Creating Stylized Game Assets in 3ds Max

Duration 3 month

Class 01
Intro to game assets
Intro to 3ds Max User interface
Tools we will be using

Class 02
Working with the basic objects/primitives
Object placements and navigation
Working with the align tool
Basic modifications

Class 03
Intro to modeling
Intro to modeling methods

Class 04
Intro to modeling tools
understanding editable poly
Difference between Editable poly and Edit poly

Class 05
Understanding how to visualize your model
Ways to create your 3d model

Class 06
How to start your 3d modeling
Modeling your 1st 3d model

Class 07
Creating the object with multiple shapes
Editing the model

Class 08
Refining your model
Troubleshooting

Class 09
Adding details to your model
Customizing your models

Doing final adjustments

Class 10
Understanding Unwrapping
How to unwrap your 3d model

Class 11
Understanding the techniques of unwrapping
Attaching or detaching uvs

Class 12
Finishing unwrapping your model
Applying unwrapping to your model

Class 13
Applying basic texture to check unwrapping
Adjusting and tweaking your unwrap

Class 14
Installing blender
User interface of blender
Navigation in blender

Class 15
Object mode and edit mode
Working with the views

Class 16
intro to sculpting
understanding brushes
working with different brushes
understanding the brush strength and radius

Class 17
workinging with the pen tablet
setting up the tablet
Working with the pen tablet

Class 18
Importing your model into blender
Adding resolution to your model
Setting up the color for the model

Class 19
Learning how to sculpt
Importing brushes in blender
Adding details to the models

Class 20
Combining different meshes to make a new one
Adding refinements to the model
Understanding Unwrap in blender

Class 21
Exporting your model to substance painter
Understanding substance painter

Class 22
Understanding user interface of substance painter
How to import your model in substance
Baking multiple channels for better texturing

Class 23
Working with layers
Understanding layers type
Working with the fill layer
Working with the paint layer

Class 24
Working with the mask
Implementing multiple textures
Working with the brushes

Class 25
Working with projections
How to apply projection maps
Importing textures
Importing alphas

Class 26
Working with the generators
Working with filters

Class 27

Implementing multiple materials
Adding minor details to the model
Exporting maps

Class 28
Importing textures in 3ds max
Applying textures to the object

Class 29
Understanding lights
Types of lights
Understanding camera
Types of camera

Class 30
Preparing the model for animation
Making a turntable animations

Class 31
Preparing your model for unity 3d
Understanding export setting
Exporting your model for game engine

Class 32
Exporting textures lights and camera
Exporting animation to unity
Creating your 1st scene in unity
Importing your model in unity3d

Class 33
Applying textures to your model
Applying materials to your model
Working with the lights
With with camera and game view
Working with the prefab

Final project

Softwares

3DS MAX, Blender, Adobe Photoshop, Substance 3d Painter, Unity 3d