



EVENING | 4 SEMESTERS
825 hours

This Video Game 3D Modeling E-learning program is designed for anyone with a passion for video games, 3D animation and graphic design. It will take you through every step in designing a video game, whether modeling characters, props, or scenes. To stay at the forefront of the industry, we recently expanded this program to actively address labor market needs.

Animated films, online games, Hollywood movie productions, and more. Let your creativity run wild and enjoy all the possibilities that open up to you! Montréal is a recognized leader in video game technology and has everything you need to take you to the top. Get in on the action!

Training Objective

The 3D Video Game Modeling program will teach you the skills needed to design and develop a game's 3D weapons and props, locations, and characters. You will also be able to create computer-generated images and 3D renderings, along with the appropriate lighting and textures. By the end of this program, you will know how to design an entire video game level.

Diploma

This program has been approved by the registrar of the Private Training Institutions Branch (PTIB) of the Ministry of Advanced Education, Skills & Training.

Admission Criteria

19+ years or high school graduate. In addition, if you are an international student, working knowledge of English is required. An admissions interview is part of the process.

Government ID and official transcripts (if applicable) are required documents.



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Concentration Courses

Semester 1

- 3D Modeling (60 h)
- Video Game Industry and Production Process (60 h)
- Textures and Visual Language I (60 h)
- Introduction to Game Design (45 h)

Semester 2

- Textures and Visual Language II (60 h)
- Environment Design (45 h)
- Accessory Modeling (60 h)
- Level Design (45 h)

Semester 3

- Character Modeling (75 h)
- Level Modeling (75 h)
- Rendering Techniques (45 h)

Semester 4

- Professional Portfolio (45 h)
- Integration Project (150 h)

* The College reserves the right to substitute some courses.

Methods of Instruction

Blended e-learning

- Distance learning combining self-study at your own pace (asynchronous) and guided sessions with a live tutor (synchronous)

Prospective Student Profile

The Remote Explorer

- You have a well-developed artistic flair and lots of creativity
- You are passionate about visual art, design, sound and computer science
- You want to learn the basics for modeling 3D video game universe
- You have a basic knowledge of computer tools
- You wish to study at your own pace without having to go on campus

Minimum Equipment Required

- Microsoft® Windows 10 Professional Operating System
- Intel® or AMD® 32-bit or 64-bit multi-core processor
- Minimum memory of 8GB RAM
- 1 TB hard drive
- Direct 3D® or OpenGL® compatible graphics card
- High-speed Internet access
- Web browser
- Chrome Browser
- Minimum screen resolution of 1920x1080 (recommended)
- Sound card
- Headphones and microphone
- Graphics tablet (see the teacher's specifications)
- Application software

Required Software

3Ds Max, Z-brush, Unreal, Adobe Photoshop

* Please note that some software is not compatible with Mac devices. Students are responsible for checking their compatibility. Required software and equipment for the program are mandatory and involve additional costs. Tutors will provide a list of software along with instructions on how to purchase software at the best prices.