**Mohawk Valley Community College**

**Utica and Rome, New York**

**Course Outline**

**GA104- Modeling 1: Introduction to Modeling C-1, P-4, Cr-3**

**Course Description:**

Introduction to Modeling explores the principal techniques and methodologies involved with polygonal model creation utilized in industries such as 3D game art and animation. Topics include polygon modeling, working with references, proper project and file organization, and introductory rendering and lighting techniques. Projects focus on low-poly modeling, proper edge flow, creating dynamic silhouette and form, and the interpretation and construction of 3D models based off of 2D references.

**Course Objectives:**

Upon successful completion of this course, the student will be able to:

* Navigate and utilize industry standard 3D content creation software
* Create polygonal models
* Identify and create 3D models with proper polygonal edge flow
* Identify quads, triangles, and N-gons
* Modify basic UVs and develop materials and shaders
* Light and render a scene
* Output polygonal models for utilization in various applications

**Major Topics:**

* Polygonal modeling toolsets
* Working with references
* Quads, Proper edge flow and N-gons
* Polycount and Mesh Resolution
* Materials, Textures and UVs
* Lighting and Rendering
* Simplified and Stylized Form
* Project Ideation
* Output and Presentation

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