3D COURSE CONTENT

FIRST TERM	TIME DURATION	SOFTWARES
Art Fundamentals Life drawing Drawing fundamentals Shading Value study Drawing in perspective	FIRST MONTH	
Sketching Digital sketching (using pentablet) Colour Theory Body Proportiont	SECOND MONTH	PHOTOSHOP
Photoshop basics Digital Painting Bone study Head skull study	THIRD MONTH	PHOTOSHOP
SECOND TERM		
Bones study - upper body - lower body Muscles study Clay modelling Figurative drawing Intro to MAYA	SECOND QUATER	PHOTOSHOP MAYA

3D COURSE CONTENT

THIRD TERM	TIME DURATION	SOFTWARES
Hard Surface Modelling - Cars - Weapon - Robots - Machine Game assets & Environment	**THIRD QUATER**	**MAYA**
FOURTH TERM		
Intro to Z BRUSH Prop deatailing in Z BRUSH Baking Unwrapping Game Ready assets	**FOURTH QUATER**	**MAYA** **Z BRUSH**
FIFTH TERM		
Character modelling - Male and Female torso - Male and Female lower body Head modelling	**FIFTH QUATER**	**Z BRUSH** **MAYA**

3D COURSE CONTENT

SIXTH TERM	TIME DURATION	SOFTWARES

Character development
 	
  - Clothes
 	
  - Armor
 	
  - Hairs
 	
Look Development
 	
Game Ready character
	SIXTH QUATER	MAYA
		Z BRUSH