

3D Props for Games

Course Description: This course teaches the fundamentals of creating 3D props for games covering the whole process from Referencing, modeling, detailing, texturing, etc. The props created are optimized to be used in Unreal engine.

By the end of the course students will be able to create full detailed 3D props ready to be integrated in real-time games engines.

The course is offered through hybrid Recorded material and feedback live session

Course Prerequisite: 3D Modeling and Texturing course or equivalent knowledge

Course Topics

1- References

Gathering references and break it down to materials, imperfections and wear out

2- Modeling

Prop blocking out, low poly modelling

3- Detailing

Zbrush intro,

Model detailing into Zbrush

4- Uv& maps baking

UV unwrapping concept

Texture density

UV stacking

Bake high to low in sp

5- Texturing

Prop texturing in substance painter

6- Presentation

Prop rendering and lighting and preparation to an Artstation project