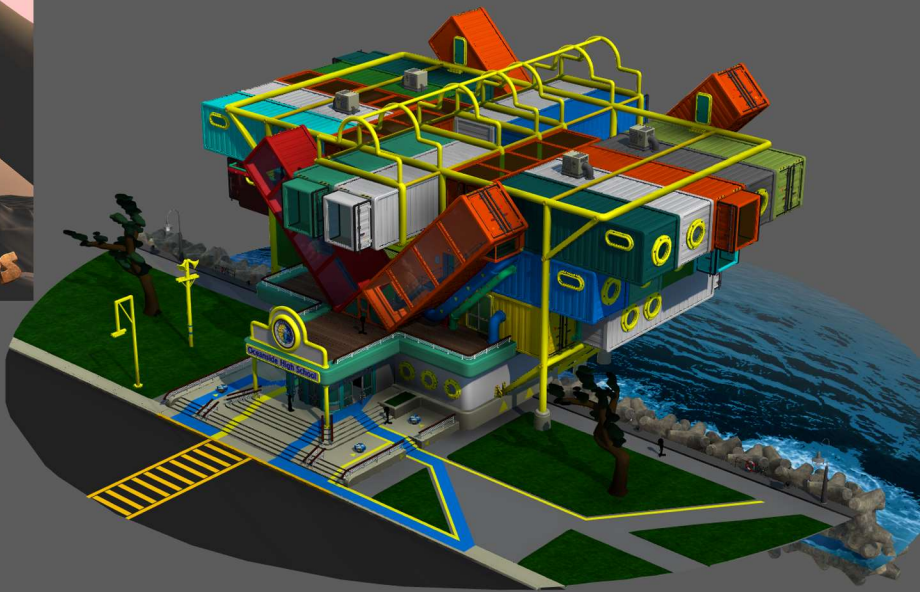


CTAN 509

Environment Modeling

This course teaches students the use of basic environment modeling skills and prop design skills for both the movie and gaming industries. Students will practice how to implement the concepts into the final 3D models from their own ideas or from the concepts given.

No pre-requisites required. Class is ideal who interested in modeling or start their project, thesis film.



Instructor – Jaewon Lee
DreamWorks Modeling Supervisor
CTAN485 Character Modeling
Class tools – Maya, Zbrush, Substance Painter
Photoshop, Unreal