- Kintsugi Academy -

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Our Vision

We aim to prepare a high caliber 3D artist with a unique characteristic in mind and relentless mentality to strive for the best.
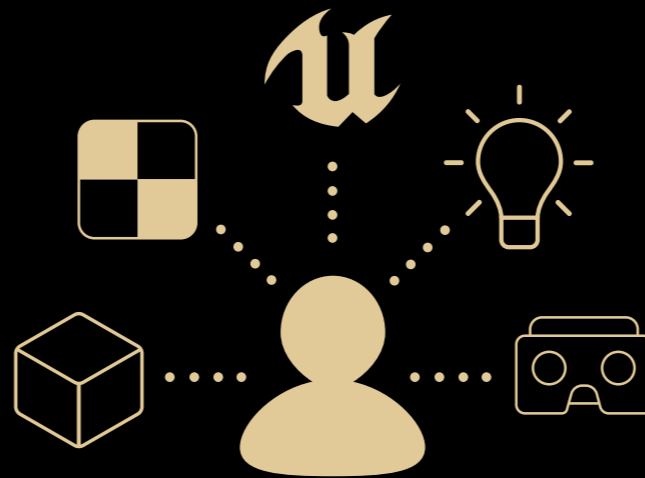
Why Visual

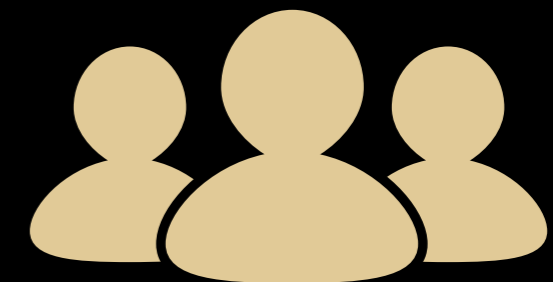## Career & Future Prospects

*Including but not limited to

- Modelling Artist
- Texturing Artist
- Rendering / Lighting Artist
- Art Director
- Animator

Skill Sets

*Including but not limited to

- Create 3D Model
- Create Texture
- Composing Lights
- Create Story Board
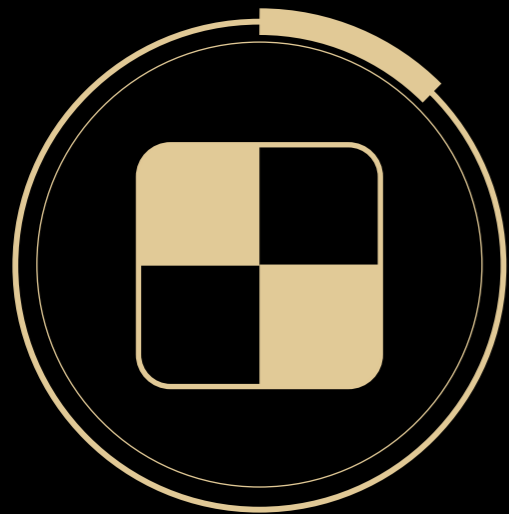- Enhance Image
- Create VR Walkthrough
- Animate 3D scene

Join Our Movement

*Terms and condition applied

If you're able to pass our academy test with certain score/standard that we've set. We will directly offer you a chance to work with us, either as a permanent employee or as our priority freelance partners.

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Rendering

Texturing
Introduce bitmap, UVW Map modifier, and how to apply it on obejcts. The textures will be wood, concrete, and fabric.

Shader 1.1
Learn about shader, understanding about material parameters. Create shader for wood, concrete, and metals, glass, mirror, and wall.
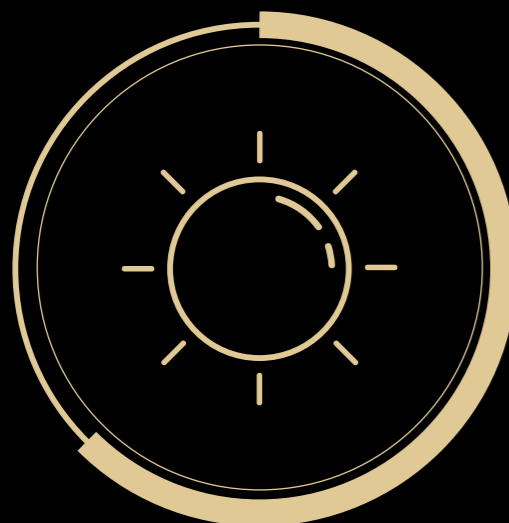
Shader 1.2
Learn about 2-sided material for curtains. Create shader for fabric, marbles, and plastic.

Review
Review previous classes (Texturing, Shader 1.1 and Shader 1.2).

Lighting 1.1
Learn about Sun and HDRI lighting. Apply the lights on a scene.

Lighting 1.2
Learn about artificial lights (rectangle, sphere, disk, etc. and IES lights). Apply the lights on a scene.

Postproduction
Learn about render parameters and enhance image in Photoshop.

Final Review
Review all previous classes from Texturing - Postproduction.

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Rendering

1. Texturing
Learn about what is bitmap (An image that will be used for the rendering object) and how to modify the object into actual size in real world using UVW Map modifier.

2-3. Shaders
Learn about material parameters, such as reflections, refractions, IOR, bump, and others in order to create high quality realistic rendering results.

