



SPECIALIZATION

Duration: 7 Months

MODELING & TEXTURING

Course Covers:

- Art & Technical Aesthetics
- Inorganic Modeling
- Stylized Character
- Low Poly Character for Games
- Digital Sculpting
- Realistic Character

Software to Learn:

- Photoshop
- 3DS MAX
- Zbrush

SCHOOL

OF

MEDIA & DESIGN

Animation | VFX | Multimedia | Gaming