



Communication Seminar/Elective
Foo Chi Sung, Greg More, Andrew Burrow

Thursday 6.30 - 9.30 at Bld 8, Lvl 7 Computer Labs (8:7:48)
Upper pool: Communications Project ARCH 1029

Description:

+ATMOSPHERE3 explores the use of game engines as a dynamic design media supporting new forms of representation. Participants develop a conceptual and technical understanding of game engine technologies (UnReal2 Runtime), including emerging forms of narrative and interaction. These developments are placed within a spatial design context by a process of re-presenting designs (Given or Chosen) to realise a spatial portfolio, with a focus on real-time, atmospheric, and environmental conditions. The outcomes are: a real time spatial portfolio/environment, online journal, progress and a library of parts for further users.

More info regarding timeline + detailed structure of teaching is located at the Atmosphere website + zwiki page:

<http://www.sial.rmit.edu.au/Projects/ATMOSPHERE.php>

Software skills used/taught:

Photoshop - Texture Creation, Mapping Textures
3D Studio Max - Low Polygon Modelling / Optimizing | Proper Mapping / Texturing technique
UnrealEngine2 Runtime - Realtime Environment Editing | Particle Effects | 3D Virtual Sound Environment | Animation

Participants info:

Participants should aim to be experimental within the elective context. The objective is to explore and push the boundaries of game engines as a dynamic design media of representation.

Atmosphere3:

Foo Chi Sung (Fooch), Gregory More, Andrew Burrow

elective:	ATMOSPHERE 3 (Communication Elective)
tutor :	Greg More & Foo Chi Sung
room:	8:7.48
class time:	Thursdays 6.30 -9.30
semester:	Semester 1, 2006
enrolment:	Upper pool design students enroled in Design Electives ARCH1040, ARCH1041, ARCH1042 or Communications project ARCH1029

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3D Virtual Sound Environment | Animation

Note:

This is a rough outline on the Atmosphere3 elective. Course details may be changed during the semester to suit the studio outline. Participants would be contacted (emailed or through the wiki) in regards to the change. Refer to online wiki.

WebLinks:

Wiki: <http://wiki.sial.rmit.edu.au/student/atmosphere/AtmospherE3> (Caps are important)

Timetable:

dates	Wk	Scope	Participant Tasks
28 Feb	1	INTRODUCTION PHASE (TEXTURING + STARTUP) » UNREAL- Basic Texturing: FO » Tutorial Q&A	PRE-ELECTIVE 3 Design Projects should be brought into class ELEC LECTURE Background on SIAL 3D Virtual worlds, Game Engine based studios / Projects. ELEC TUTORIALS Tutorial: Texturing Tools: Photoshop Tutorial: Unreal Intro Tools: Unreal Editor SUBMISSION + NEXT ELEC. PREP. 10 Textures to be finished and brought to class

			<p>Specs: 10 - 512 x 512 Texture. Name: <i>Initials_Filename.jpg</i> - In initials like <i>AB_floor.jpg</i> - If similar Initials are there, shorten surname, ex: <i>ABur_floor.jpg</i> (Keep the psds for further editing) - Low Res (500 px maximum) images of 3 original photos in individual page. - Use that on the 3 BEST textures</p> <p>Participants are to select/research 2D / Video Imaging of conceptual architectural work / experimental graphic/video work.</p>
7 Mar	2	<p>INTO UNREAL (BASIC MODELING + PHYSICS WITHIN UNREAL)</p> <p>» Basic Modelling in UNREAL:</p> <p>» Tutorial Q&A</p>	<p>PRE-ELECTIVE Texture Library: 10 Textures from each student. *textures must tiled + no apparent tiling.</p> <p>ELEC TUTORIALS Tutorial: Zwiki/Blogging. Tools: Internet</p> <p>Tutorial: Basic Modelling Tools: Unreal Creation of basic geometry within the UnReal Editor.</p> <p>Tutorial: Lighting + Dynamic Lighting Tools: UnReal</p> <p>SUBMISSION + NEXT ELEC. PREP. Finish the 10 Textures. Upload images of design work.</p> <p>Participants are given a selection of images ranging from conceptual architecture work to experimental design. (Located online) Each Participant would choose 1 image and develop it as their scheme/project.</p>
14 Mar	3	<p>AUDIO WORLD (IMPORTING SOUNDS INTO UNREAL)</p> <p>» Audio Tutorial – Capturing Sound: FO</p> <p>» Audio Tutorial – Into UnReal</p> <p>» Teleporting + Physics + Matinee</p>	<p>PRE-ELECTIVE Continue to expand Texture Libraries.</p> <p>ELEC TUTORIALS Tutorial: Capturing Audio Tools: DATS + Macs</p> <p>Tutorial: Audio into UnReal Tools: Unreal + Audacity</p> <p>Tutorial: Physics, Teleports, Matinee Tools: Unreal</p> <p>SUBMISSION + NEXT ELEC. PREP. 10 Sample audio loops for the audio library. Participants must finish 3 audio loops by next week. Same format applies for naming like the textures. *Arrange with Tech services for audio equipment loans</p>
21 Mar	4	<p>ENVIRONMENT EFFECTS (ENRICHING THE TOOLBOX)</p> <p>» Environment / Sky Texturing</p> <p>» Movers / Events /Triggers</p> <p>» Tutorial Q&A</p>	<p>PRE-ELECTIVE Participants should have produced textured/simple geometry areas with audio.</p> <p>ELEC TUTORIALS Tutorial: Terrain + Skyboxes, Sky maps Tools: Photoshop, 3D Max + Unreal</p> <p>Tutorial: Movers + Triggers Tools: Max + Unreal</p> <p>SUBMISSION + NEXT ELEC. PREP. Participants to enrich their environments with effects learnt</p>
28 Mar	5	<p>EXTERNAL MODELLING (3D MAX INTO UNREAL)</p> <p>» Introduction to Particle</p>	<p>PRE-ELECTIVE Submission of 10 Audio Loops (Tech Specs on zwiki)</p> <p>ELEC TUTORIALS</p>

