FOUNDRY MODO





e-Learning Course

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ZETLAN TECHNOLOGIES

BEGINNER COURSE CONTENT

1. Introduction to Modo

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

2. Basic 3D Modeling

- oPrimitive objects & transformations
- oPolygonal modeling fundamentals
- oSubdivision surfaces

3. Selection & Transformation Tools

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

4. Materials & Shading

- oIntroduction to shading networks
- o Applying and editing materials
- oWorking with UVs

5. Lighting & Rendering

- o Modo's rendering engine
- oBasic lighting setups
- oIntroduction to Global Illumination

COURSE MODULES

Intermediate Course Content

6. Advanced Modeling Techniques

- oHard surface modeling
- oOrganic modeling basics
- oBoolean operations

7. Sculpting & Retopology

oUsing sculpting brushes

oRetopology workflows

8. UV Mapping & Texturing

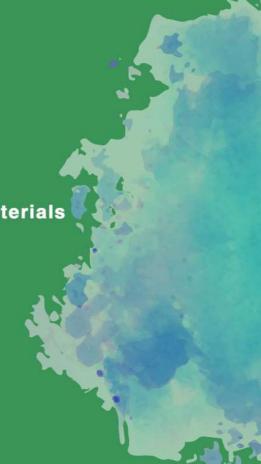
oUnwrapping techniques

o Texture painting in Modo

oUsing procedural textures

9. Advanced Shading & Materials

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



Advanced Course Content

10. Character Rigging & Animation

- oBone setup & weight painting
- oSimple animation in Modo

11. Procedural Modeling & Modo's Deformers

- o Mesh fusion workflows
- o Non-destructive modeling

12. Advanced Rendering & Look Development

- oPhysical-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)

