



lobaki
launchpad

What is The Lobaki Launchpad?



- **Lobaki Launchpad or L2 is a turn-key program that trains students to develop VR utilizing the core concepts and principals of the game development process.**

What are some features of Lobaki Launchpad?



A fully realized Career & Technical class consisting of 4 Courses that can span 2 semesters or 4 terms with the ability to align to State Curriculums for Course Accreditation.



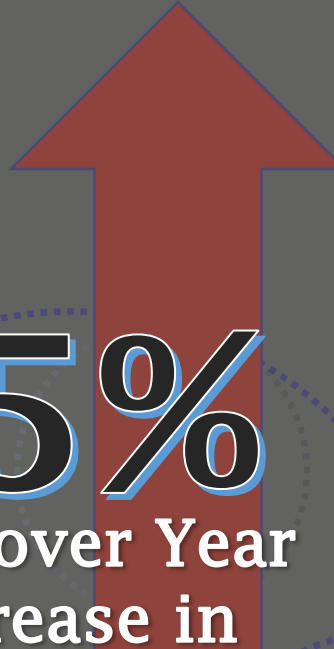
Exposure to a wide range of potential digital artistry careers and learn the skills needed to pursue careers in those digital artistry .



Learn on industry specific equipment and software that is all included within your Lobaki Launchpad bundle.

Why the Digital Artistry Industry?

The Digital Artistry Industry is the fastest growing job market. Jobs in the industry range across Game Development, Cinema, Architecture, Marketing, Training, Product Simulation, & Simulation Design.



75%
Year over Year
Increase in
Job Demand

Companies Hiring **Unreal Engine** Developer Skill Sets

NETFLIX

AECOM



Microsoft



WARNER BROS.



AFRY
AF PÖYRY



ARUP

Jacobs

Booz | Allen | Hamilton



RIVIAN

Career Paths Explored

L2 contains guided specialization pathways for 14 individual career paths within the Digital Artistry Industry.

Environment Artist	Game Designer	Lighting Artist
Animator	Game Developer	3D Modeler
Technical Artist	UI Designer	Texture Artist
QA	Audio Engineer	VFX Artist
Character Artist	Concept Artist	<i>And More</i>

Full Game
Development

Texture Art

3D Modeling

3D Animation

Audio Editing

VR Painting &
Sculpting

Music
Creation &
Arrangement

Rigging and
retargeting

Architectural
Design

UV Mapping

Skeletal
Meshes

Visual
Programming

AI Function

Material
Design

Level Design

Particle Effects

UI Design

Virtual
Lighting

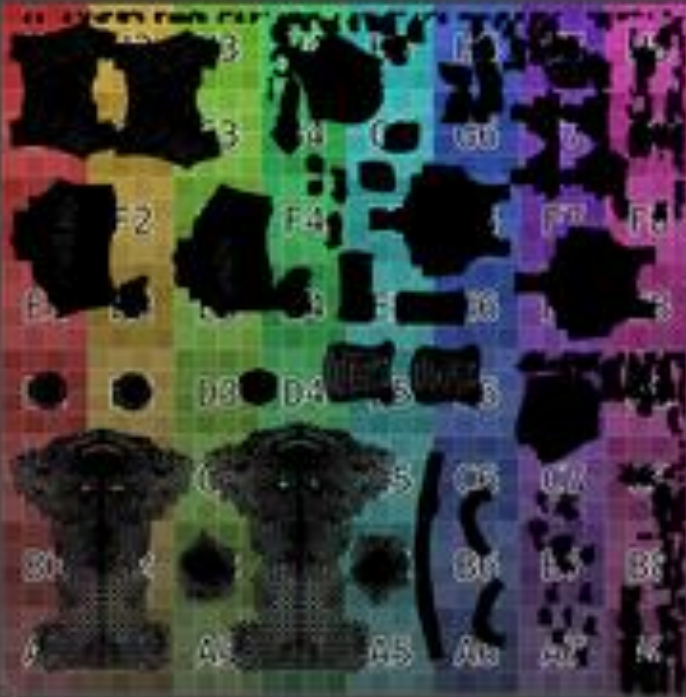
Post-
Processing
Effects

Cinematic
Sequences

What Skills can My Students Expect to Learn?

