1. Modeling with Primitives
   1. Interface – Post Interface Diagram on website
   2. Basic Modeling skills
      1. Creating Geometry
      2. Transform tools
      3. Cloning
      4. Mirroring
      5. Navigating 3D Space – Aligning primitives practice
   3. Materials - Standard
      1. Naming
      2. Diffuse colors
      3. Specular Highlighting
      4. Bitmaps
   4. Cameras
   5. Lighting – Photometric
      1. Basic three point system
   6. Rendering techniques

**Week 5-6 ASSIGNMENT 3 –**

1. 3D Max – Low Poly Box Modeling
   1. Demonstration – creating a low poly biped base model.
   2. Web Page – tool set, saving etc.
   3. Student Practice - not to be graded
      1. Model a simple low poly biped.
   4. Biped Anatomy – PowerPoint
   5. Demonstration – Adding complexity and shape to the base model.
      1. Shaping the front view
      2. Shaping the side view
      3. Selecting edges and connecting to add vertices
      4. Edge looping the legs and the arms
      5. Indicating clothing
   6. Exporting a face from Sculptris and attaching to 3D Max Model.
   7. Preparing the model for Mixamo.