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# Advanced BUD Breakdown

## Class Structure

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### Description

In this course we will take a deep dive into UE 5 and learn how to build and execute a project for Arch Viz, Movies and Games. We will go over the limitations and expectations in each industry and how to plan, build and deliver for each. For the games section of the class, we will learn how to plan a level and make it exciting to our players. We will break down world building, storytelling and how to guide the player from point A to point B without hand holding. The cinematic section will cover camera logic, lens selection, pacing and mood. Last but certainly not least in the Archviz part we will go over how to build from a blueprint and how to present a client the piece.

### What you will learn

- Cinematic Workflow.
- Game Level Design.
- Archviz Workflow.
- Procedural workflows.
- Advanced Shaders.
- Advanced camera movements and Rendering.

### Weekly Breakdown

- Week 01: Level Design, Blockout & Beat Sheet for Games;
- Week 02: Game Modeling & Game Workflows;
- Week 03: Optimization & Lighting for Games;
- Week 04: Camera Planning & Blockout for Movies;

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- Week 05: Movie Modeling, Advanced Materials, Virtual Textures;
  - Week 06: Procedural Content Generation & Virtual Art Department Workflows;
  - Week 07: Location Scouting & Structure Implementation for Archviz;
  - Week 08: Modularity, Weather & Location Accurate Lighting;
  - Week 09: Bringing life to the structure & connecting with your target audience;
  - Week 10: Final Presentations.