

EVENING | 4 SEMESTERS
825 hours

AEC | ONLINE
NTL.OY

The 3D Modeling for Video Games program provides you with in-depth training in the use of specialized software such as ZBrush or 3ds Max to create realistic characters, environments, and virtual objects. You will learn the principles of polygonal modeling, texturing, lighting, and visual effects to bring virtual worlds to life. You will also gain an understanding of video game production pipelines, technical constraints, and resource optimization.

Throughout the program, students are encouraged to develop their creativity and work on practical projects, allowing them to build a strong portfolio for their future careers in the game industry.

Training Objective

The 3D Video Game Modeling program will teach you the skills needed to design and develop a game's 3D 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.

Career Prospects

- Generalist 3D modeler
- Specialist 3D modeler (character, environment)
- Level designer
- Texture artist
- 2D/3D Artist
- Technical Artist

Methods of Instruction

Blended e-learning

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

Diploma

This program leads to an Attestation of College Studies (AEC).

Admission Criteria

Have a training deemed sufficient and meet the admission criteria set for college studies.

Prospective Student Profile

The Remote Explorer

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

EVENING | 4 SEMESTERS
825 hours

AEC | ONLINE
NTL.OY

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.

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
- 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.