
Subject: OT: 3D Modeling & Animation as a career...
Posted by [Sk8rRIMuk](#) on Wed, 12 Mar 2003 12:39:08 GMT
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I have always wanted to do 3D modeling as a career in either the game or movie side...

I have a choice of 2 different national diplomas at college Media (Moving Image) & Design Crafts the first is obvious extremely good as it is the media (i.e. films) but the second specifically deals with 3D Modeling & Animation (Computer Applications) as a specialist unit I am not sure what to pick ?

Seeing as how Renegade is home to some of the best fan 3d modelers & animators I though it relevant to post about it here and see whether I could get some feedback...

Also I will post in the "Mod Forum" about the way to approach modeling and tips on learning modeling...

This is just an idea I had I will just see whether it gets anywhere if not never mind but I would like to get some good replies...

Thank you in advance.

-Sk8rRIMuk

Subject: OT: 3D Modeling & Animation as a career...
Posted by [Halo38](#) on Wed, 12 Mar 2003 15:49:19 GMT
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Do something like Engineering you learn lots of things you can apply to many many situations in design/modeling, it is how ever a harder subject it also makes you more employable in a wider range of positions.

Subject: OT: 3D Modeling & Animation as a career...
Posted by [Boink-Your-Dead](#) on Wed, 12 Mar 2003 19:57:26 GMT
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I would say the Design Crafts one as it is a lot more specific and I like the sound of speaclist .

-Boink-Your-Dead
