GAME 285 : Realtime Visual Effects for Games

In this hands-on studio class, students will explore, experiment, and gain firsthand knowledge of the purpose and practice of creating visual effects for real-time games. Emphasis will be placed on the analysis of motion in nature and the principles of animation through the lens of preparing and choreographing effects sequences. The student will learn workflows, processes and how to utilize Maya, Houdini, and the NIagara editor in the Unreal engine to create real-time effects. Students will also increase their knowledge of performance and optimization technical terminology including overdraw, draw calls, shader complexity, particle and emitter counts.

Credits 3
Studio Hours 6

Lecture Hours 0
Prerequisites
None.