# lobaki launchpad

Learn the skills and software needed to develop for a career in the Digital Artistry industry.

Lobaki Launchpad is a comprehensible VR Developer training program that consists of 4 classes that teach students the ins-and-outs of game development and Digital Artistry. This unique, first of its kind program not only exposes students to 14 career paths in the industry, but it also teaches them the skills needed to pursue a career in one of those pathways on industry standard software and equipment.
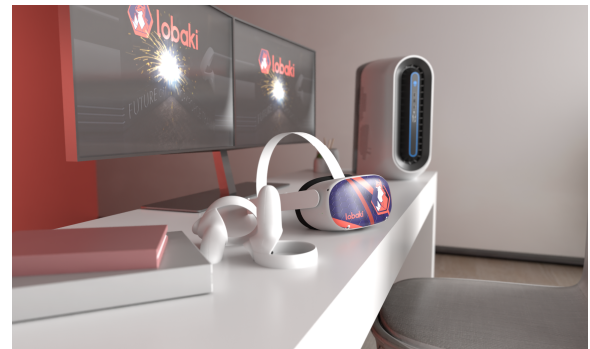
L2 includes in-depth analysis and training through a combination of theory and hands-on training in 3D modeling, rendering, and animation for both entertainment and industrial applications. Each course is configured to not only teach students the skills needed to enter the job market, but also crucial troubleshooting and problem-solving as they move through each course. As an addition to a K12 School the 4 classes are designed to span 2 years.

Industry Standard Software utilized in L2

Blocks
- 3D Modeling in VR

gravity sketch™

MASTERPIECE X
- 3D Sculpting in VR

UNREAL ENGINE
- Game Engine for building out full games, experiences, or CGI renders.

Linux Multimedia Studio
- MIDI and Music Creation and Arrangement

blender®
- 3D Modeling and Animation

Audacity®
- Audio Editing

mixamo
- Free Library of 3D Animations and Auto-Rigging Skeletons for your own 3D Characters

OpenBrush
- VR Painting and Sculpting

Sketchfab
- 3D Modeling and Architectural Design

Career Paths explored in L2

- **Environmental Artist**
  - Avg Salary- $69,449
  - Companies that Hire: Nintendo, Bad Robot Games, Funovus
- **Animator**
  - Avg Salary- $64,237
  - Companies that Hire: Blizzard Entertainment, CGBot, Epic Games
- **Technical Artist**
  - Avg Salary- $88,022
  - Companies that hire: Phygtl, Bk Virtual Homes, Trek Bikes
- **QA**
  - Avg Salary - $73,089
  - Companies that hire: Solve Education, Powerfront, Meta
- **Character Artist**
  - Avg Salary- $69,812
  - Companies that Hire: Meta, Blizzard Games, Sony Pictures
- **Game Designer**
  - Avg Salary- $100,107
  - Companies that hire: Netflix, SMG Studio, Gamefam
- **UI Designer**
  - Avg Salary- $93,623
  - Companies that hire: Blenderbox, Apeak
  - Corporation, Booz Allen Hamilton

- **Audio Engineer**
  - Avg Salary- $54,969
  - Companies that hire: A-V Services Inc, Cenero,LLC., SAE Institute
- **Concept Artist**
  - Avg Salary- $70,327
  - Companies that hire: Nintendo, Seedify, Netflix, Meta
- **Lighting Artist**
  - Avg Salary- $61,808
  - Companies that hire: Pure Imagination Games, Microsoft, Sony Pictures Animation
- **3D Modeler**
  - Avg Salary- $60,172
  - Companies that hire: Skechers, SuperGenius, Arthrex
- **Texture Artist**
  - Avg Salary- $76,997
  - Companies that hire: Sony Pictures Animation, Pure Imagination Studio, The Third Floor

Why the Digital Artistry Industry?

The Digital Artistry Industry has grown year over year on average by 64% with a projected 161.1 billion in revenue by 2025. The job market and demand for jobs will continue to grow as more industries utilize AR and VR for training, business enterprise, construction, etc.

How do these Skills Translate to the Real World & Job Market?
There has been a 75% year-over-year increase in job demand for Unreal Engine Developer Skill Sets. Our Lobaki Launchpad gives students the skill sets needed in Unreal Engine 4 to have the edge in the job market in industries such as Game Design, Architecture, Cinema, Marketing, Training, Product Simulation and Simulation Design.

Example of Companies that are currently hiring for people with Unreal Engine Skill Set

- Netflix
- Aecom
- Microsoft
- Warner Bros
- Afry
- Technicolor
- Arup
- Jacobs Engineering Group
- Booz | Allen | Hamilton
- Rivian

Classes and What is Covered

- **Intro to VR**
  - Learn about the History of the VR industry and potential career paths within the Digital Artistry Industry
  - Learn about 3D Drawing and Painting, including High Poly and Low Poly Sculpting through Medium and Google Blocks.
- **Intro to Unreal Engine 4 (UE4)**
  - Use aspects of Unreal Engine 4 to learn the following:
    - Game Lighting: types, exterior, and post processing
    - Material & Shader Design
    - Importing 3D models
    - Skeletal Retargeting and meshes
    - Cinematics & Sequencer
    - Environment and Level Design
    - VFX
    - Packaging your project
- **Rhythm Reactor**
  - Learn about the 3D modeling, Sound design, User Interface Design and the Game Development process
- **Blizzard Wizard**
  - Learn Advance Game Development and Animation Systems.
  - Create new Additions for DLCs via Mission Control

Why Lobaki Launchpad?

Our **L2** courses are structured to help navigate the vast amount of available training information and focus on the skills actually needed for a job in the digital artistry industry. In addition, students receive workforce training from people in the industry at an actual VR Development Company.

Our curriculum is made to be adaptable for any teacher regardless of skill level. Lobaki has developed a training program that is easy for teachers to utilize and implement. Lobaki also offers one-on-one coaching for implementation and year-round support so that any teacher can teach VR development through Lobaki Launchpad.

Work Based Learning

Our *Mission Control* Platform offers opportunities for remote internships and job postings

- Students can get their work published through collaborations with their school and Lobaki using Downloadable Content that includes publishing credit for the class.
- Published job experience can lead to a salary premium of 45% over other entry-level applicants
  - Students finish the L2 program with a resume of actual job experience from a VR development company and a portfolio of published work.
- Exclusive Internship offers-
  - 2 in-person Summer internships
  - Many opportunities for remote internships throughout the school year with the Mission Control Platform
- Access to knowledgeable industry experts to help expand your skills beyond the curriculum
  - Provide additional resources to help expand on individual career paths
  - Links to job sites, additional outside courses and resources, etc.
  - Guided Specialization Pathways for career paths explored within L2
- Continual growth of curriculum and up-to-date Specialization Pathways

Facts about Unreal Engine

Unreal Engine is the world's most open and advanced real-time 3D creation tool. Interactive 3D is sweeping through the professional world at a breakneck pace. By integrating Unreal Engine in your curriculum, you can prepare students for the jobs of tomorrow.

Demand for real-time 3D skills has grown 601% faster than the 3D graphics market overall and mastering real-time 3D can lead to a salary premium of 45% above other entry-level jobs.

With interactive 3D influencing everything from game development and architecture to films and automotive, your students will be prepared to apply their skills in a multitude of industries.