



Overview of SoCalROC 3D Animation Program

Software and Materials: 3D Max, PhotoShop, UnReal Game Engine, Chevant clay

Program currently consists of 6 courses:

- 3D Digital Modeling and Animation
- Introduction to 3D Video Games
- Advanced Video Game Design
- 3D Character Design and Animation
- 3D Architectural Modeling
- Creature Modeling for Film and Video Games

3D Digital Animation - Course touches on the diverse applications of 3D technology: video game design, film animation, evidentiary animation, motionography, scientific animation, architectural illustration and product design. Students learn basic modeling and animation techniques.

Intro to Video Game Design - Course covers basic 3D modeling techniques and game level design. Assets are modeled, materials applied using 3D software and exported into a game engine. Students build a simple interior and terrain. Game engine skills include: animating doors, collisions, fracturing objects, setting lights, terrain modeling.

Advanced Video Game Design - Builds on skills learned in the Intro course. Students build a complex maze. Skills include customizing materials, transparencies, normal maps complex lighting, teleporting etc..

3D Character Design and Animation - Students model and animate various character types: naturalistic and comic creatures, anthropomorphizing autos, robots, drones, humans. Facial animation and simple walk cycles are covered.

3D Architectural Modeling - Basic modeling skills as they apply to architecture.

Creature Modeling for Film and Video - Students sculpt a basic vertebrate biped indicating primary muscle groups. Students design and sculpt a custom creature. Instruction includes basic vertebrate anatomy.

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