



Reproduction of VR Angkor Wat WORKSHOP

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Program Outline

- 3DCG Mentor
- Our Mission
- What Will You Learn?
- Course Syllabus
- Grades
- Communication Tool

3DCG Mentor



Yosuke

BIG BANG Academy
President/3DCG Supervisor

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ឈ្មោះរបស់ខ្ញុំគឺ Yosuke Iwasaki

- 2018 - present: BIG BANG Academy Cambodia - Principal
- 2018 - present: BIG BANG LLC. Japan - CEO
- 2018: DMM.com LLC. Japan - 3DCG Director
- 2016: Klab Inc. Japan, Philippines - 3DCG Expert
- 2012: Digital Frontier Inc. Japan - 3DCG Senior Designer
- 2008: Sonar Studios Inc. USA - 3DCG Designer
- 2004: Purdue University USA - B.S. Degree

"It doesn't interest me what you do for a living.

I want to know what you ache for and if you dare to dream of meeting your heart's longing."

My Mentor - Oriah Mountain Dreamer

Course Description

In this course, you will learn the introduction to Maya which is one of the most powerful and widely-used 3D applications in the creative industry, and also how to optimize your workflow through Maya export to Unreal using video tutorials and weekly class lecturing by BIG BANG Academy's mentor for the talented designers.

What Will You Learn?

- Understand all maya basics and go beyond
- Understand the maya export to Unreal workflow
- You will be beyond intermediate maya level
- You will know how to create your own projects in maya
- You will know how to work with 3d modeling, UV mapping, texturing, etc.

Course Syllabus

- Duration: 5 weeks
- Course Delivery: On-Campus
- Skill Level: Beginner
- Location: LASTMILE office

Course Syllabus

Week 1:

- **Maya basic**
 1. How to Use the Exercise Files
 2. Overview of the Maya interface
 3. Work with files and Maya projects
 4. Navigating in Maya
 5. Configuring viewports
 6. Using the hotbox and marking menus
 7. Customizing the interface
 8. Using Maya workspaces

Course Syllabus

Week 1:

- **Selecting and Manipulating Objects**
 1. Select objects
 2. Use the Move tool
 3. Rotate and scale
 4. Manipulate pivots

- **Introduction to Channel Box and Attribute Editor**
 5. Understanding the Channel Box
 6. Work with the Attribute Editor

Course Syllabus

Week 2:

- **Modeling Basic**
 1. Reset and Freeze Transformations
 2. Snapping Objects
 3. Duplicate Objects
 4. Scene Management with Outliner
- **Creating Hierarchies and Layers**
 5. Creating Hierarchies
 6. Group Objects

Course Syllabus

Week 2:

- **Creating Hierarchies and Layers**
 7. Reset and Freeze Transformations
 8. Snapping Objects
 9. Duplicate Objects
 10. Scene Management with Outliner

Course Syllabus

Week 3:

- **Creating Polygonal Models 1**
 1. Differences Between NURBS and Polygons
 2. Creating Polygonal Objects
 3. Select Polygonal Components
 4. Using Soft Selection Symmetry
 5. Combine and Separate Objects
 6. Using Boolean Tools
 7. Using Sculpting Tools

Course Syllabus

Week 3:

- **Creating Polygonal Models 2**
 1. Setting Up Reference
 2. Creating Against Reference
 3. Edge Loops
 4. Extrude Tool
 5. Mirror and Merge
 6. Use The Bevel Tool
 7. Extrude along a Path

Course Syllabus

Week 4:

- **Creating Polygonal Models 3**
 1. Use Bridge Tool
 2. Modeling Toolkit
 3. Smooth Models and Manage Detail
 4. Working with Subdivision Surfaces
 5. Create Creases in Smooth Surfaces
 6. Smooth Geometry Using Edge Flow
 7. Manage Object History

Course Syllabus

Week 4:

- **Basic Texturing, UV Map and Maya export to Unreal**
 1. Creating and Applying Texturing Maps
 2. Use Images as Texture
 3. Hypershade Window
 4. Create Materials in Hypershade
 5. Apply Multiple Materials on Single Object
 6. UV Map
 7. Understanding the UV Editor
 8. Exporting from Maya to Unreal Engine with collisions

Course Syllabus

Week 5:

- Final Exam
- [Course Evaluation](#)

Grades

- **Final Exam 50% (Multiple Choice Quiz 20% + Modeling Test 30%)
+ Attendance 50% = 100%**

A: 90% - 100%

B: 80% - 89%

C: 70% - 79%

D: 60% - 69%

F: Fail

- **Communication Tool**

