LEGO 3D GAME DESIGN CAMP

MediaFineArts.com

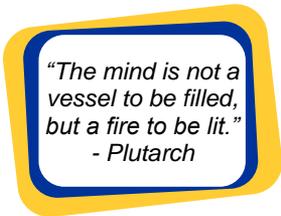### July 18 to 22, 2016

MEDIA EDUCATION IS OUR PASSION

We are now taking registrations for our 3D Game Design Camp for Beginners

The Purpose of This Class

Having taught media for almost 20 years, I consistently am approached by young people who want to work in the Game Design Industry. Well, here's your chance to experience it before you make that commitment!

About The Class

This course is designed to teach you the fundamental philosophies of game design and apply them in a hands-on manner using a step-by-step process that develops your 'game design muscles.' The tips, tools, and techniques taught in this course exist to provide the practical resources needed to create your own 3D Game and characters in the traditional Lego Minifig style. Participants will create a 3D Action Game and populate it with their own Lego characters.

"The mind is not a vessel to be filled, but a fire to be lit."
- Plutarch

Camp runs from July 18th to July 22nd, 2016.

Students may bring their own laptop or one will be provided. The software used for this course is included in registration.

What's Covered

The course will cover all the basics (beginner level) to get you proficient in concept creation, 3D modeling, texturing and level design.
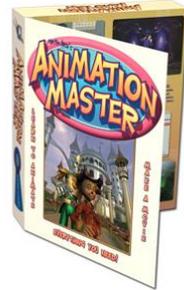
The class outline at a glance:

1. **Game Concept**
   a. Story Development
   b. Finding the fun
   c. Making it fair
2. **3D Modeling**
   a. Creating Primitives
   b. Spline Based Modeling
3. **Texturing**
   a. Flattening the character
   b. Color Creation
   c. Mapping Model
4. **Rigging Characters**
   a. Adding Bones
   b. Assigning Mesh
5. **Animating Characters**
   a. Creating the basic game actions
   b. Exporting and Importing
6. **Level Design**
   a. Creating an Outdoor Environment
   b. Quest Based Systems
   c. Combat
   d. Level Difficulty
   e. Story and Game Pace
   f. Publishing

About The Software

Animation Master:
Whether you're looking to create whole three dimensional worlds or have a two dimensional project in mind, Hash Animation:Master is the 3D software you need to design and render amazing imagery and animation... from the comfort of your kitchen table!

"In the ensuing years, I used A:M exclusively and came to understand what 'usability' really is. It is still one of the best examples of a truly non-linear pipeline ever. Nothing that I have tried has ever come close."

> – Barry Zundel, Technical Director
> Pixar Animation Studios

3D Gamestudio 8:
Gamestudio is the world's fastest authoring system for interactive 2D and 3D applications - such as multimedia tools, video games, simulations, or any other software program. With its easy approach, Gamestudio is the best starting point into general programming or video game development.

"An excellent tool to quickly prototype and develop 3D graphics applications"

> - Dr. Dobb's Journal

The Instuctor

Mike Schoenhals teaches Media Arts, Animation, Film, and 3D Game Design in the public school system for 20 years. Mike is the founder of Media Fine Arts, a company that exclusively deals in the education of young enthusiasts in media.

Location, Time & Cost

Lego 3D Game Design is offered exclusively through the beautifully newly renovated Arts Centre in Port Moody.

The camp is held July 18th to July 22, 2016 from 9am to 3pm daily. After camp care is available through the Port Moody Arts Centre.

The total cost including GST, software and supplies is $200

Registration

Registration for Lego 3D Game Design is done through the Port Moody Arts Centre Online Registrar.

"He thoroughly enjoyed this past class with you. It's great to see such enthusiasm from him."
-Parent Quote

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MediaFineArts.com

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