

Digital Media Academy 2010'
3D Game Art and Design with 3ds max
Course Outline

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 AM					
8:30 AM	Registration		Classroom Open		
9:00am	Class introduction & overview	Abstract Level Design with 3ds Max (White Box)	3ds Max Exporting and Unreal 3 importing	Unreal 3 cont.. Terrain Biulding, Game Concept Development	3ds Max Modeling for games: Humans
9:30am					
10:15am	Break				
10:30am	Introduction to 3ds Max	3ds Max Tools (Layers, Project Folders, Grouping, Element, instancing)	Introduction to Unreal 3 engine	3ds Max Modeling: Organics	3ds Max Modeling for games: Humans Cont....
11:00am					
11:30am					
Noon	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00pm	3ds Max Modeling Basics, and exporting for game Engines	Game Level Mapping and Design (Tabletop, PC, and Console)	Unreal 3 Basic Level Creation	3ds Max Modeling for games: Organics Cont.....	3ds Max Modeling for games: Pick Up Items and Vehicles
1:30pm					
2:00pm					
2:30pm					
3:00pm	Break				
3:15pm	Processes for creating games	Reference Collecting and Concept Development	Unreal 3 cont.. Terrain Biulding, Game Concept Development	3ds Max Modeling for games: Architecture	Final Project Concept Development
4:00pm					
4:30pm					
5:00pm					