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Course List *all Courses avail. in German and English language*

Meet The Professionals | 3h

Insights, stories and anecdotes from 6+ years industry experience.

Working for Crytek Frankfurt on various projects like Crysis 2, CryEngine 3 GDC tech-demo, a cancelled IP and at Guerrilla Games Amsterdam on Killzone 3 DLC, Killzone: Shadow Fall and a new IP, there is plenty to tell about daily life in the industry, how to get in, do's-and-dont's, and the fun stories nevertheless.

Next Gen Prop Modeling and Texturing | 4d (modular)

Comprehensive course looking into state-of-the-art asset-creation-pipeline, both theoretical and practical, from start to finish.

This course looks into a state-of-the-art pipeline, utilizing advanced tools such as Modo 801, Quixel Suite / Substance Painter, Marmoset Toolbag 2 and Unreal Engine 4.
The aim of the course is to gather theoretical knowledge of pipeline-design and content creation, as well as practical usage of modern tools in a straightforward an efficient way. The goal is to enable the student to independently create own assets in an industry working environment and present the results in a professional way for portfolio usage.

Lessons include: (can also be picked individual for smaller units / day courses)
- Introduction to Modo
- Modeling the lowpoly and highpoly mesh
- Level of detail, physic proxies, destructibility - integration in Unreal Engine 4
- Theory: Light and surfaces; PBR
- Texturing workflow: old-school; next-gen pbr
- Rendering and presentation

Texturing 101 | 1,5d

Create industry-standard textures using a non-destructive diffuse, specular and normal map workflow.

This course teaches how texturing is done right, both from an artistic and technical point of view. Introducing classical texturing techniques using Adobe Photoshop and nDo plug-in enabling the student to create diffuse, specular and normals maps using an efficient and non-destructive industry-proven workflow.

Modeling with Modo | 2d

Get introduced into the state-of-the-art and affordable 3D-Artist's tool-set, and learn how to create real-time 3d content in a simple and effective way.

This workshop shows how The Foundry Modo is used for 3d asset creation and UV mapping. Used by game companies such alike id Software and Naughty Dog, the user-base for this production-proofed modeling, sculpting, painting, animation and rendering tool-set is growing day by day. As an affordable and yet next-gen workflow tool it is well worth looking into it, for freelancers, indie-teams and industry professionals likewise.

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3D Basics for Film and Animation | 1,5d

Introduction to 3d modeling and animation in Autodesk Maya.

This course explains the basics of 3d content generation and timeline animation in Autodesk Maya. The students will learn to understand how computer generated imagery works in virtual 3d space and what's behind time-line based animation. The session features a simple logo animation explaining 3d objects, animation-paths, cameras, lights and rendering. Important technical terms and techniques will be explained and a chapter about CGI history highlights milestones in computer based VFX from Star Wars to Avatar.

Storyboarding | 1d

Not a drawing course - an introduction into approaches, methods and terminology.

For this course drawing skills are not required at all. It is all about how to picture a scene or a whole movie in an illustrated and professional manner. Students will learn all about requirements, presentation, technical terms and everything else that is required to successfully introduce, describe pitch or sell their ideas.

Portfolio Class | 1d

Presentation matters – what should an art portfolio look like, what needs to be in there and what you shouldn't do.

This course shows the idea, structure and effect of a professionally done portfolio, as well as how to apply for a job. Starting with theoretical lessons about asset presentation and portfolio creation in various forms (website, blog, pdf), a practical workshop completes this session.

Overview games industry | 0.5d

Get an idea of how the industry works, how to get into it and how to find your mission.

This Course gives an overview of how the industry ticks and also about how teams and projects are structured and organised. Breaking down the industry and explaining a typical every day in the office offers the students valuable insights and gives first orientation in an exciting and pulsating industry.

Further courses available upon request.
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