

**Digital Media Academy**  
**3D Game Creation - Level 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 & Introductions, Instruction Begins	Modeling techniques for landscape models	Modeling techniques for Architectural models	Advanced texture creation using Photoshop	Exporting from Maya for real-time environment	
9:30am							
10:15am		Break					
10:30am		Defining aspects of the Game Environment	Mapping techniques for landscape models	Mapping techniques for Architectural models	More advanced texture creation using Photoshop	Placing and manipulating objects in real-time environment	
11:00am							
11:30am							
Noon		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	
1:00pm							
1:30pm		Conceptualizing your project for the week	Open Lab for production	Open Lab for production	Open Lab for production	Open Lab for production	
2:00pm							
2:30pm							
3:00pm	Break						
3:15pm	Registration and check-in for overnights	Introduction to modeling techniques	Open Lab for production	Open Lab for production	Open Lab for production	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					Dinner and a movie for those staying Friday night	
6:30pm	Organized on campus activities (for youth)	Classrooms open for project work/optional athletic activities					
7:00pm							
7:30pm							
8:00pm							
8:30pm							
9:00pm							
9:30pm							