Hard Surface Modeling 1

Faculty: David Mooy

Project/Course Overview:
In this course, students learn the fundamentals of creating 3D models with polygon geometry. Lectures delve into the various production techniques of asset creation through the exploration of polygonal modeling and the preparation of constructed models for texturing. The basic toolset in Autodesk Maya will be covered, and students benefit from lectures about the technical and aesthetic issues that modelers face while modeling environments and man-made objects.