Industry Specific Software used in L2

- Unreal Engine
- Blender
- Audacity
- Tilt Brush
- Google Blocks
- Medium by Adobe
- Linux Multimedia Studio
- Mixamo
- Sketchfab



Unit 3 - Multibrush

Unit 3: Objectives & Expectations
Mark done

Multibrush Trailer
Mark done

Multibrush Tools
Mark done

Creating a Sketchfab Account
Mark done

Unit 3: Tutorials
Mark done

Unit 3: Troubleshooting
Mark done

Unit 3: Resources & Implementation
Mark done

Unit 3: Assignment
10 total submissions

Unit 3: Assignment

[Start Assignment](#)

Due No Due Date Points 12 Submitting a file upload

1. Create a new sketch showcasing at least 3 different tools.

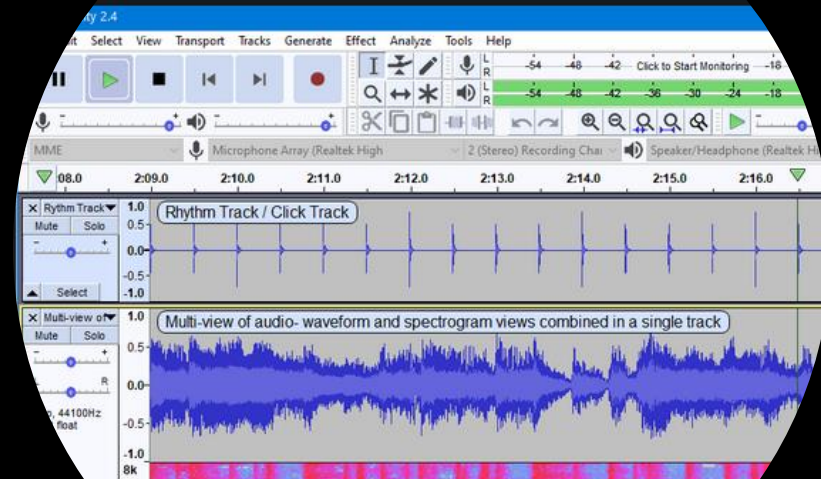
2. Save and export your 3D model (Sketch) as an .fbx file and upload it to your [Sketchfab](#) account.

- Remember your exported files (fbx) will be automatically saved to: *This PC>Documents>Multibrush>Exports>Name Of Project>fbx*

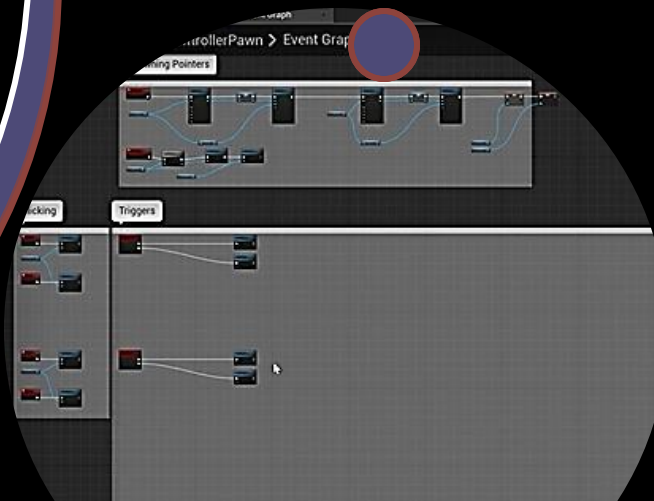
encapsulating Your Name and your

Examples of Course work in L2

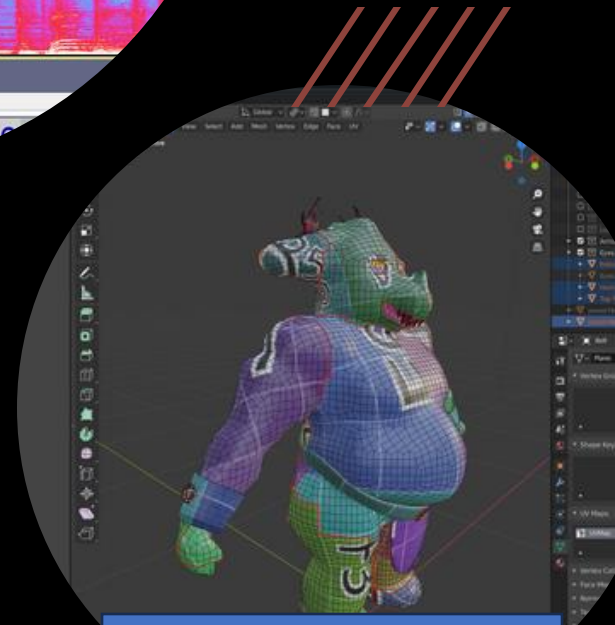
Examples of Skills Learned



Audio Editing with
Audacity



Blueprinting in
Unreal Engine



UV Mapping with
Blender

What Sets Us Apart?

- Lobaki Launchpad features Mission Control, a collaboration platform, that offers exclusive job opportunities to our L2 Students.
- Students can complete remote opportunities for an actual VR Development Company and receive workforce training from industry professionals.
- This allows the students to develop a portfolio and **resume of published work** and **actual job experience**.
- Did we mention that we offer **TWO** in-person internships each summer to promising students from schools who use our L2?

Published job experience can lead to a salary premium of 45% above other entry-level applicants.

