



# STARK STATE COLLEGE

## GENERAL SYLLABUS

### Course Information

**Course Name:** Textures for 2D and 3D  
**Course Number:** IMT249

### Required Materials

**Textbook(s):** Digital Texturing and Painting ISBN-13: 978-0735709188 Owen Demers  
**Required Readings:** None  
**Additional Materials:** **Required:** 3D software– Students may choose which software to use: [Maya – Free for 1 year](#) [Blender \(recommended\) - Free](#) **Required:** [Adobe Photoshop software](#) **Required:** Storage device 16 GB minimum (Flash Drive or External Hard Drive) A cloud service is optional for backing up. Due to the size and nature of the files being created, this is not the fastest of options and is not a substitute for a physical drive in class. I suggest getting a USB 3.0 flash drive. It transfers files much faster than 2.0. In order to utilize a 3.0 flash drive you'll have to use 3.0 ports which are usually blue (they're also backwards compatible with 2.0 flash drives). **Recommend Materials:** Headphones (if you need to use audio) **Recommended:** Writing/drawing supplies (for notes and design sketches) Pen, #2 pencil, notebook

### Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	<ul style="list-style-type: none"> <li>Syllabus</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>UV Basics</li> <li>Lab 1: texture a Crate and Barrel</li> </ul>
Week 3-4	<ul style="list-style-type: none"> <li>Hard Surface Texturing</li> <li>UVW Mapping</li> <li>Lab 2: Texture Hard Surface Object</li> </ul>
Week 5-8	<ul style="list-style-type: none"> <li>Organic Texturing</li> <li>Character Unwrapping</li> <li>Complex Unwrapping</li> <li>Midterm Project</li> <li>Lab 3: Texture and Organix Character</li> <li>Midterm Project Character Texturing</li> </ul>
Week 9-12	<ul style="list-style-type: none"> <li>Environmental Design and Texturing</li> </ul>

Week	Chapter/Topic/Lab
	<ul style="list-style-type: none"><li data-bbox="386 136 592 163">• Unrwap UVWs</li><li data-bbox="386 170 764 197">• Lab 4: Texture an Environment</li></ul>
Week 13-15	<ul style="list-style-type: none"><li data-bbox="386 210 565 237">• Final Project</li><li data-bbox="386 243 683 270">• Lighting and Rendering</li><li data-bbox="386 277 751 304">• Lab 5: Lighting and Rendering</li><li data-bbox="386 310 678 338">• Final Project Full Scene</li></ul>
Week 16	<ul style="list-style-type: none"><li data-bbox="386 342 854 369">• Final Presentations and Closing Lecture</li></ul>