ORANGESeed

3D TEXTURING
& SHADING
BROCHURE

FEBRUARY 2026

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.

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
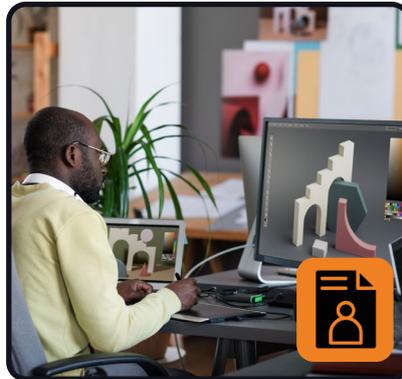
CERTIFICATION TIERS

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 02

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.

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 04

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 Mentor-ship plans for even deeper one-on-one guidance.

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.

6
Specialized Schools

1. Animation
2. Modelling
3. Games
4. Design
5. Film/VFX
6. Arch Viz

COURSE
OUTLINE

3D Texturing & Shading

Duration: 4 Weeks

Software: Substance Painter

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

Mentorship: 1 month free

Level: Intermediate

Texture your first 3D asset in our intensive 4-week course

Use Substance 3D Painter, Maya, and AI to bake, texture, and shade photorealistic models. After the 4-week course, enjoy a month of 1-on-1 mentorship to polish your renders using 10 curated briefs and graduate with portfolio-ready, high-quality assets.

What you'll Learn

- ▶ Bake essential mesh maps for procedural texturing workflows
- ▶ Create complex wear and dirt patterns using smart materials
- ▶ Paint realistic micro-details using height and normal maps
- ▶ Export packed PBR textures for Maya, Arnold, or Unreal Engine
- ▶ Use AI tools to determine material values and generate decals

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

Week 1: The Foundation – Baking & Basic Layers

Topic A: Setup & Baking

- **The 3D Canvas:** Navigating the viewport (Maya style) and importing meshes.
- **UV Logic:** Why bad UVs = bad textures. Checking UVs in the 2D view.
- **Mesh Maps (Baking):** The secret sauce. Baking Normal, World Space Normal, ID, Ambient Occlusion, and Curvature maps. Why these are essential for generators.

Topic B: Material Basics

- **Layers vs. Channels:** Understanding Base Colour, Height, Roughness, and Metallic channels.
- **Fill Layers:** Why professionals use Fill Layers with masks instead of Paint Layers.
  Brush Settings: Alpha shapes, hardness, and stroke jitter.

Topic C: The Paint Workflow

- **Projection Tool:** Painting stencils and decals onto the model.
- **Symmetry Painting:** Speeding up work on symmetrical objects.

Week 2: Smart Materials & Generators

Topic A: Masks & Generators
- **Black & White Masks:** The concept of "White reveals, Black hides".
- **Generators:** Using the "Metal Edge Wear" and "Dirt" generators driven by the baked Curvature and AO maps.
- **Smart Masks:** Drag-and-dropping complex grime patterns.

Topic B: Smart Materials
- **The Library:** Using and dissecting pre-made Smart Materials.
- **Creating Custom Smart Materials:** Building a "Rusted Painted Metal" folder structure and saving it for future use.

Topic C: Anchor Points & Height
- **Micro-Detail:** Adding bolts and panel lines using only Height/Normal information (Fake Geometry).
- **Anchor Points:** Making generators react to details you just painted (e.g., making rust appear only where you painted a scratch).

Week 3: Opacity, Emissive & Export

Topic A: Complex Shaders

- **Opacity:** Setting up the shader to paint glass or transparent plastic.
- **Emissive:** Painting glowing lights (screens, sci-fi energy).
- **Sub-Surface Scattering (SSS):** Faking skin or wax depth in the viewport.

Topic B: Export Presets

- **The Output Template:** Configuring exports for Arnold (AiStandard) vs. Unreal Engine vs. Blender.
- **Texture Packing:** Understanding "OcclusionRoughnessMetallic" (ORM) packed maps to save memory.
- **Resolution:** Exporting 2K vs 4K maps.

Topic C: Filters & Finish

- **Post-Effects:** Using Painter's built-in render mode (Iray) for quick portfolio screenshots.
- **MatFX:** Adding oil leaks, water drops, and peeling paint filters.

Week 4: The Hookup (Lookdev) & AI Workflow

Topic A: The Shader Hookup (Maya/Arnold)

- **Colour Space:** The #1 mistake beginners make. Setting "sRGB" for Colour and "Raw" for Roughness/Normal/Metalness.
- **The Hypershade:** Connecting the exported PNG/Exr files to an aiStandardSurface.
- **Displacement:** Connecting height maps for real geometry offset.
- **Alpha is Luminance:** Handling transparency correctly in the Alpha channel.

Topic B: Innovative AI Workflow (Using Gemini)

- **Material Science:** Asking Gemini for accurate IOR (Index of Refraction) and RGB values for real-world materials.
  - *Prompt Example: "What is the correct IOR value for Emerald, and what is the Hex colour code for oxidised copper?."*
- **Decal Generation:** Using Gemini to brainstorm text/logos for decals (e.g., "Generate 5 warning label texts for a futuristic nuclear battery").
- **Style Consistency:** Describing a visual style to Gemini to get a list of weathering types to apply.

Topic C: Final Render

- Setting up lights in Maya to showcase the roughness and normal maps effectively

The Project Sprint

- **Dedicated Studio Time:** Students texture and render their s elected projects.
- **The "Hookup" Debug:** Instructor hosts a session to fix "shiny" or "washed out" renders caused by wrong Colour Space settings.

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

www.orangevfx.com/training

+234-814-771-9409

training@orangevfx.com

Orange Seed Academy
36 Ajose Street, Off Olatilewa Street,
Lawanson, Surulere, Lagos, Nigeria.