

MAKE
ART
THAT
GETS
YOU
HIRED.



MAKING GOOD WORK IS JUST THE
START. LEARN WHAT STUDIOS ARE
LOOKING FOR, BUILD THE SKILLS TO
DELIVER AT A PROFESSIONAL LEVEL,
AND CREATE A PORTFOLIO THAT GIVE
PEOPLE A REASON TO HIRE YOU.

TURN ATTENTION INTO OPPORTUNITIES.

COURSE CONTENTS

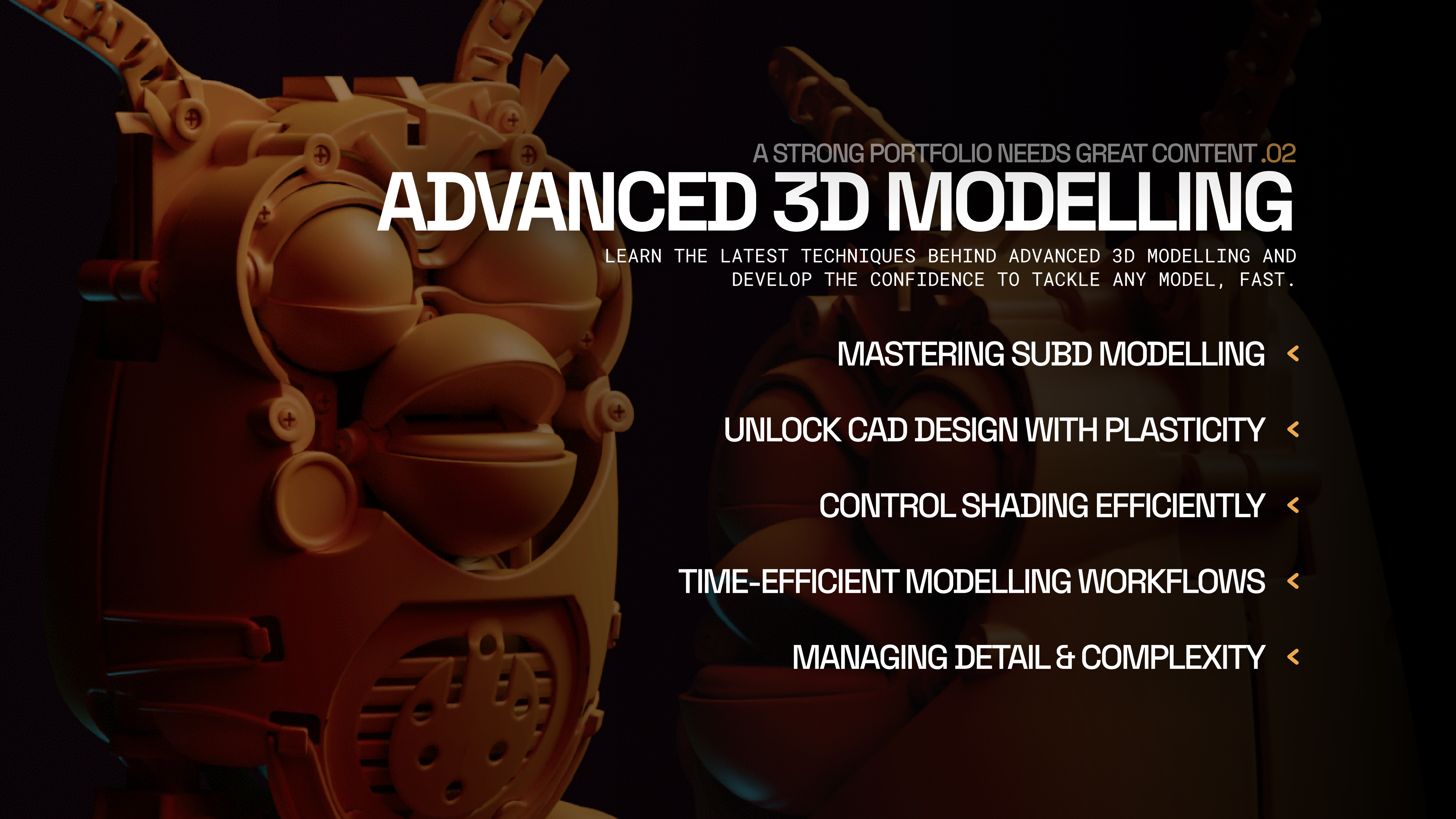
01. LET'S SET THE DIRECTION

PLANNING THE PORTFOLIO

BEFORE WE START WORKING, WE'LL FIGURE OUT WHAT YOU'RE MAKING, WHY, AND HOW IT'LL BRING YOU CLOSER TO YOUR GOALS.

- > WHAT STUDIOS ARE LOOKING FOR
- > REQUIREMENTS OF A STRONG PORTFOLIO
- > CHOOSING THE RIGHT PROJECTS
- > PLANNING THEIR PRODUCTION
- > REFERENCE GATHERING & BLOCKOUT





A STRONG PORTFOLIO NEEDS GREAT CONTENT .02

ADVANCED 3D MODELLING

LEARN THE LATEST TECHNIQUES BEHIND ADVANCED 3D MODELLING AND DEVELOP THE CONFIDENCE TO TACKLE ANY MODEL, FAST.

