Updated 01/03/2023

Sign up

3D Coat training
3 days (21 hours)

Presentation

3DCoat is a versatile tool for high-poly modeling, retopology and texturing 3D models with ease.

Its first original modelling feature is the use of the voxel sculpting method. This means there are no restrictions on topology, as if you were sculpting with clay. You can sculpt right down to the smallest detail.

Amazing automatic retopology tools (AUTOPO) with user control over edge loops.

Quick, convenient UV unfolding lets you visualize the result before application.

Tools for texturing in PBR, Pixel, Micro-Summits or P-Tex. Intelligent materials for easy adaptation and reuse.

Like all our training courses, this one will introduce you to the latest version of the tool, 3D Coat 2021.02.

Objectives

- Understand and master the software interface, menus and windows
- Know how to prepare your workflow before starting work. Know the different problems to avoid and anticipate them.
- Know how to use Voxel modeling tools
- Understand the use of shaders on voxels and their impact on the final result.
- Know the retopology tools and understand how they work.

- Bake a high-poly model on a low-poly model and create the normal map, ambient occlusion and textures required for the final model.

Target audience

Anyone wishing to improve their knowledge of 3DCoat. Anyone wishing to speed up their work or learn 3D modeling.

Prerequisites

A recent laptop with the free 30-day version of 3DCoat.

3D Coat training program

[Day 1]

Introduction to 3D modeling

- The basic concept of 3D.
- Prepare your workflow before you start. (moodboard)
- Basic commands
- Camera tools
- The different Brushes for modeling
- The layer system
- shaders
- integrate references
- surface mode
- Voxel modeling
- Symmetry tools

[Day 2]

Retopology work and UVs

- Choosing the right retopo tool (instant mesh, autopo or manual)
- Edges Loops, Quads, Tris and NGons
- Mesh optimization techniques
- UV unfolding techniques
- Multi-materials
- Baking normal maps

[Day 3]

The final color

- Painting tools
- brushes
- layers
- intelligent materials
- the different types of projection
- Normal map, diffuse and specula

Complementary module (2 additional days)

- Integration with ZBrush
- Integration with 3DS max or maya
- Export to external engines and tools
- integration with unity and unreal engine.
- Rendering
- using 3Dcoat scripting

Companies concerned

This course is aimed at companies, large or small, wishing to train their teams in a new, advanced computer technology.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire is used to check that skills have been correctly acquired.

Sanction

A certificate will be issued to each trainee who completes the course.