		Effects + Lighting » Game Engine Modelling + Optimization, Illusions of Polygons	Tutorial: Particle Effects Tools: Unreal Tutorial: 3DMax Texturing + importing into Unreal Tools: Photoshop, 3D Max + Unreal
4 Apr	6	CATCH UP SESSION (TROUBLE-SHOOTING SESSION) » Games Sessions » Lecture/Discussion: Why is this 3rd person platform objectifying me? (AB)	PRE-ELECTIVE Low polygon modelling assignment. ELEC TUTORIALS Running through previous tutorials for revision. **HELP SESSION** A run through on everyone's projects. Tutors would give design + technical guidance/solutions.
11 Apr	7	GAMING SESSIONS (ENRICHING THE COLLECTIVE KNOWLEDGE) » Games Sessions » Technical Reviewing. <ul style="list-style-type: none"> - Review of technical aspects - Individual reviews and viewing of projects. Participants can make appointments for individual consultation. 	PRE-ELECTIVE **HELP SESSION** A run through on everyone's projects. Update on what is needed on Atmosphere3 mid-semester presentation. SUBMISSION + NEXT ELEC. PREP. Next week will be Atmosphere3 mid-semester presentation. Update participants on what will be graded upon.
13 – 19 Apr	7	Mid-semester/Easter Break	
25 Apr	8	MID SEMESTER Review	MID SEMESTER Review PRE-ELECTIVE Environments must be ready to go. All Environments to be uploaded 5 hours before presentation. Final Files to be uploaded online for further examination. (Further info on the wiki)
2 May	9	MOVING IMAGE (ENRICHING THE COLLECTIVE KNOWLEDGE) » Modelling Extras. Adding to the Library:	PRE-ELECTIVE Mid-Semester Review ELEC TUTORIALS Tutorial: Modelling Library Tools: Photoshop, 3D Max + Unreal Adding items into the library. Tutorial: Advanced Skills Tools: Icons, Animation, Shaders SUBMISSION + NEXT ELEC. PREP. 2 weeks for the library task.
9 May	10	BEHIND THE MACHINE (UNDERSTANDING GAMING)	PRE-ELECTIVE 5 Static Meshes Individual Development
16 May	11	HELP SESSIONS + TROUBLE-SHOOTING	PRE-ELECTIVE 5 Items for the library. 5 Static meshes to be built (low polygon) for project Individual Development
23 May	12	HELP SESSIONS + TROUBLE-SHOOTING	Individual Development
29 May	13	HELP SESSIONS + TROUBLE-SHOOTING	Individual Development
	15	Presentations.	FINAL PRESENTATION (TBA) Date: from week 14 – week 16

Hand-in Submissions Timeline:

Date	Submission	Grades
Wk3	Online: 10 Texture	5%
Wk5	Online: 10 Audio Loops	5%
Wk8	Mid-Semester Submission	25%
Wk10	Online: 5 Library Parts	5%
Wk13	Final Presentation	50%
Wk14	Online: Zwiki assessment	10%

Total Grade of Tech Component would be 30% of final design grade.

