



**EVENING | 16 months**  
**825 hours**

**AEC | ONLINE**  
**NTL.OY**

This Video Game 3D Modeling E-learning program is designed for anyone with a passion for video games, 3D animation and graphic design. Discover the different steps in video game design—from modeling characters, to props and scenes. In order to keep its position at the cutting-edge of the industry, the program has been recently enhanced to actively meet workforce needs.

Whether you want to generate 3D renderings for animated films, cartoons, online games or blockbuster movies, prepare yourself to face the demands of this high-technology industry with the Video Game 3D Modeling E-learning program. This program was developed in Montréal, known for its cutting-edge, avant-garde expertise in video game technology. Harness your imagination and take your talent to the next level!

## Relevant Training

This 825-hour program will provide students with the basis for 3D design of weapons and props, environment modeling and character design. In addition, students will learn to generate 3D images and full renderings with appropriate lighting and textures. Upon completion of this program, graduates will have the necessary skills to design and create a game level.

The training provides:

- High-quality training with rich media content
- Continuous evaluation of your understanding of the subject at hand
- A variety of courses available remotely
- A combination of virtual classes, self-guided training, and homework for a minimum amount of class hours and a maximum amount of freedom
- Virtual evening classes
- Length of program: 16 months
- 24 hours/week of work (includes self-guided training, virtual classes and individual study time)

## Diploma

This program leads to an Attestation of College Studies (AEC).

## Admission Criteria

Have a training deemed sufficient and meet the admission criteria set for college studies.

## Career Prospects

After completing the Video Game 3D Modeling E-learning program, you will have earned your diploma from LaSalle College, and gain access to the following fields of employment:

- Game modeling technician
- Level designer
- Modeling graphic designer





## Concentration Courses

### Semester 1

- 3D Modeling
- Video Game Industry and Production Process
- Textures and Visual Language I
- Introduction to Game Design

### Semester 2

- Textures and Visual Language II
- Environment Design
- Accessory Modeling
- Level Design

### Semester 3

- Character Modeling
- Level Modeling
- Rendering Techniques

### Semester 4

- Professional Portfolio
- Integration Project

This training program is available in English and French.

Consult our [self-guided training catalogue](#) if you want to take any of these courses individually (without earning a diploma).

## Methods of Instruction

### Blended e-learning

- Distance learning combining self-study at your own pace (asynchronous) and guided sessions with a live tutor (synchronous)

## Prospective Student Profile

### The Remote Explorer

- You have a well-developed artistic flair and lots of creativity
- You are passionate about visual art, design, sound and computer science
- You want to learn the basics for modeling 3D video game universe
- You have a basic knowledge of computer tools
- You wish to study at your own pace without having to go on campus

## Minimum Equipment Required

- Computer with 64 bits 3 GHz processor or Mac Intel
- Windows 7 or higher; or Mac OS v.10.7 or higher
- Minimum 8 GB of RAM
- Hard drive 1 TB
- Graphics card compatible with Direct3D®, or OpenGL®
- High-speed internet access
- Internet browser
- Screen with minimum resolution of 1080 x 900 (1280 x 1024 recommended)
- Sound card, headphones and microphones
- Application software and peripherals required for the course
- Burner, blank CDs and DVDs
- Flat scanner

Please note that certain software may not be compatible on a Mac computer. Students are responsible for verifying their compatibility.

Software and materials are necessary and may incur fees. Your tutor will supply you with a list of required software and instructions on how and where to download them at the best price.

## Required Software

Adobe Photoshop CS5, 3D Studio Max 2010, ZBrush 4, Microsoft Word.

