

The Industry Agenda

The Noesis Interactive™ Sdn. Bhd. training solution is designed to create a critical mass of electronic games talents. We believe that games development relies on a diverse convergence of conventional studies in Computer Science on AI, Graphics and Human Computer Interaction to other fields such as Information Sciences, Psychology, Communications, Art, Film, Electrical Engineering, Sociology and even Music. Therefore, a series of training programme are developed to provide an easy entry into the fundamental techniques of making games, regardless of the learner's field of studies.

The local games industry will not be complete without an 'ecosystem' that produces new talents, incubators that nurtures growth through community networks and the distribution network that provides international exposure to newly generated Intellectual Properties. Through our strategic partnerships with Valve™ Software and Noesis Interacitve™ USA, we have this 'ecosystem' in place to welcome a whole new generation of game developers from training, community development right through to digital distribution of games for commercialization opportunities.

With the emphasis on the Online community, Noesis Interactive™ Sdn. Bhd. training solutions creates demand for high quality broadband content. Participating Universities and Colleges will have ample exposure to develop skills and competencies in online multimedia content production.

What is the fastest way to break into the Games Industry?

One of the best ways to break into the lucrative games industry is creating Mods! Nothing is more convincing to future employers than the demonstration of a fully playable game! So what is a Mod?

Mods

Video game companies are actively encouraging a form of hacking called "modding" (for modifying), in which gamers change parts or all of a game by altering its code, sometimes with tools supplied by the game's developer. Modding itself is nothing new. In 1996, alterations to id Software's "Doom" resulted in modified versions, or "mods," whose popularity extended the life of "Doom" years past the point when the game's excitement would have ordinarily dwindled. Indeed, because mods cannot be played unless the gamer owns a copy of the original retail version, it became apparent that mods have a very positive effect on the sale of the games on which they are based.

Valve® Software's "Half-Life" is a case in point.

"Mods absolutely helped us drive huge sales to 'Half-Life,'" said Doug Lombardi, director of marketing at the Bellevue, Washington based firm. "In the typical scenario, even if a game is a mega-hit, within 8 to 12 months on the store shelves, it's gone. But, in the case of 'Half-Life,' our revenue stream increased year after year for the first 3 years of the game's life. I attribute a lot of that to 3 mods - '**Day Of Defeat**,' '**Team Fortress**,' and '**Counter-Strike**.'"

In its first year, "Half-Life" sold 2 million units. A year later, sales ramped up to three-and-a-half million units. And its third year saw sales of 3.8 million units. The entire "Half-Life" franchise has sold over 11 million units all told and brought in hundreds of millions of dollars, all from a game that originally sold for US\$49.95 and still sells for US\$29.95, 5 years after it was released.

"Modders were responsible for extending the shelf-life of 'Half-Life' years beyond what it would normally have been," observed Dan Morris, editor-in-chief of PC Gamer magazine. "In fact, the popularity of one 'Half-Life' mod - 'Counter-Strike' - was so great, that gamers told their friends to forget 'Half-Life' and play the mod instead. But you needed a copy of 'Half-Life' to do that. That's why it's in Valve's best interest to first sell a few million copies of 'Half-Life 2' and then grow the market twice as large with the mods that will follow the original."

The "Counter-Strike" mod went on to become a stand-alone retail product and is now the official game of the annual CyberAthlete Professional League competition. Typically mods aren't sold but are distributed as free downloads.

There are currently professional online leagues supporting "Counter-Strike", such as the Cyberathlete Amateur League (CAL), and CyberEvolution, a pay-to-play league. Various LAN tournaments are held throughout the United States and Europe, with the largest being the Cyberathlete Professional League (CPL), the Electronic Sports World Cup (ESWC), the World e-Sports Games (WEG), World Cyber Games (WCG) and the Championship Gaming Series (CGS). Championship matches in these events are televised with commentary and analysis. Valve® product manager Erik Johnson believes, however, that "as more and more publishers and developers prove that the support of modding is a model for success, the more people will want to get some of that action. That's the way it works in the games industry."

Modding is an important source of innovation in the digital games industry. Without the creativity of modders, developers would be hard-pressed to come up with new ideas, and it would prove hard to implement these ideas in the high-risk gaming market were it not for the huge "test-market" the modding community provides.

