To Do by next class:

Find and rate works from DTC

Create Milestone Doc (see bottom)

Most sought after positions

Modeling/Texture

Coding/Engines

Rigging

Not

Concept art, etc

Good resources

Forums are great

YouTube

Maya and 3DSMAX (learn both, but 3DSMAX is standard)

3DSMAX for modeling and texturing

Maya for animation and rigging

ZBrush- A sculpting tool (part of modeling)

Substance Painter- Texturing program (This with 3DSMAX or Maya are 90% of Pipeline work)

Quixol- Free with an Epic account: Specifically, the mixer

Engines: Unity & Epic Unreal

Photoshop

Don’t care what website you host so much as your work: Wix, SquareSpace

Professional domain name: DimitriMyers.com

Email Nikki Dunsire Discord account

To have her check work post it to BaseCamp and shoot her a ping.

Take notes on critique, and no late work.

App that tells you when to take a break, and start recording how long you work on each project

Look at marmoset

View Syllabus on BaseCamp for schedule, etc

Start ranking quality of completeness and quality of projects

Create a milestone document, what do you want out of the class and to achieve by the end. In terms of personal work, what do you want done?

List what you would like to work on and polish, and how long it would take to do it.

Make it very clear what your two primary choices of job are, and then add an interests section to showcase your “free time” works.

Digital submissions and or on USB

Milestone project

Project(identify if it’s a new project)

Description

Timeline

Status to completion