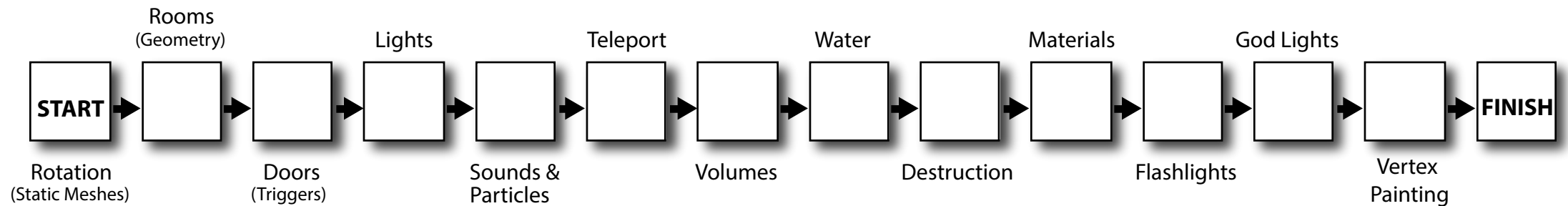


The **First Level** is simple : The player has a starting point and a finish point. In between are 15 platforms each showcasing a new skill. You will use a FPS Template.



You'll create these skills using Unreal 4's tool set of Meshes, Triggers, Volumes, Blueprints, & Matinee's.

Once you mastered the skills you'll begin Project 2.

In the [Second Level](#) you will design your custom FPS game. The game will be set in a series of interiors - no landscapes. Using the skills learned in the first level you'll add difficulty and block, trap, confound, and surprise the player. You'll also consider the texture and feel of your game (lighting, architecture, environment).

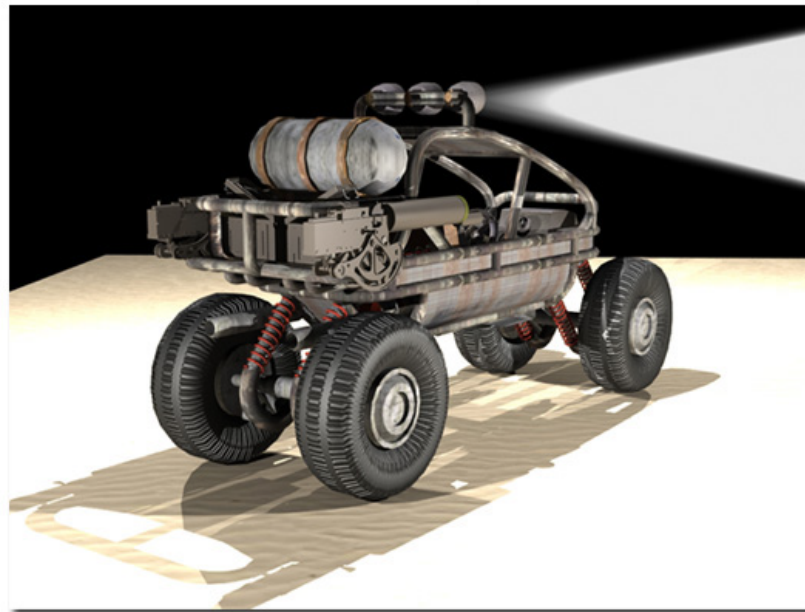


The Third Project is created using 3D Max: the Mad Max Vehicle.

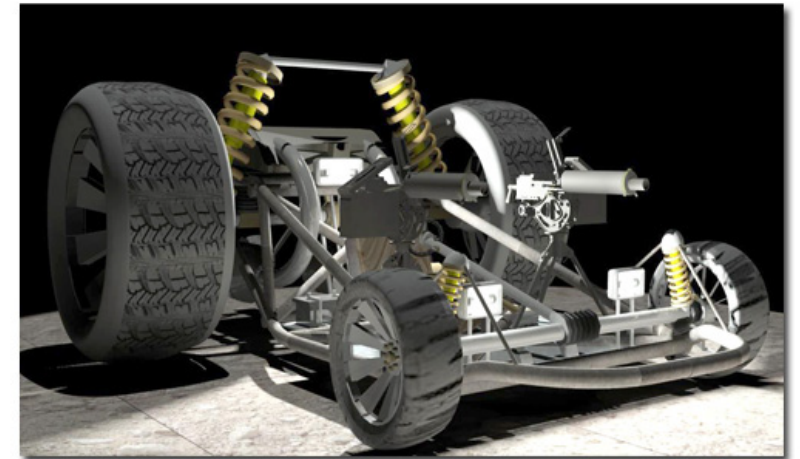
If you've watched any of the "Mad Max" films you'll remember the great stylized cars and trucks. This project gives you full reign to create your own vehicle.

Student Samples

Joakim Saldamondo



Connor Jones



Marcus Quinn

The **Fourth Level** is a landscape. The look and feel of your landscape will depend on your vision. It might be a realistic desert or barren planet. Maybe it will be a lush jungle or forest. It's your creative expression. You will use a Third Person Template.

REALISTIC DESERT



You'll find that the more realistic landscapes tend to be easier to make because Unreal has a library of pre-made models/meshes.

Stylized landscapes often depend on the creator making his/her own models in 3D Max.



STYLIZED DESERT