BUD Breakdown

Class Structure

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Description

The utilization of Unreal 5 to develop products and visuals for clients will be the core of this class. Everything that we learn in those 10 weeks will form you into thinking like an entrepreneur and use this cutting edge tool to craft breathtaking art pieces. What you take away from this experience will be the foundation working on projects in Arch Viz, Movies, Games and much more.

What you will learn

- Crafting a Story using UE .
- Lighting Principles and UE lighting Techniques.
- Workflow Flexibility.
- Shaders and Textures.
- Kitbashing and Modeling.
- Camera lens, animation and editing.

Weekly Breakdown

- Week 01: Planning & Blockout;
- Week 02: Landscape Sculpting, UE Modeling, Exporting Assets from Blender;
- Week 03: Master Materials & Material Instances;
- Week 04: Foliage Painting, Decals & Crafting a Story;
- Week 05: Mood & Lighting;
- Week 06: Color Correction & Cameras;
- Week 07: Animation & Sequencer Editing;

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- Week 08: Particles & Rendering;
- Week 09: Blueprints, Audio & Polish;
- Week 10: Final Presentations.

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