

3D MODELING SCHEDULE

May 2022

* All dates are Provisional

Weeks	Monday - 18:30 to 21:30		Saturday - 10:00 to 15:30	
Week 1	Monday 9 May 2022	Introduction to Blender		
Week 2	Monday 16 May 2022	Mesh Modelling 2		
Week 3	Monday 23 May 2022	Texture UV introduction		
Week 4	Monday 30 May 2022	Sculpt mode		
	Monday 6 June 2022	No Class		
Week 5	Monday 13 June 2022	Character Unwrap	17 June	Workshop 1
Week 6	Monday 20 June 2022	Animation 1		
Week 7	Monday 27 June 2022	Animation 2		
Week 8	Monday 4 July 2022	Animation 3. robot arm		
Week 9	Monday 11 July 2022	Character rig	15 July	Workshop 2
Week 10	Monday 18 July 2022	Lighting and rendering		
Week 11	Monday 25 July 2022	Video Sequence Editor		

ibmission eadlines	Portfolio - 60%	08 August
Submi Dead	Animated Sequence - 40%	01 August