• **Week 1 Sketchup**
  - What is Sketchup Good for?
  - Make a house w/ doors and windows
  - Make the inside of a building
  - Making a scene
  - “Texturing”
  - Why SketchUp can’t compete with “Real” 3D packages

• **Weeks 2 and 3 Modeling in 3ds Max**
  - Run through tools
  - Differences from SketchUp
  - Making a house 2.0
  - Make Furniture for the house. Table, chair, bed ect.

• **Weeks 4 and 5 Game ready models in 3ds Max**
  - What is “game ready” and why is it important
  - Difference between game ready and render models
  - Tips for making game ready models
  - fixing the furniture

• **Week 6 Texturing in 3ds Max**
  - What are UV Maps
  - Why use UV Maps
  - UVW Maps, when and why
  - Unwrapping UV Maps.
  - Basic Photoshop techniques

• **Weeks 7 and 8 Putting it all together Unreal**
  - What is Unreal Engine?
  - Moving around and understanding the tool in Unreal
  - Building a scene with the included models
  - Moving your house over from 3DS max
    - Switching scenes from inside and outside
    - All one scene
  - Blueprint scripting
    - What is it and why is it useful
    - How to integrate scripts on objects
  - Maybe C++ scripting