



results will be submitted to the Associate Vice President of Academic Affairs. The benchmark for each learning outcome is that *70% of students will meet or exceed outcome criteria.*

SEQUENCE OF TOPICS:

1. Mastering ZBrush
2. Advanced Maya concepts
3. Mudbox redefined
4. 3D Characters, vehicles and environments
5. Self-managed activity
6. Advanced materials
7. Advanced Character rigging and posing
8. Game Engine lighting
9. Game Engine Materials
10. Exporting Advanced 3D Mode