



VUE COACHING GROUP

Start Date : Saturday 6th March at 20:00 GMT (London) / New York 15:00 EST / Los Angeles 12:00 PST

Duration : 12 weeks

Led by : Vladimir Chopine (GeekAtPlay)

Course Facilitator : Paul Bussey (Digital Art Live)

Week one

introduction to the application and course overview

- Overview of the course project
- Choose the right application level. installing the application, oonnecting to other applications (xStream version). Installing render nodes. Overview and customization of the interface.
- Overview of the main modules of the applications.
- Strong sides of the application, weaknesses of the application.
- Creating basic scenes.
- Overview of the project-based course.
- Optimizing preview on screen

Homework: setup and configure the application. Create basic scenes at different times of the day.

Week two

Terrain editor

- Understand the difference in terrain models. (Parametric, standard, infinity)
- Terrain editor high value tips and tricks
- Different terrain modeling setup: Two-dimensional height map vs 3d mesh model.
- Mesh-based terrain vs displacement-based terrain.
- Procedural terrain vs map based terrain.
- Creating hybrid terrains, image maps with fractal enhancements.
- Learning terrain editor functionality by creating base terrain for the project.

Homework:

Create standard terrain, create 3d with overhanging cliff terrain, create infinity terrain with modified sectors

Week three

Introduction to the material editor

- Overview of the material editor. Different types of layers in material editors.
- Simple, mixed, PBR, ecosystem.
- Overview of mapping types for materials.
- Overview of material editor options.
- Color, alpha, bump, displacement, transparency, translucent, reflection ...
- First, basic introduction to the ecosystem
- Creating terrain material for the project terrain.

Additional teaching point if time : interactive replacing of terrains materials

Homework:

Create different types of materials.

Assign seasonal materials to the project terrain

Week four

Plants

- Vue native plants, benefits
- Plant factory, very fast overview
- Original Vue plants vs TPF plants
- Loading plants as a single instance or as an ecosystem
- Editing plant in Vue (properties)
- Changing materials on plants
- Plant animation, reactivity to the environment

Homework: Adding single plants to the scenery

Week five

Ecosystem

- Ecosystem layers, global vs local
- Creating ecosystem layers
- What you can control with ecosystem engine
- Controls in the ecosystem
- Ecosystem layers interactions
- Adding ecosystem environments into the project

Homework: Adding interactive ecosystem layers around the lake

Week six

Overview of students progress

Flexible class; will be adjusted based on student's emerging needs during weeks 1-5

Week seven

Water

- Global water layer vs water material on objects
- Global water properties
- Displacement, foam, transparency
- Using a foam layer as plants in water in the project

Homework: adding small water paddles on the terrain

Week eight

Import/export objects

- Creating simple objects in Vue
- Loading Vue native objects
- Importing models into the Vue (Poser, FBX, OBJ)
- Adjusting material properties on the imported models
- Loading pre-animated objects

Homework: Import provided assets into the project and adjust materials.

Week nine

Atmosphere and Clouds

- Different types of atmospheres in Vue
- Overview of the atmosphere editor
- Photometric vs Standard
- Matching location environment
- Cloud layers
- Creating localized clouds
- Volumetric cloud as an objects

- Combine Haze, Fog, Clouds
- Lighting lamp

Homework: Setup Day and night atmosphere environments for the scene

Week ten

Render settings

- Prepare the scene to render
- NPR render options (Very fast overview)
- Render options
- How to setup render cows

Homework: Set up custom render, prepare a final project to render for a presentation

Week eleven

Function editor, overview

Animation in Vue

Homework: Set up a simple animation. Questions about the course and the project

Week twelve

Student Review, Questions and Miscellaneous Smaller "Power" Topics