



# Wayne County Community College District

## COURSE SYLLABUS

### VGD 272 Texturing Fundamentals

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**CREDIT HOURS:** 4.00

**CONTACT HOURS:** 60.00

**COURSE DESCRIPTION:**

This class teaches how to create an emotional atmosphere that will make the photorealistic and fantasy designs look realistic. This course will cover topics such as materials, shaders, light and surfaces. The use of image maps, procedural maps, mapping and unwrapping, image editing and rendering will also be discussed.

**PREREQUISITES:** *CIS 110 & VGD 269*

**EXPECTED COMPETENCIES:**

Upon completion of this course, you should be able to:

1. Demonstrate the ability to create photorealistic and fantasy designs that appear realistic
2. Utilize image maps and procedural maps while creating photorealistic and fantasy designs
3. Demonstrate the uses of image editing and rendering
4. Illustrate the ability to utilize appropriate shaders, lights and surfaces while creating an atmosphere that is functional for photorealistic design

**ASSESSMENT METHODS:**

Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

**GRADING SCALE:**

90%-100% = A  
80%-89.9% = B  
70%-79.9% = C  
60%-69.9% = D  
<60% = E