

# Seneca

## POLYTECHNIC

### Virtual Production Art Department - Content Creation



Badge Awarded to

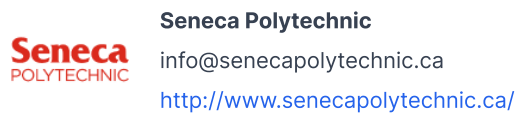
## Mat Hale

Building on the previous micro-credential, this course dives into the world of Virtual Production, focusing on working in the Virtual Art Department using Unreal Engine. Learners develop key skills in creating photorealistic and highly optimized environments, utilizing Unreal Engine's powerful tools and workflows. By the end of the course, learners are ready to create and manage stunning virtual environments with confidence.

Issued on: 2025-03-25

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## Issuer



**Seneca Polytechnic**

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<http://www.senecapolytechnic.ca/>

Seneca Polytechnic is a multiple-campus public college located in the Greater Toronto Area of Ontario, Canada. It offers full-time and part-time programs at the baccalaureate, diploma, certificate and graduate levels.

## Criteria

### The recipient of this microcredential has demonstrated the ability to:

- Source Control Management: Skills to effectively use source control systems to manage digital projects, allowing for team collaboration, version control, and efficient workflow.
- Landscape Design: Proficiency in using landscape tools in Unreal Engine to design and sculpt detailed and believable terrains.
- Procedural Scattering: Understanding and ability to use procedural scattering techniques to efficiently populate environments with objects, creating complex and detailed scenes.
- Foliage Creation: Skills in designing and implementing realistic foliage within virtual environments, enhancing the believability and visual appeal of the scene.
- Asset Optimization: Ability to optimize 3D models, textures, and other assets for performance within Unreal Engine, ensuring the environment runs smoothly and maintains visual quality.
- Project Planning and Execution: Ability to plan, organize, and execute a complex environment creation project, demonstrating time management and organization skills.
- Problem-Solving Skills: Ability to troubleshoot and solve technical and creative challenges that arise during the environment creation process.
- Creative and Artistic Skills: Ability to use the tools at your disposal to create visually compelling and aesthetically pleasing environments.

### By providing:

The final deliverable task is to create a fully developed interior environment in Unreal Engine. This comprehensive assignment will showcase learners ability to design and execute a complex virtual environment based on skills and competencies learned throughout the microcredential.

### And by reflecting on the entire process by:

Upon the completion of the final project, learners write a reflection paper that explores the creative and technical journey throughout this microcredential providing an opportunity for self-assessment and highlighting areas of personal and professional growth.

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