



3D PRODUCT **MODELLING** BROCHURE



www.orangevfx.com/training

FEBRUARY 2026

A portrait of Richard Oboh, a Black man with a short beard and mustache, wearing a light-colored t-shirt with a patterned tie. He is looking slightly to the left of the camera with a neutral expression. The background is dark. The portrait is partially overlaid by a large orange and white graphic element on the left side of the page.

WELCOME SPEECH

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology—you provide the dedication.

Let's start building your future today.

A handwritten signature in black ink that reads "Richard Oboh". The signature is written in a cursive style and is positioned above a thin horizontal line.

Richard Oboh

Richard Oboh
CEO and Managing Director
Orange Seed Academy

2026

ABOUT ORANGE SEED



OUR MISSION

To empower 10,000 African digital Creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.



OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity





CERTIFICATION TIERS

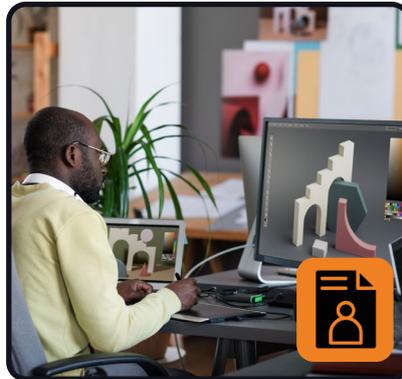


Tier 1: Foundation

Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- ▶ 2+ Weeks Duration
- ▶ Basic Training Required
- ▶ Proof Of Participation
- ▶ Limited Placement
- ▶ Free



Tier 2: Intermediate

Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- ▶ 2+ Months Duration
- ▶ Mentorship & Showreel Required
- ▶ Moderate Placement Potential
- ▶ Featured on Student Portal
- ▶ N10,000.00 (\$10)



Tier 3: Professional

Diploma

The highest level of certification, signifying full professional readiness across a complete job module.

- ▶ 4 - 6 Months Duration
- ▶ Full Job-Role Module Required
- ▶ 80%+ Placement Rate
- ▶ Direct Trainee Role Eligibility
- ▶ N20,000.00 (\$20)





HOW IT WORKS

01

SELECT YOUR PATH

Stop guessing what to learn. Pick one of our 6 specialized schools: Animation, Games, Design, Film & VFX, Modeling, or Arch-Vis. Start with a free consultation to align your goals with the right creative tech career.

IMMERSIVE TRAINING

Experience world-class learning on our new integrated student portal. Access structured lessons, track your progress, and take quizzes—all in one place. Enjoy a mix of live sessions and recorded modules designed for deep mastery.

02

03

ELITE MENTORSHIP

Gain access to our exclusive Discord community. Get expert feedback, network with peers, and stay updated on the latest industry job openings. Coming soon: A Nitro-upgraded experience for high-speed collaboration and premium resources.

REAL-WORLD ASSESSMENT

We don't just teach; we refine. Submit projects through the portal for expert review. Pass your final examination to prove you are industry-ready. Opt-in for our subsidized Pro Mentorship plans for even deeper one-on-one guidance.

04

05

GRADUATE AND INTERN

Leave with more than a certificate. Walk away with a professional portfolio that gets you hired. Top students land a 3-month internship at Orange VFX Studios to gain real-world studio experience.

DISCOVER YOUR CREATIVE PATHWAY

Our academy is built around six specialised schools designed to take you from absolute beginner to industry professional. Whether you decide to master character animation, build immersive games, or craft stunning architectural visuals, you are entering an ecosystem perfectly structured to support your ultimate career goals.



1 Animation 

2 Modelling 

3 Games 

4 Design 

5 Film/VFX 

6 Arch Viz 



COURSE OUTLINE

3D Product Modelling



Build professional 3D product showcases in our intensive 4-week course

Use Maya, Arnold, and AI to model, texture, and animate high-fidelity products. After the 4-week course, enjoy a month of 1-on-1 mentorship to polish your renders using 10 curated briefs and graduate with two portfolio-ready product showcases.

What you'll Learn

- Model hard-surface products with clean topology and edge flow
- Unwrap UVs and create realistic Arnold materials and labels
- Set up professional studio lighting and cinematic camera moves
- Animate technical product reveals and exploded views
- Use AI tools to generate branding and speed up workflows

This course includes:

-  1 Month of private 1-on-1 expert mentorship
-  24/7 Seed LMS Student Portal access
-  Interactive quizzes, assignments, and practice files
-  Official Certificate of Completion



Duration: 4 Weeks



Software: Autodesk Maya



Time: 9am- 12pm, 12pm- 3pm



Mentorship: 1 month free



Level: Intermediate



Week 1: Precision Modelling & Topology

Topic A: Reference & Scale

- Importance of real-world measurements.
- Setting up Image Planes and orthographic views.
- **Project Management:** Incremental saves and scene organisation.

