



STUDENT TRAINING

Students complete 2 required sessions taught virtually by professional trainers.

- 3D Modeling in Maya for Beginners
- 3D Printing and Troubleshooting
- Adobe Illustrator
- Adobe Photoshop (Elementary)
- Adobe Photoshop Advanced
- Adobe Photoshop Basics
- Advanced Designing in Fusion 360 for 3D Printing
- Advanced Digital Photography
- After Effects
- ArcGIS Q&A
- Basic Photography with a Smart Phone
- Blueprints Visual Scripting in Unreal Engine
- Creating 3D Models in Blender
- Developing Apple iOS Apps!
- Drone Basics
- Exploring Architectural Concepts in ArchiCAD
- Eye of the Photographer: Composition and Design
- Eye of the Photographer: Lens Choice, Styles and Why
- Game Design
- Getting Started with ArcGIS Online for EAST
- Getting Started with Drones
- Historic Preservation and EAST Classes
- Introduction to Design for 3D Printing in Fusion 360
- Introduction to Game Design with Unity
- Intro to Digital Photography
- Maya
- Project Development
- Project Management
- Project Wingspan - Pollinator Conservation with ArcGIS Mobile Apps
- Rohwer Reconstructed: A Digitally Integrated Approach at Retelling History
- System Admin Training
- True Colors
- Unreal
- Unreal Engine Lighting and Materials for Beginners
- VR in Unreal Engine
- VR Training
- Website Design from Beginning to End