"In the mod community, the users are sometimes able to take design risks that the designers may deem too radical or scary." **Epic's Cliff Bleszinski**

While it is impossible to estimate the monetary value of these benefits from modding, the sale of 1.5 million copies of "Counter-Strike", by the end of 2003 (Computer Gaming World, 2003) indicates that modding is an important economic factor in the digital games industry. The modding community is also used as a **recruiting pool** for the games industry. The modding community produces highly trained programmers, 3D-artists and animators without the industry having to spend money on training facilities and teachers. The employment of "Counter-Strike" creator in Valve Software, Minh Le, is a point in case.

"Some of our best developers working here came from our modding community. They step into their jobs already understanding our tools, processes and pipelines." **Bethesda – Oblivion**

"Modding is one of the fastest ways to get into the gaming industry according to some experts." **GarageGames.com**

"(Modding) it will create a smoother transition between the amateur world and the professional world." **Valve Software founder, Gabe Newell**

"At some point the mod authors not only made new stuff for the game but also new tools for content. [It's] a great example of how the hardcore fans can totally surprise you with their creativity, given the chance." **Will Wright**

Who is NOESIS Interactive™ Sdn. Bhd.?

USA

Noesis Interactive™ is based in the San Francisco Bay Area and works to expand knowledge and creativity among Video Gamers around the world. Designed by gamers, for gamers, our MOD Your World™ DVD series will put you on the fast track to designing, building and integrating 3D characters, props and levels into your favourite games - beginning with Valve's® Source® engine games such as Half Life® 2, Counter-Strike: Source® and Day of Defeat: Source.

Future game developers, MOD Your World™ today!

ASIA

Noesis Interactive™ Sdn. Bhd. has been authorized to publish, administer, resell and regulate Noesis Interactive™ Software in Malaysia, Brunei, China, Cambodia, Hong Kong, Indonesia, Philippines, Singapore, Thailand and Vietnam.

Noesis Interactive™ Sdn. Bhd. is a project conceived, produced and managed and wholly owned by Online e-Club Management Sdn. Bhd.

Noesis Interactive Sdn. Bhd. is created to address the inadequacies of the Asian Electronic Game Industry. Currently, there are only a handful of local game titles that has been released in this region. This is largely due to the lack of resources and access to game engines. The pool of skilled designers, artists and coders is small and scattered with most young talents yet to be discovered. There is also the alarming threat of digital contents piracy on PC and console games in the country and region which cripples all form of investments and funding. This causes a ripple effect that drives away international game publishers.

Noesis Interactive™ Sdn. Bhd. designs, develops, and markets electronic games development training products and services for the games development industry. It is committed to high quality instructional design and educational new media development, and provides core deliverable of programmes and learning objects for the distributed learning, and e-learning markets.

The Mission

Noesis Interactive™ Sdn. Bhd. designs, develops, and markets electronic games development training products and services for the education and government e-learning industries. It affords companies and institutions cost-effective, progressive, flexible and well supported solutions to their instructional design and e-learning operational needs. Its principal goal is client satisfaction, serving client interests as an ally and loyal business partner. The company operates on a for-profit basis and provides an engaging and equitable work environment for its owners, employees and contractors.

Why NOESIS Interactive™ Sdn. Bhd.?

With the assistance of Valve's Source® Engine and Software Development Kit, a renowned game development technology that has supported the growth of independent game developers worldwide, Noesis Interactive™ Sdn. Bhd has identified educational resources that will nurture talent and creative innovation. Noesis Interactive™ Sdn. Bhd. has instructors dedicated to the research and development of course materials based on the award winning Valve® technology and these instructors are industry professionals who have worked with industry leaders like Softimage® and Autodesk® to produce the DVD tutorials.

NOESIS Interactive™ Sdn. Bhd. Programmes

- Programme A - **Softimage® XSI®** and **VALVE™ SDK**
- Programme B - **Autodesk® Maya®** and **VALVE™ SDK**
- Programme C - **Autodesk® 3ds Max®** and **VALVE™ SDK**

Programme A

(Programme B and C is similar with the exception of the 3D Software)
Game Development programme with **Softimage™ XSI®** and **VALVE™ SDK**

XSI® based (4 weeks Full Programme)	
1	3D Content Creation with XSI®
2	HL2 Character Des. & Integration XSI®
3	Source® Level Design Bundle
4	Custom Props & Animation for Source® XSI®
5	Advanced Character Animation for Source® XSI®

