Elective Course Description Summer Term 2021

Title	Modular/Smart Asset Production in Blender					
Cluster Title PO 07 To be filed by focus managers s.u.						
Cluster Title PO 2012 To be filed by focus managers s.u.						
Cluster Title PO 2014 To be filed by focus managers s.u.						
Date of first course event / first organizational meeting with students***/ Room**	19.04.2021 OnlineNN		NN		NN	
kind of room if not indicated above	**Online**		**Seminarraum**		**Labor**	

Belegung über OBS
29.03.2021 - 07.04.2021
12:00

Course Data	credit points						5 credit points	
	workload/semester						125-150 h	
	presence/week on average**						4 SWS	
	Group size according to cnw							
	Min. size						8 students	
	12..4.21 – 16.7.21							
					weekday of course		MON	
	frequency of course-events		weekly		bi-weekly		blocked	
	prospective timeframe**** (Block = 90 min)		Block 1 **8:30**		Block 2 10:15		Block 3 12:00	
			Block 4 **14:15**	X	Block 5 16:00	X	Block 6 **17:45**	
	course language				English	X	German	
	suitable for students of course/focus				**DM**		**AG**	
					IMD		**MP**	
					SMP		**ER**	
					OJ/WJ/OK IW (BA)		**KMI**	X
Content(s): (check one or more)	Design		Informatics / Technology	X	Economy / Business		Culture	
Time frame in case of blocked event								

Course Portrait							
Lecturer(s) Name(s)	Paul Nasdalack						
Lecturer(s) email	"Paul Nasdalack" <paul.nasdalack@h-da.de>						
Contact Prof. @ fbmd							
Teaching Method	lecture		lecture + seminar		seminar		project	X

Course Contents	To get the most out of your assets it is important to make them as versitile and reusable as possible. Modular sets help a bunch when creating vast Sceneries with a minimum amount of assets. Smart parametric assets help break up the repetition and allow to introduce versitile adapters to break out of the grid like nature of modular sets. In this Elective we'll go over several procedural, parametric and automated ways to make your assets in Blender modular and adjustable. I'll also show you ways to make Unity play nicely with said assets. For this we'll be heavily relying on the non destructive Modifier Stack in Blender. We'll also use some light Python and C# Scripts to make our lives a little bit easier. As an added bonus we'll look into the Animation Nodes and the upcoming Everything Nodes Plugin, which help automating more complex tasks when creating modular and adjustable assets. Some Topics we might cover include: - Modular Environment Modeling - Trim Sheet Texturing - Weighted Normals - Placement Tools in Unity - Auto Exporter/Importer Blender and Unity - Decal Texturing Workflows
Type of Exam	homework ☐ work+presentation ☐ paper ☐ ☐
Milestones if known	
	Examination
	Examination / Presentation
End of Elective	
Suitability	beginner course intermediate course advanced course
Preconditions	
Info about lecturer (especially if guest)	
Other information	

* According to our examination law, the course titles have to be matched to a given catalogue with common course titles. This title will appear in the Transcript of Record and the Bachelor Certificate. Field has to be filed by Focus Managers, all clusters can be found below
** The official presence-time is 3 SWS for the whole semester. As the elective period is condensed to 12 weeks instead of 16 weeks, the presence time for the electives is 4 SWS.
*** Courses and focal points: dm = Digital Media , oj = Online Journalismus; wj = Wissenschaftsjournalismus, blank field = please insert appropriate course. *(check as many as apply)*
**** Block 1 = 8.30 - 10.00 Uhr, Block 2 = 10.15 - 11:45 Uhr, Block 3 = 12.00 - 13.30 Uhr, Block 4 = 14.15 - 15.45 Uhr, Block 5 = 16.00 - 17.30 Uhr, Block 6 = 17.45 - 19.15 Uhr
***** In case that the course does not start in the first week 15.10.2018 there has to be a first organisational meeting to finalize the application process

Elective Start: 12.4.21
Free Days: 13.5., 24.5.,3.6.21
Electives End 16.7.21.2021

Please upload in Moodle Course!

to be filed by lecturer
to be filed by focus manager