tgc

TGC ANIMATION & MULTIMEDIA
www.tgcindia.com

Course Syllabus

3DS MAX FOR GAME MODELING

FROM SCRATCH TO ADVANCED

Low Poly Modelling

Game-Ready Assets

OFFLINE & ONLINE
WEEKDAYS & WEEKENDS

FREE DEMO SESSIONS AVAILABLE

LEARN FROM
PROFESSIONAL TRAINERS

BECOME MASTER IN Game Modeling

NEW BATCHES STARTING SOON

ADMISSIONS OPEN

Why TGC?
Learn game asset modeling, texturing, and optimization in one complete course.
Get trained by experienced 3D artists and game designers.
Project-based learning focused on low-poly modeling, UV unwrapping & baking.
Build a professional game art portfolio and prepare for careers in game design 3D.

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3DS MAX
FOR GAME MODELING

tgc®

Course Syllabus

Modules	Module Description	Outcomes
Introduction & Game Modeling Fundamentals	Introduction to 3ds Max for Games Game Asset Planning Editable Poly Modeling Basics Modeling clean, optimized geometry	Model a basic low-poly prop (e.g., barrel, crate, simple tool) for a game environment
Hard Surface & Organic Modeling	Hard Surface Techniques Modeling for Modularity Organic Modeling (Intro)	Create a modular environment piece or a stylized weapon model
UV Mapping, Baking & Optimization	UV Unwrapping Essentials Texture Baking & Normal Maps Game Asset Optimization Scene cleanup and scale consistency	UV unwrap and bake maps for one previously created asset
Texturing, Materials & Presentation	Texturing for Games (Intro) Substance Painter Workflow (Optional) Material Setup & Real-Time Preview	Apply a PBR texture set to one game asset and render it in a neutral lighting setup
Final Game Asset Project & Portfolio Building	Project Planning & Concept Approval Execution & Optimization Export & Presentation	Build a high-quality, low-poly asset ready for integration in a real-time engine, and present with renders, texture sheets.