

CENTER FOR PROFESSIONAL DEVELOPMENT**3DS MAX SOFTWARE DEVELOPER**

300 Hours/8 Months/Instructor-Facilitated
Course Code: **CPD021** || Course Cost: **\$1695**

OVERVIEW

If you're looking to create professional 3D graphics that appear just like the ones in the video games you play at home, then this is the program for you! This program is broken up into three training modules. The first is designed to make learning the fundamentals of game object modeling fun while still covering a large variety of required professional techniques. The second module expands on the first and demonstrates how to create and use professional game oriented textured assets and export them to game engines. The third and final module focuses primarily on creating and animating game characters. This 3ds Max online training program gives you the chance to immerse yourself in a 3D world. This program is designed for aspiring game animators who want to learn all the basics in this exciting field.

OBJECTIVES

Upon successful completion of the 3ds Max program, you will:

- Develop skills to enter the world of video game development as an animator or a 3D modeler
- Gain the technical knowledge and skills vital for success in your career

MATERIALS INCLUDED

- You will receive the current version of *3ds Max* software with a one-year student license (US students only).

Recommended (optional) materials:

- *Game Character Design Complete* by D. Franson & E. Thomas (ISBN: 1-5986-3270-1)
- *Adobe Photoshop*

OUTLINE**Module 1:**

- 3D Coordinate Systems
- Constructing 3D Models
- Box Modeling
- Designing and Applying Textures
- Modifiers and Manipulators
- Scene Rendering

Module 2:

- Detail Texturing
- Managing Complexity
- Loft Objects and Tessellation Controls.
- Advanced Box Modeling
- Opacity, Specular, Luminosity, Ambient Occlusion and Normal Maps
- Environmental Props
- Static Meshes
- Exporting Game Geometry
- Shallow Space Diffuse Maps
- Organic Meshes

Module 3:

- Inspiration and Archetypes
- The Character Design Process
- Modeling a Game Character
- UVW Mapping for Game Characters
- Setting up a Skeleton
- Skinning
- The Principles of Animation
- Animation for Game Characters
- Game Animation

COMPUTER REQUIREMENTS

This program is compatible with Windows XP/Vista/7. Before enrolling, please ensure that your computer meets the following requirements:

- Processor: Pentium II with a minimum processor speed of 550mhz
- Hard-disk drive available space: 10 GB
- Minimum RAM: 128 MB
- DVD-ROM or DVD Player
- Internet connectivity (high-speed connection recommended)
- Adobe Acrobat Reader

INSTRUCTOR BIO

Christian Bradley has been involved with PC, console, and online game development for the last twelve years as an environment artist and texture artist. He's worked on over 35 commercial video game titles for various formats, including PC, PS2, XBOX, and GBA. Before developing a freelance business of his own over seven years ago, Christian worked in-house at Interplay, The Dreamers Guild Studios, and The Collective Studios. While in-house or contracting, he worked on game titles such as: "Of Light and Darkness," "Deep Space Nine," "The Fallen," "Unreal Tournament 2004," "Unreal 2: The Awakening," and "Battle Engine Aquila". Some of his clients include: Activision, Interplay, Digital Extremes, Legend Entertainment, Codemasters, and Totally Games.

For the past five years, Christian has worked as an instructor and academic director of game art and design at the Art Institute of California, San Diego. Christian currently lives in Southern California with his wife, Angela, son, Andrew, and a very charismatic box turtle.

Todd Gantzler is a writer, educator, and game artist. Todd worked as a 3D artist on such games such as Gex 3D, Cyberia, and Akuji the Heartless, work that included 3D models and textures, tiling textures, character animation and game design. Todd has taught and developed curricula for game development programs at various schools in San Francisco, England, and New Zealand. He has been designing and teaching game art and design classes since 2000. Todd's first book, Game Development Essentials: Video Game Art, was published by Thomson Delmar Learning in July 2004. Todd began his career in graphics and animation for TV and film; his film credits include The Pagemaster (1994).