

# FOUNDRY MODO



e-Learning Course

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**ZETLAN TECHNOLOGIES**

# **BEGINNER COURSE CONTENT**

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## **1. Introduction to Modo**

- o Overview of the interface & navigation
- o Viewport controls & shortcuts
- o Understanding Modo's workflow

## **2. Basic 3D Modeling**

- o Primitive objects & transformations
- o Polygonal modeling fundamentals
- o Subdivision surfaces

## **3. Selection & Transformation Tools**

- o Edge, face, and vertex selections
- o Soft selection & falloffs
- o Transform, rotate, and scale

## **4. Materials & Shading**

- o Introduction to shading networks
- o Applying and editing materials
- o Working with UVs

## **5. Lighting & Rendering**

- o Modo's rendering engine
- o Basic lighting setups
- o Introduction to Global Illumination

# **COURSE MODULES**

# Intermediate Course Content

## 6. Advanced Modeling Techniques

- o Hard surface modeling
- o Organic modeling basics
- o Boolean operations

## 7. Sculpting & Retopology

- o Using sculpting brushes
- o Retopology workflows

## 8. UV Mapping & Texturing

- o Unwrapping techniques
- o Texture painting in Modo
- o Using procedural textures

## 9. Advanced Shading & Materials

- o Node-based shading
- o Creating realistic materials
- o Baking textures



# Advanced Course Content

## 10. Character Rigging & Animation

- o Bone setup & weight painting
- o Simple animation in Modo

## 11. Procedural Modeling & Modo's Deformers

- o Mesh fusion workflows
- o Non-destructive modeling

## 12. Advanced Rendering & Look Development

- o Physical-based rendering (PBR)
- o HDRI lighting
- o Final compositing & rendering optimization

## 13. Integration with Other Software

- o Exporting assets for game engines (Unreal, Unity)
- o Working with external rendering engines (V-Ray, Octane)

