*"Developing Young Minds Through The Art of Animation"*

**www.eliteanimationacademy.com**

## 2025 SUMMER VIRTUAL COURSE SCHEDULE – 06/02 to 08/09

**SUMMER COURSES are instructed EST as PRIVATE on line live sessions.**
**SATURDAY - *10 AM to 12 N, 12 N to 2 PM, 2 PM to 4 PM, 4 PM to 6 PM***
**OR TUESDAY thru FRIDAY – *4 PM to 6 PM or 6 PM to 8 PM***
## ONLINE GAMING COURSES AVAILABLE

## INTRODUCTION TO GAMING
No programming experience necessary! Students will use the Unity game engine to create 2D environments and objects and then learn how to create their very own games from scratch, then using their imagination they can combine and restructure what they've learned to create new and original games.

## 2D GAME DESIGN
Students will use the Unity game engine to create 2D environments and objects and then learn how to create their very own games from scratch, then using their imagination they can combine and restructure what they've learned to create new and original games. Some advanced concepts will be glossed over so recommended students are computer savvy

## 3D GAME DESIGN
Students will use the Unity game engine to create 3D environments and objects and then learn how to create their very own game from scratch, then using their imagination they can combine and restructure what they've learned to create new and original games. Some advanced concepts will be glossed over so recommended students are computer savvy and have some concepts of programming

## 3D SCULPTING IN ZBRUSH
In this course, you will explore the fundamental functions of the software, diving into the creative process of digital sculpting. You'll begin by manipulating and shaping virtual clay, honing your skills to create breathtaking high-resolution models that showcase intricate details. Each lesson will guide you through various techniques, enabling you to bring your artistic vision to life in the digital realm.

## 3D MODELING FOR GAME DEVELOPMENT
In this course, you will explore the fundamental concepts of modeling and texturing tailored for game development. Starting from the creation of your very first polygon, you will progress step-by-step to develop a fully textured 3D model. By the end of the course, you'll have the skills to effectively prepare your model for seamless integration into your preferred game engine, ready to bring your creative visions to life. Choose your own game engine to use !

## 3D CHARACTER CREATION FOR GAMING
In this class, you will create a game character from the beginning to a model that is ready to use in your game engine. You will use 3DS MAX to build the model, add textures, rig it, and apply skinning. You will also set up the character with the right loop structure for animation.