

BIP “3D Modeling for Games”

(3 ECTS)

Have you ever played a computer game? Chances are, you have. But have you ever wondered how games are made? If you're curious and eager to find out, then this BIP is perfect for you!

The “3D Modelling of Games” BIP will guide you through the process of creating a three-dimensional game, from crafting your in-game character to refining game logic, appearance, and overall user experience.



Preparation will begin in April 2024. We'll work in online teams to delve into the fundamental principles of 3D modelling and game engine mechanics.



In mid-June, we will meet in person for workshops, where we'll review and enhance every game product.



Workshops will culminate in an opportunity for you to play and evaluate each other's games.

Workshops will take place in Kaunas City – the heart of Lithuania, the southern Baltic state. Throughout the week of your physical mobility you'll also have the chance to explore Kaunas and its surroundings.

Registration is open until
January 31, 2024



Application deadline –
March 15, 2024.



April 6, 13, 20, 27, 2024
(Virtual Mobility Part)



June 10-14, 2024
(Physical Mobility Part)



Registration form:

<https://forms.gle/TuF1QndD2bHZVcTi8>

Contact person:

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