3D Game Design: Special Effects and Reels

School: SoCal ROC
Course ID: 637
Availability: Call 310-224-4200
Weight: 0.00kg
Dimensions: 0.00cm x 0.00cm x 0.00cm

Short Description
Take the next step into 3D game design!

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Take the next step into 3D game design. Create heroes and villains to inhabit your 3D environment. Master the special effects that make your game maps real and fun to play. In this class youâ€™ll learn to create creaks and crashes, drips and drops, lightening and liquids. Model 3D characters that drive the drama of a video game: the good, the bad and the ugly.

Accelerate Your Future at SoCal ROC!

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Learn Valuable Industry Skills!

1. Expansion on the Basic Sequence of 3D Game Design and Integration

A. Model 3D game asset based on concept art or real life reference
B. Create textures using imaging software for objects
C. Tweak and adjust texture on 3D asset
D. Import into 3D game engine

2. Intermediate Skills for Level Designers

A. Research current trends in video games
B. Breakdown what is fun and generally aesthetically pleasing in video games
C. After research, execute plans for constructing 3D game world

3. Application of Skills and Research for the Level Designer

A. Draw out level in a 2D overhead view
B. Obtain references for each individual asset
C. Model, texture, and import assets into the 3D world

4. The Creation of 3D Objects

A. Learn how to think intuitively in 3D space
B. Model assets using a consecutive amount of Polygons
C. Implement assets into a 3D game engine

5. Texturing of 3D Objects

A. Paint and edit UV map in image software
B. Create texture that is applicable to level and design theory
C. Ensure that texture size is in a format the engine can understand

6. Integrating Objects into the 3D Game Engine

A. Import objects into the level using correct formatting
B. Import objects in an organized and sensible way

7. Scripting and Creating Events

A. Using triggers, create the moment when events happen in your game.

8. Special Effects

A. Create effects such as emitters

B. Place emitters appropriately in the 3D game world.

C. Use special effects to enhance gameplay and player experience.

9. Music and Sound

A. Integrate music sound files into a 3D game engine

B. Place sound effects appropriately for environment

- **Professional Certification Opportunities!**
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- Designations offered to students completing the 3D Game Design: Special Effects and Reels course include
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- 1. Certificate of Competency

Checkout Potential Career Options!

Game Tester
Video Game Intern
Game Developer
Game Designer
Graphic Designer
Level Designer

Prerequisites
Thank you for your interest in enrolling in 3D Game Design: Special Effect and Reels. The following is information about the program.

High school

? Open to Grade Levels 9-12th

? Must complete the Intro to Video Game Design course or have similar experience

Adults

? Must complete the Intro to Video Game Design course or have similar experience

Schedule
Complete in 1 Semester: T/Th from 4:15pm-7:00pm

To access the most recent course schedule please call registration or click the

link under Course Information. Please be advised schedule is subject to change.

High School Info

Benefits of CTE

After completing courses in CTE, you will have a clearer vision of your future career path and what the next steps will be. Career Technical Education allows high school students to see what options are out there and see first-hand what careers they enjoy and thrive in. Whether you decide to enter the workforce, pursue a trade or apprenticeship, or apply to college, CTE adds to the traditional high school experience and is designed to prepare you for the next stage in your life.

Earn High School Credit!

You can earn 5 elective credits

Ready To Enroll?!

Call our Career Guidance Specialist or register through your home school counseling offices and receive priority through pre-registration for classes that meet from 1:15 - 4:15 and 4:15 - 7:00 p.m.

Course Locations

In Person

Address: 2300 Crenshaw Blvd., Torrance, CA 90501 U.S.

Phone: 310-224-4200