MASTERING SUBD MODELLING <

UNLOCK CAD DESIGN WITH PLASTICITY <

CONTROL SHADING EFFICIENTLY <

TIME-EFFICIENT MODELLING WORKFLOWS <

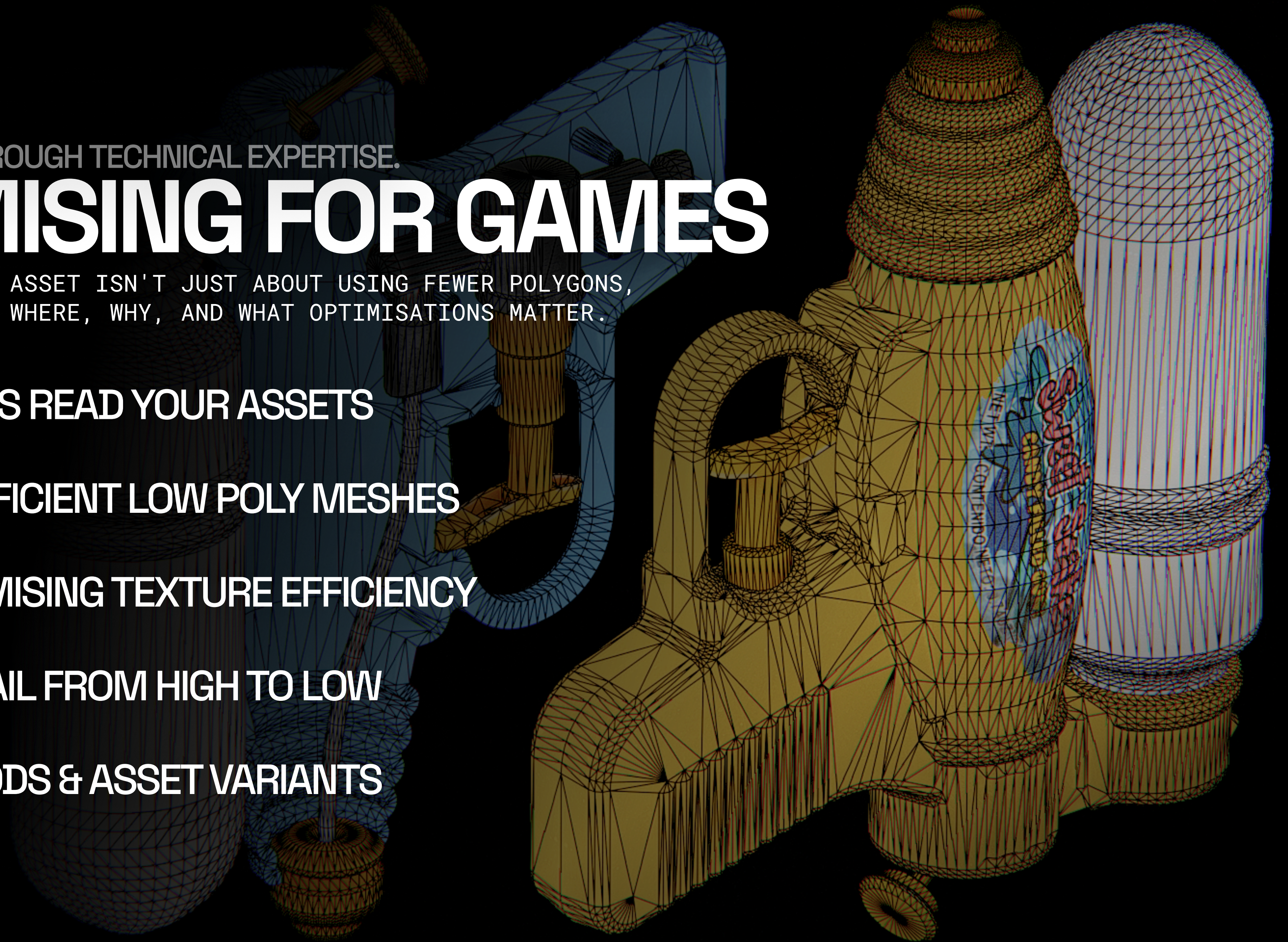
MANAGING DETAIL & COMPLEXITY <

03. STAND OUT THROUGH TECHNICAL EXPERTISE.

OPTIMISING FOR GAMES

MAKING A GOOD GAME ASSET ISN'T JUST ABOUT USING FEWER POLYGONS, IT'S ABOUT KNOWING WHERE, WHY, AND WHAT OPTIMISATIONS MATTER.

- > HOW ENGINES READ YOUR ASSETS
- > BUILDING EFFICIENT LOW POLY MESHES
- > UVS & MAXIMISING TEXTURE EFFICIENCY
- > BAKING DETAIL FROM HIGH TO LOW
- > CREATING LODS & ASSET VARIANTS





TELL YOUR OBJECTS STORIES AND MAKE THEM BELIEVABLE .04

TEXTURING & STORYTELLING

LEARN TO TEXTURE WITH PURPOSE, USE WEAR AND DETAIL TO TELL A STORY AND
CREATE WORK THAT TURNS HEADS.

COLOUR PALETTE & MATERIAL COHESION <

SURFACE DEFINITION, BREAKUP & VARIATION <

WEAR, DAMAGE & MATERIAL AGEING <

VISUAL STORYTELLING THROUGH TEXTURING <

