

ONYX ACADEMY: PROPS

ONYX
Academy



“You will be taught in a professional environment and will be expected to work as one of us.

There will be tons of hands-on learning, making mistakes, solving problems and honest feedback.”

- HEAD OF ACADEMY.

THE COURSE

BLOCK 1 - COURSE INTRODUCTION.

BLOCK 2 - HIGH POLY MODELLING.

BLOCK 3 - OPTIMIZING FOR GAMES.

BLOCK 4 - TEXTURING & STORYTELLING.

BLOCK 5 - PROJECT POLISHING.

BLOCK 1 - INTRODUCTION & PROJECTS SETUP.

Get ready to learn how a professional works. During this first block, we will establish the basis for working as an artist at a professional level.

From project setup to workflows used in the industry today, through project research, reference gathering, observation and breakdown, this first block will give you a solid idea about what it takes to be an artist for games.

Duration - 1 Week



- Controlling Topology & Shading.
- Advanced SubD Modelling.
- Modelling with Booleans.
- Fusion 360 for Games.
- Modelling Cloth & Fabrics.
- Sculpting and Model Polishing with Zbrush.

BLOCK 2 - MODELLING

It is time to get our hands dirty. For the next weeks you'll be learning how to properly tackle any shape in your models.

From hard surface to sculpting, this second block will unlock your potential as a 3D modeler, mastering all major techniques to come up with High Poly models for your props.

Brace yourself, you are about to get the ride of your life!

Duration - 4 Weeks

BLOCK 3 - OPTIMIZATION.

Everyone can master 3D modelling. It is, in part, optimizing for games that distinguishes an aspiring artist from a true professional game developer.

During the next 5 weeks you will learn the ins and outs of game-ready models. From creating a low poly to UVing and baking, these weeks will make you look more like a magician rather than an artist.

There's a lot of tricks to learn here.

Duration - 5 Weeks

Model Optimization for Games.

Decision Making
while Optimizing a Mesh.

Creating UVs with RizomUV.

Optimizing your UVs.

Setting up a Baking Project.

Baking & In-Game Model Polish.

- Texturing & Storytelling.
- Texturing Metals & Plastics.
- Texturing Cloth & Fabrics.
- Texturing Woods & Stone.
- Transparency and Translucency.
- Prop Rendering & Integration.

BLOCK 4 - TEXTURING

This is the last block before we start to integrate all the work from the team into the engine, plus we need a break from the technical aspect of developing art for games.

Learn to create realistic materials that tell a story with our in-depth texturing development program.

We assure you, you won't be the same artist after this one.

Duration - 8 Weeks

BLOCK 5 - INTEGRATION & PROJECT POLISH.

It is time to finalize all the projects and put together all the work your team has been working on during the semester.

The following 4 weeks will consist in a lot of team working, and finishing up any minor polishes necessary to take your work to the next level.

We will say our goodbyes, and see you in the professional world.

Duration - 4 Weeks



“We equip you with the essential skills required to graduate work-force ready.

With our program, we help you bridge the gap between a graduate with a skill and a full-time, paid artist.”

- HEAD OF ACADEMY.

THANK YOU!

Any questions?

Reach out to us | info@onyx-academy.com | [@theonyxacademy](https://www.instagram.com/theonyxacademy)

ONYX-ACADEMY.COM

