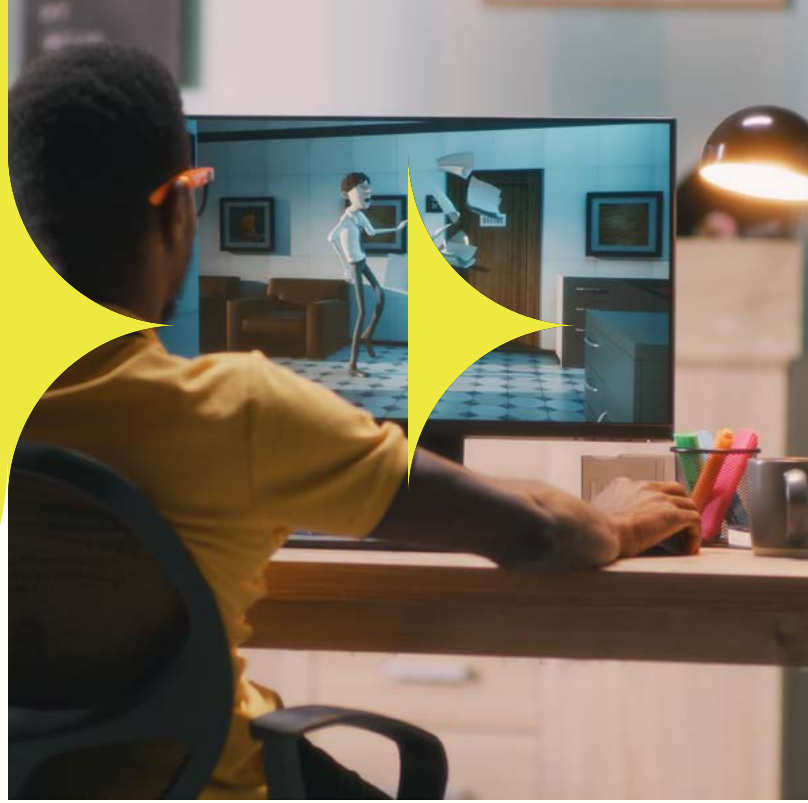


EVENING

4 SEMESTERS

825 HOURS

Video Game 3D Modeling



The Video Game 3D Modeling 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 Video Game 3D 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.

Diploma

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

Prospective Student Profile

- 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 you wish to study at your own pace without having to go on campus.



Video Game 3D Modeling



**LaSalle College
Vancouver**

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)

Career Prospects

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

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

Note: 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.