Course Name: 3D Generalist Program

Course Highlights: This course is meant for anybody who wants to take up 3D as a career be it full time, part time or freelance. The scope of this course is for anybody who wants to see himself/ herself as a 3D artist in the field of Animation, Gaming, Product Design, E-learning etc.

Some of the job designations a person can procure themselves after successful completion of this program would be as Modeling, Texturing, Rigging, Animation, Lighting and Rendering artist.

Course Duration: 10 months
No. of hours per month: 24 hours
No. of days per week: 4 days
No. of hours per day: 1.5 hours

Course Modules:
User Interface
Modeling
Texturing
Rigging
Animation
Lighting
Rendering
Portfolio

Course Detail:

1. User Interface -   The user interface of the software taught will be covered in this module.

2. Modeling -   First Hard surface Modeling (Inorganic) will be taught and then Character Modeling will be taught.

Assignments: A. Weapon Modeling (Polygon)
B. Set Modeling
C. Vehicle Modeling (Polygon)
D. Character Modeling (Polygon)

3. Texturing -   This module is split into 2 parts, the first part is unwrapping and then the second part is texture painting.

Assignments: A. Weapon Texturing
B. Set Texturing
C. Vehicle Texturing
D. Character Texturing

4. Rigging -   This module is divided into 3 parts namely mechanical, character and facial rigging.

Assignments: A. Vehicle Rigging
B. Character Rigging
C. Facial Rigging

5. Animation - In this module different animations would be covered like General, Camera, Texture, Character and Facial.

Assignments:
    A. Mechanical Animations
    B. Character Animations
    C. Facial Animations

6. Lighting - In this module types of lights, lighting effects, scene lighting etc. will be taught.

Assignments:
    A. Product Lighting
    B. Set Lighting

7. Rendering - This module covers different render techniques like still and batch renders, layer renders and composite renders.

Assignments:
    A. Weapon Renders
    B. Set Renders
    C. Vehicle Renders
    D. Character Renders

8. Portfolio - This module will actually start from the modeling assignments itself and the final demo reel will be ready after the rendering module. The students will also be taught how to create accounts in Behance, Artstation and Sketchfab and shown how to upload their final approved works. Also resume preparation will be covered here. Tips on how to face the interview to clear the Technical round and HR round will also be covered which will help the students to crack the interview and get placed easily.

Note:

1. Placement assistance will be provided upon successful portfolio works that have been created by the students and got approved along with the resume submission.
2. Attendance less than 85% (204 out of 240 hours) will automatically be considered as default for placement assistance.
3. Course split into 80% practicals and 20% theory.
4. Importance will be given equally to both tools and techniques involved.
5. Regular assignments given and evaluated until quality output is delivered by the student.