

Digital Media Academy
3D Game Creation - Character Design with Maya
Course Outline

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:30 AM	Organized off campus activities (for youth)	Breakfast for overnights (7:30-8:30 AM)					Organized off campus activities (for youth)
8:00 AM		Commuter Registration	Classroom Open				
8:30 AM			Review & Questions	Review & Questions	Review & Questions	Review & Questions	
9:00am		Welcome & Introductins, Instruction Begins	Continue Character Modeling	More Q&A, More Maya Interface	Character Unwrapping	Character Rigging	
9:30am							
10:15am		Break					
10:30am		Intro to Maya Interface, Low Poly Modeling	Continue Character Modeling	Advanced Charater Modeling	Character Unwrapping	Prep Character for Game Engine	
11:00am							
11:30am							
Noon		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	
1:00pm							
1:30pm	How 3d Characters are Built	Continue Character Modeling		Photoshop for Character Texture Mapping	In They Go and PLAY!		
2:00pm			Advanced Charater Modeling				
2:30pm							
3:00pm	Break						
3:15pm	Registration and check-in for overnights	Modeling a Body	Continue Character Modeling	Finalize Character Models	Texture Mapping	Show and Celebration	
4:00pm							
4:30pm							
5:00pm	Dinner for overnights	Home for the day or back to the dorm					
5:30pm		Dinner for overnights					
6:00pm	Orientation						
6:30pm	Organized on campus activities (for youth)	Classrooms open for project work/optional athletic activities				Dinner and a movie for those staying Friday night	
7:00pm							
7:30pm							
8:00pm							
8:30pm							
9:00pm							
9:30pm							