SPECIALISED MATERIALS & TRANSLUCENCY <

05. CREATE FINAL SHOTS THAT MAKE PEOPLE “WOW!”

SHOWCASING YOUR WORK

WE SPENT WEEKS CREATING HIGH-END WORK. NOW IT'S TIME TO MAKE THAT WORK SHINE AND CREATE SHOTS THAT PEOPLE REMEMBER.

- > STRENGTHENING THE ASSET'S NARRATIVE
- > COMPOSITION & VISUAL HIERARCHY
- > LIGHTING & ATMOSPHERE
- > POLISHING THE FINAL LOOK
- > RENDERING & PROJECT ASSEMBLY





GET YOUR WORK NOTICED

FROM PORTFOLIO TO OPPORTUNITIES .06

LEARN TO PUT YOUR WORK IN FRONT OF THE RIGHT PEOPLE, BUILD CONNECTIONS,
AND TURN YOUR PORTFOLIO INTO A TOOL FOR CREATING OPPORTUNITIES.

CREATING BREAKDOWNS THAT START CONVERSATIONS <

DEFINING YOUR DIRECTION & ONLINE PRESENCE <

SHOWING WHERE YOU FIT IN A TEAM <

BUILDING & MAINTAINING INDUSTRY CONNECTIONS <

JOB APPLICATIONS & INTERVIEW PREPARATION <





ARE YOU INTERESTED? REACH OUT
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