BIP: 3D MODELING FOR GAMES

Blended Intensive Program (BIP) for students will take place at the Faculty of Informatics, Kaunas University of Technology, Lithuania.

➢ Dates:
- **April 6, 13, 20, 27, 2024 (Virtual part)**
- **June 10-14, 2024 (Physical part)**

➢ Topic: ***3D Modeling for Games.***

➢ Credits: **3 ECTS**.

VIRTUAL PART

Week	Topic
Virtual 1	Introduction to the course
Virtual 1	Game engine introduction
Virtual 2	Low-poly mesh modeling
Virtual 2	Shader modeling and UV Mapping
Virtual 3	Game mechanics
Virtual 3	Level design
Virtual 4	Character modeling and texturing
Virtual 4	Character animation

PHYSICAL PART

Day	Topic
Day 1	Arrival
Day 1	Welcome party
Day 2	Level design and logic revision
Day 2	Table and video game competition
Day 3	Look and feel tweaking
Day 3	Extra activities
Day 4	Game presentation
Day 4	High score challenge and awards
Day 5	Farewell party
Day 5-6	Departure

➢ **Registration** is open until **January 31, 2024.** Please notice that it can be closed earlier if we do have sufficient number of participants. The link to register or nominate a student (to be filled in by the student or nominated by Home Institution).

➢ E-mails with **results** and information will be sent to applicants on **February 12-16, 2024**.

➢ **Application** deadline – **March 15, 2024**. The link for application to the KTU *Mobility Online* platform will be sent to selected candidates only.

➢ **Acceptance letters** will be sent together with the detailed agenda on **March 18-22, 2024**.

➢ Detailed Agenda will be provided at least 2 weeks before BIP.