

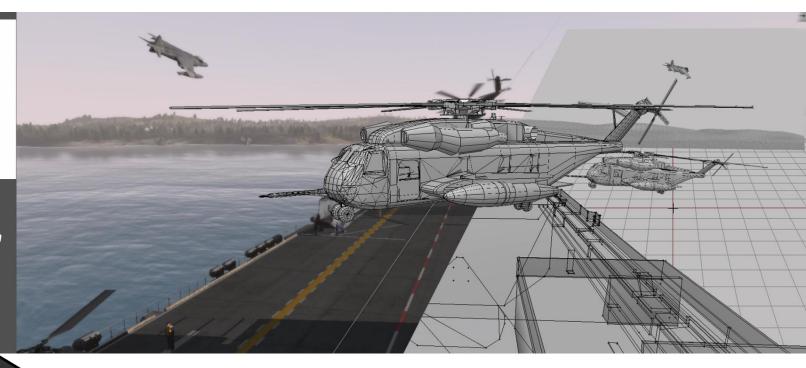
Model Rigging & Import

Level One Course



"This class was awesome! It really filled in all the knowledge gaps with my model workflow."

- Submitted Student Evaluation



Course Topics

"If you think training is expensive, try ignorance."

— Peter Drucker



Course Topic Information

The course will cover the following topics, but it should be noted:

 There is no guarantee that each topic will be covered depending on a variety of factors such as oversized classes, student prerequisite knowledge not being met, desired focus towards a common class goal (organization's need for conducting the class), etc;

Course Topics

- 1. Overview of Oxygen and Modeling
- 2. Useful Oxygen Windows and Settings
- 3. 3D Theory and Fundamentals
- 4. Introductory Project
 - 1. Project Setup
 - 2. 3D Primitives
 - 3. Buldozer Inspection
- 5. Project 1: Basic Building
 - 1. Basic LODs
 - 2. Textures
 - 3. Configuration
- 6. Project 1: Advanced Building
 - 1. Door Animations
 - 2. Ladders
 - 3. Additional LODs
- 7. Project 2: Basic Vehicle
- 8. Project 3: Preparing a Previously-created Building
 - 1. FBX Import; inspecting conversion to P3D
- 9. Project 4: Preparing a Previously-created Vehicle