

Model Rigging & Import

Level One Course



"This class was awesome! It really filled in all the knowledge gaps with my model workflow."

- Submitted Student Evaluation



Course Topics

"If you think training is expensive, try ignorance."

– Peter Drucker



Course Topic Information

The course will cover the following topics, but it should be noted:

- There is no guarantee that each topic will be covered depending on a variety of factors such as oversized classes, student prerequisite knowledge not being met, desired focus towards a common class goal (organization's need for conducting the class), etc;

Course Topics

1. Overview of Oxygen and Modeling
2. Useful Oxygen Windows and Settings
3. 3D Theory and Fundamentals
4. Introductory Project
 1. Project Setup
 2. 3D Primitives
 3. Buldozer Inspection
5. Project 1: Basic Building
 1. Basic LODs
 2. Textures
 3. Configuration
6. Project 1: Advanced Building
 1. Door Animations
 2. Ladders
 3. Additional LODs
7. Project 2: Basic Vehicle
8. Project 3: Preparing a Previously-created Building
 1. FBX Import; inspecting conversion to P3D
9. Project 4: Preparing a Previously-created Vehicle