

- **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