban environment, including all terrain, architecture, vegetation, street props, and litter. Texture everything in the environment; create a background, several animated camera views and render as animation

**Course learning objectives:**

- To learn how to build convincing terrain
- To learn set decoration
- To learn how to optimize and seal off complex scenes
- To demonstrate expertise at cinematic world-building and texturing techniques