VISUALIZATION
TEXAS A&M UNIVERSITY

Shading & Surfacing Artist

Required Skills

Level 1
- Employs an ability to take direction and solve problems.
- Demonstrates competency with color theory and composition.
- Demonstrates basic drawing and painting skills.
- Produces texture maps by painting and incorporating reference in a 3D paint package.
- Uses Photoshop with moderate proficiency.
- Shows an experienced eye and artistic skills through an overall portfolio that includes photographs, paintings, and other works.
- Demonstrates a basic understanding of UV mapping, shading network construction, and texture map creation.

Level 2
- Develops textures for simple objects with a photorealistic quality—the texture must be believable/convincing, with no visible seams, stretching, or resolution problems.
- Creates UV layouts that efficiently account for complex geometry.
- Assesses models and works with modelers to maximize the efficiency of textures and shaders for meshes.
- Employs software such as ZBrush, xNormal, CrazyBump, etc. for creation of displacement, bump, and normal maps.

Level 3
- Designs appealing and convincing textures for objects that are more complex in geometry and/or appearance.
- Develops textures for a simple scene featuring objects on a table in an interior room.
- Develops convincing hair and skin textures and shaders for characters.

Level 4
- Develops textures for entire ground planes with complex geometry (including procedural geometry).

- Demonstrates experience in a complimentary skill, such as lighting or modeling.
- Designs appealing textures for stylized objects.
- Generates textures for hard surface props and characters.
- Composes complex textures and shaders for objects that have multiple surface properties.
- Evaluates how textures work in a lit environment.
- Categorizes personal work and collaborates with others within the project pipeline.
- Demonstrates experience in working with shades .***
- Appraises issues that arise and devises ideas for new tools to improve efficiency.

What courses should I take?

- ARTS 111	- ARTS 353	- VIST 370
- ARTS 112	- VIST 201	- VIST 372
- ARTS 325	- VIST 284	- VIST 470