

Games Course

Format	Full - time (Monday - Friday, 10am - 5pm)
Duration	12 Weeks
Software	Maya, Photoshop, ZBrush, Unreal, CrazyBump
Price	£8,750



Week 1 Introduction to the User Interface (GUI)

Day 1	Introduction to 3D Space and the GUI
Day 2	Introduction to NURBS Modelling
Day 3	Introduction to Polygonal Box Modelling
Day 4	Introduction to Shell Modelling
Day 5	Introduction to Rendering

Week 2 Animation Basics

Day 1	Animation Hierarchies
Day 2	Animation Hierarchies and Deformation
Day 3	Project Work
Day 4	Joints Hierarchies and Constraints
Day 5	Cameras, Rendering and Path Animation

Week 3 Nurbs Modelling

Day 1	NURBS Curves
Day 2	NURBS Surfaces
Day 3	Intersecting, Filletting and Trimming Surfaces
Day 4	Advanced Curve Networks
Day 5	NURBS UV Co-ordinates

Week 4 Polygon Modelling and UV's

Day 1	Intro / Reference / Atomics
Day 2	Functional Geometry and Tools
Day 3	Detailing
Day 4	Detailing and Normals
Day 5	UV / Real World and Exercises

Week 5 Introduction to Texture Mapping

Day 1	Bit Depths, Image Formats, Photoshop
Day 2	Material Attributes, The Connection Editor
Day 3	Basic Bump Map, Displacement Map, Layered Shaders
Day 4	2D Projections, 3D Textures, Shaderglow, Fog
Day 5	3D Paint, Camera Projections

Week 6 Introduction to Lighting and Rendering

Day 1	Light Properties
Day 2	Defining Shadows
Day 3	Defining Highlights and Specularity
Day 4	Diffuse Interreflection and Global Illumination
Day 5	Render Layers

Week 7 Introduction to Video Games

Day 1	Introduction and Basic Scene Modelling
Day 2	UV Considerations and Creating Colour Maps
Day 3	Creating Specular Maps and Ambient Occlusion Maps
Day 4	Creating Normal Maps and Advanced Photoshop Techniques
Day 5	Exporting Finished Models with Textures to Game Engine

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Week 8	Exteriors and Lighting
Day 1	Anatomy of a Vertex, Model Optimisation, Pre-Lighting Considerations
Day 2	Model Exterior Architecture Project
Day 3	Model Exterior and UV Architecture Project
Day 4	Texture Model
Day 5	Exterior Lighting Theory, Vertex Lighting and Color, mental ray
Week 9	Asset Generation
Day 1	Making Assets for Games - Considerations and Texture Mapping
Day 2	Asset Creation Project, Model - UV - Texture
Day 3	Asset Creation Project Continued
Day 4	Asset Creation Project Continued
Day 5	Asset Creation Project Critique and Refinement
Week 10	Enclosed Interiors and Advanced Lighting
Day 1	Modelling Technique and Approach
Day 2	Model Interior Architecture and Import Assets from Week 3
Day 3	Multi UV maps and Baking Lighting with mental ray
Day 4	Parallax Maps and Environment Map
Day 5	Export and View in Engine
Week 11	Organic Modeling ZBrush and Texturing
Day 1	Edge Flow, Topology and Approach
Day 2	UV Workflow- Layout and Introduction to ZBrush
Day 3	Introduction to ZBrush Continued
Day 4	Sculpt Model Head
Day 5	Detailing and Texturing in ZBrush
Week 12	Project Work

We take great care in ensuring our courses stay up to date and relevant with what is happening in the industry. With the fast-paced development in industry we sometimes have to update the content of our courses at short notice, this breakdown is therefore subject to change at anytime.