GAME 280 : Physically Based Materials & Procedurals

This course will focus on Physically Based Rendering (PBR) materials and their lighting response. The course will focus on establishing a foundation of PBR mathematics and principles. Using industry-leading software packages, students will learn to author materials that mimic real-world surfaces. Students will focus on creating maps, functions, procedural-vector masks and advanced instances. Additionally, they will be able to create surface architectures that are efficient, responsive and user-friendly for a team based pipeline.

Credits 3
Studio Hours 6

Lecture Hours 0
Prerequisites
GAME 221 or VIRT 200 or an equivalent course using Unreal Engine.