Topic B: Hard Surface Modelling Workflow

- Sub-division surfaces vs. Low-poly modelling.
- **Support Loops and Holding Edges:** Controlling sharpness in smoothed meshes.
- **Bevels and Fillets:** Replicating manufactured edges.

Topic C: Advanced Topology

- **The "All-Quad" Rule:** Avoiding N-Gons on curved surfaces.
- **Booleans and Clean-up:** Using Booleans effectively and fixing the resulting topology.
- **Flow Retopology:** Redirecting edge loops for complex cut-outs (e.g., button holes).



Week 2: Lookdev & Surfacing

Topic A: UV Mapping for Products

- Unfolding complex shapes without distortion.
- **UDIM vs. Layout:** Organising UV shells for high-resolution labels.
- **Audio Transitions:** Constant Power vs. Constant Gain.
The "Relax" and "Straighten" tools for clean texture application.

Topic B: Shaders & Materials (Arnold)

- **Standard Surface:** Mastering IOR (Index of Refraction) for glass and plastic.
- **Anisotropy:** Creating the "brushed metal" look for electronics.
- **Clear Coat and Sheen:** Simulating car paint and fabric.

Topic C: Labels & Decals

- **Using AI (Gemini) for branding:** Generating fictional product names and logo concepts.
- **Layering Textures:** Placing logos over materials using Alpha maps.



Week 3: Studio Lighting & Presentation

Topic A: Product Photography Principles

- 👉 **Lumetri Colour Panel:** Reading the Scopes (Waveform & Vectorscope).
- 👉 **Softboxes and Reflectors:** Using Arnold Area Lights with custom textures for appealing highlights.

Topic B: The Virtual Camera (Pushes, Pulls, and Orbits)

- 👉 **Focal Length:** Using long lenses (85mm–100mm) to avoid product distortion.
- 👉 **Camera Animation:**
 - **The Push-In:** Slow, purposeful movement towards a detail.
 - **The Pull-Back:** Starting on a detail and revealing the full product scale.
 - **The Orbit:** A smooth, cinematic move around the subject to show form and volume.

Topic C: Technical Presentation (Turntables & Exploded Views)

- 👉 **The 360° Turntable Render:**
 - Setting up a seamless rotation.
 - **Graph Editor Mastery:** Converting tangents to Linear to ensure a perfectly looping animation without "easing".
- 👉 **The Animated Exploded View:**
 - **Hierarchy & Parenting:** Organising parts for independent movement.
 - **The Reveal:** Animating individual components "exploding" outwards to show internal engineering movement.
 - **Staggered Animation:** Offsetting keyframes so the explosion feels organic



Week 4: AI Workflow & Rendering

Topic A: Innovative AI Workflow (Using Gemini)

- 👉 **The Conceptual Partner:** Using Gemini to generate fictional product briefs or "backstories."
- 👉 **The Technical Advisor:** Asking Gemini to troubleshoot Maya errors or Arnold render artefacts.
- 👉 **AI for Environment:** Using Gemini to describe a perfect 3D environment to inform your lighting.

Topic B: Arnold Render Settings

Sampling and Noise: Getting rid of "fireflies" and grain.

- 👉 **AOV (Arbitrary Output Variables):** Exporting passes for post-processing.

Topic C: Final Output

- 👉 **Batch Rendering** the turntable and exploded view.
- 👉 **Encoding:** Using Media Encoder to create a high-quality MP4/MOV file.

The Project Sprint (Fixed Schedule: Days 4–5)

- 👉 **Dedicated Studio Time:** Students edit their selected projects.
- 👉 **[Live Event] Debugging Session:** Instructor hosts a dedicated Discord livestream, Moodle Chat or Zoom link to troubleshoot issues or broken geometry in real-time.



Mentorship & Portfolio Polish

Following the two weeks of core instruction, students enter a dedicated 1-month free mentorship program delivered online via Discord. This phase shifts the focus from learning new tools to applying them at an industry standard.

- **Project Polish & Portfolio Building:** Finish or redo your 2 required projects. High-quality submissions ensure better scores and a stronger portfolio.
- **Weekly 1-on-1 Sessions:** Each student is assigned a dedicated mentor for a personalised 30 to 60-minute guidance session every week.
- **Screen Sharing & Open File Reviews:** Present open project files via live screen sharing for direct mentor critiques and feedback.
- **Live Debugging:** Join a dedicated livestream where instructors actively troubleshoot settings and resolve your project errors in real-time.
- **Final Premiere:** Submit your fully rendered images or video for the Virtual Viewing Party to watch and critique final reels with the class.
- **Certification & Next Steps:** Complete the course evaluation and submit all final polished projects to finalise grading and unlock your Certificate of Completion.





HOW TO GET STARTED

1. Visit our website: orangevfx.com/training
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

Get In Touch



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