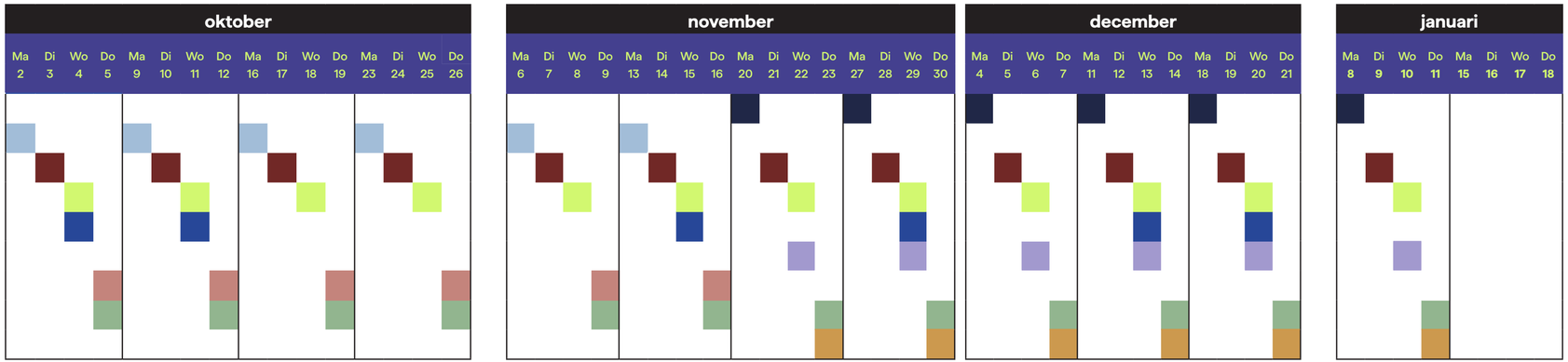
planning
2023-2024

semester 1

- 3D sound
- unreal
- 3D essentials I
- 3D print & design
- projectionmapping & realtime visuals I
- motion - camera tracking / compositing
- 3D concept art
- interactive 3D/VR & AR
- advanced modeling



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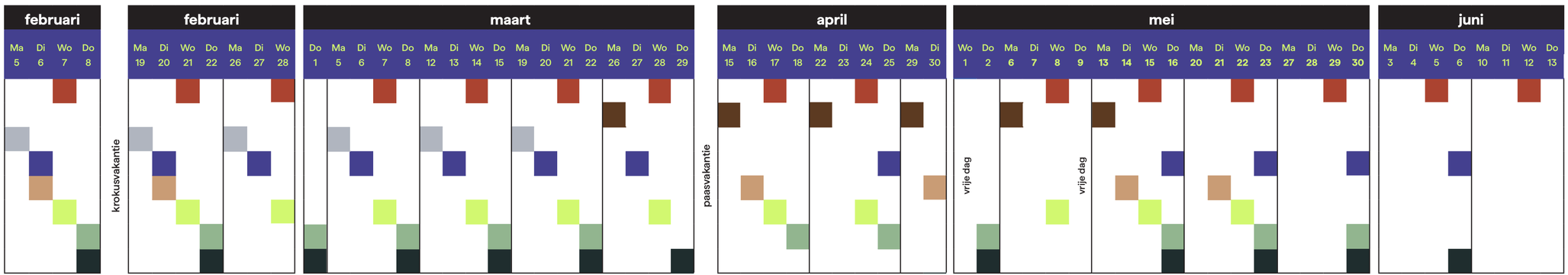
semester 2

- project 3D
- type design for 3D environments
- unity coding
- 3D essentials II
- projectionmapping & realtime visuals II
- 3D print & design
- interactive 3D/VR & AR
- character animation & rigging