4. Review

5-6. Lighting
Learn how to use and maximize lightning to bring rendering scene into life.
In this class we will learn about 2 types of lightning, which are:
1. Natural Light - Vray Sun & Vray HDRI
2. Artificial Light - Vray Lights (rectangle, sphere, disk, EIS, etc.)

7. Postproduction
Learn how to set render elements and maximize photoshop to enhance the final image.

8. Final Review

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Modelling

Modelling Intro
Introduce 3D modelling types, techniques and the softwares.

Blocking with Reference
Create basic model based on photo reference.

Finalizing Model
Learn how to neatly and properly create the final model.

Re-Topology
Introduce what Re-Topology is and its function.

Low Poly Modelling
Learn how to create a low-poly yet nice model.

High Poly Modelling
Learn how to create a high poly model.

UV Theory
Learn about UV Mapping and the types of UV Mapping.

Texturing & Presentation
Learn how to do basic texturing & materials. Presenting 3D model that has been created along the class.

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Modelling

1. Modelling Intro
Learn the modelling tools and techniques to simplify the modelling process.

2. Blocking a Model with Reference
Create 3D model with a good proportion and similarity to the reference image.

3. Model Finalizing and Cleanup
Produce a fine 3D model.

4. Re-Topology Basics
Create 3D model with a good topology to optimize the scene.

5. Low Poly Modeling
Create a low poly 3D model to reduce the desktop capacity.

6. High Poly Modeling
Create a high poly 3D model to make it looks good for the scene.

7. UV Theory
Learn a good unwraping technique to speed up the mapping process.

8. Texturing and Presentation
Learn how to do basic texturing to create a realistic render.

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Unreal Engine

UE Intro

Introduce Unreal Engine, function and its tools.

Preparing & Optimizing Scene

Remodel objects, create textures, and optimize the scene in Unreal Engine.

Import - Export Model

Learn how to import and export models and textures from 3ds max to Unreal Engine.

Lighting in UE

Introduce lighting tools, create lighting & setup lightmass in Unreal Engine. And trick how to get a faster lighting process.

Material & Shader

Learn about PBR, master and instance materials. Create materials such as Wood, Concrete, Metal, Glass, etc.

Postprocessing in UE

Learn how to do postproduction in Unreal Engine

Datasmith

Import scene using Datasmith & troubleshooting.

Visual Scripting Blueprint

Learn how to do a simple script to make some interactive walkthrough.

Setup VR scene

Convert desktop version into VR version and set-up VR controller & device on PC.

Program Compile

Convert Unreal file into .exe

Unreal Engine

1. UE Intro
Learn basic knowledge of Unreal Engine speed up the process and helps to eliminate problems.

2. Preparing & Optimizing scene
Optimize obejcts and materials in the scene to reduce the hardware capacity and make it run faster.

3. Import - Export Model
Import and Export in Unreal Engine is very important to speed up the working process.

4. Lighting in UE
As in the Vray rendering, lighting in Unreal Engine is also an important point to make the scene comes to life.

5. Material & Shader
Learn how to create material in Unreal Engine and converting Vray materials into Unreal Engine material this can eliminate creating material process if users already had Vray materials in 3dsMax.

6. Postprocessing in UE
Post-processing in Unreal Engine to make a faster result and enhance the Unreal Engine products.

7. Datasmith
Learn how to use Datasmith which is a tool to import scenes to Unreal Engine, this tool speeds up the working process.

8. Visual Scripting Blueprint
Learn how to create a simple coding to make an interactive VR walkthrough.

9. Setup VR scene (HTC Vive / Oculus Rift)
Convert desktop version into VR version, setting up VR controller & device on PC.

10. Program Compile
Convert unreal file into ".exe" so it will be usable for many users.

Price List

Modeling	: IDR 4.000.000
Rendering	: IDR 6.000.000
Unreal Engine	: IDR 15.000.000
Modeling + Rendering	: IDR 8.000.000

Kintsugi Visual Academy is finally open for everyone who're interested to learn more about 3D and live in Surabaya!!

Starting at IDR 4 million, our courses will include modeling, rendering, and virtual reality designing. If you're interested to know more about our detailed curriculum and prices, you can directly head over to our website at www.kintsugivisual.com/academy and click the link "Our Curriculum" or simply DM us to know more.

Most frequent asked question that we get: Why do we need to go to your Academy compared to others and why the prices are relatively expensive?

1. Curriculum Quality
    Our Visual Academy team has endeavored all of their time to create the most complete and comprehensive curriculum for all of you. In here, you will not only learn on how to make high quality photorealistic images, 3D models, or virtual reality experiences, but you will also learn and know all the reasons behind each process, why each process is important and has its own impact to the final visual result.

2. Business
    Besides learning about all the 3D skill set, our team will also give you a full insight on the 3D industry world right now. Job / career opportunities, how to be a competitive freelance 3D artist, how to make a new 3D studio company, and many more.

For those of you who have a question "Why is it important for me to learn about business perspective?", the answer is very simple. Skill set alone means almost nothing, you can make all those superb and beautiful visual contents, but at the end who will get the benefits out of your skill set and how to market & monetize your skill set?

3. **Join Our Movement
    At the end of each course, we will evaluate all the things that you've learned through a test. However, this test is not only used to see your "position". It will also open and give you a chance to directly involve in the real project by joining us as 3D artist partner (You need to pass the test with certain score)

** To "Join Our Movement" you need to at least take and pass the test in our 2 courses (Modeling & Rendering)

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