3D GAME ART

5-MONTH JOURNEY
From Learner to **Professional**

Full Time 9 Hours Per Day, and 5 Days Per Week

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Months 1–2: Theory & Software

- Scope of 3D Game art, Uses of 3D modeling work in different industries

- Theory of 3D Modeling, UVs, texturing, rendering, Game environment building

- Softwares: Blender & Substance Painter (fully covered). Optional tools: RizomUV, Marmoset Toolbag, Unity & Unreal Engine 5 (based on project needs)

- Worked on practise projects, and daily feedbacks sessions

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Month 3: Marketplace Demo Projects

- 3D High to Low Poly Workflow

- Clean UV Unwrapping & Baking

- PBR Texturing in Substance Painter

- Optimized Topology for Games

- Presentation Renders for Portfolio

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Month 4: Game Projects

- Modular Asset Creation

- Level Design & Scene Assembly

- Real-Time Engine Setup (Unity/UE5)

- Lighting, Post-Processing & FX

- Gameplay Integration (Basic Interactions)

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Month 5 Client Project

- Client Brief Understanding & Planning

- Asset Creation Based on Requirements

- Feedback & Revisions Workflow

- Final Presentation & Delivery

- Professional Communication & Project Handoff

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About Us

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