3D Content Creation with XSI® (4 DAYS)		
Lecture & Guided Tutorials		Project Based Tutorials & Lab Practice
Chapters	Section 1 – XSI® Interface	(3 HOURS - Project Based)
	Introduction	Practice sessions on independent learning points without the DVD . Introduction to Game Genres case studies.
1	Primitives	
2	Camera Navigation	
3	Camera Memory	
4	Property Editors	
5	Explorer and Schematic	
6	Intro to Hierarchies	
7	Hierarchy Exercise	
8	Transform Options	
9	Selection Options	
10	Modeling Interface	
11	Groups	
12	Layers	
DAY 1		
Chapters	Section 2 – Modeling	Practice sessions on independent learning points without the DVD . Case study on Modelling for Games, the do's & don'ts.
1	Intro to Modeling	
2	Component Selection	
3	Tweaking Components	
4	Proportional Tool	
5	Clusters	
6	Material Basics	
7	Curves	
8	Modeling from Curves	
9	Normals	
10	Polygon Modeling Tools	
11	Revolution Tool	
12	Duplicate Tool	
13	Clone Tool	
14	Loft Tool	
15	Polygon Subdivision Modeling	
DAY 2		
Chapters	Section 3 – Texturing	Practice sessions on independent learning points without the DVD . Design your own Robot: Produce detailed drawings of a robot - Front View & Side View.
1	UV Projection	
2	Sources and Clips	
DAY 3		
Chapters	Section 4 – Prop Modeling	Practice sessions on independent learning points without the DVD . Case study on props used in Games from various genres.
1	Reference Image	
2	Rotoscope	
3	Curves	
4	Polygon Modeling	
5	Textures	
DAY 3		
Chapters	Section 5 – Character Modeling	Practice sessions on independent learning points without the DVD . Modelling your own Robot.
1	Intro	
2	Torso	
3	Legs	
4	Shoes	
5	Arms	
6	Leg Setup	Practice sessions on independent learning points without the DVD . Continue modelling your own Robot.
7	Helmet	
8	Detail	
9	Symmetry	
10	Texture Editor	
11	Mixer Preview	
DAY 4		

Custom Props & Animation for Source XSI (3 DAYS)			
Lecture & Guided Tutorials		Project Based Tutorials & Lab Practice	
Chapters	Section 1 – Custom Props	(3 HOURS - Project Based)	
1	Overview	Compile individual custom prop resource list. Practice sessions on independent learning points without the DVD .	DAY 1
2	XSI - 3D Importing		
3	Compiling Models		
4	Compiling Materials		
Chapters	Section 2 – Breakable Objects	Practice sessions on independent learning points without the DVD . Creating your own library of custom props	
1	Prop Setup		
2	Creating Gibs		
3	Posing the Skeleton		
4	Breakable Skeleton		
5	Chained Skeleton		
Chapters	Section 3 – 3D Animation	Practice sessions on independent learning points without the DVD . Creating your own animation library of common actions & loops then bringing them into a HL2 map.	DAY 2
1	Animation Basics		
2	Bones & Chains		
3	Non Linear Animation		
Chapters	Section 4 – Animated Props 1		
1	Rigging		
2	Animation		
3	Prop Dynamic		
4	Adding Sound		
5	Reusing Gibs		
Chapters	Section 5 – Animated Props 2		DAY 3
1	3D Dragon Scene		
2	Dragon Animation		
3	Dragon Compiling		
Chapters	Section 6 – Dragon's Lair	Practice sessions on independent learning points without the DVD . Creating a new Dragon Lair Scene.	
1	Level Concept		
2	Hammer Scene		
3	Trigger Setup		
4	Wrapping Up		
Chapters	Section 7 – What's Next		
1	Noesis Library		

HL2 Character Des. & Integration XSI (2 DAYS)		
Lecture & Guided Tutorials		Project Based Tutorials & Lab Practice
Chapters	Section 1 – HL2 MOD	(3 HOURS - Project Based)
1	Workflow Overview	
2	Process in Detail	
3	Polygon Limits	
Chapters Section 2 – Valve Source SDK		Exploring STEAM & the type of mods created by indie developers
1	Steam™ Contents	
2	QC File	
3	Valve™ Plugin for XSI™	
Chapters Section 3 – Facemap Textures		Practice sessions on independent learning points without the DVD . Creating your own facemap from Digital Photo Shoots & creating your own avatar in a Deathmatch.
1	Facemap Basics	
2	Character Templates	
3	Icon Creation	
4	Testing Facemaps	
5	Sharing Facemaps	
Chapters Section 4 – XSI Character Tools		
1	Body - Man	
2	Texture Painting	
3	Face - Man	
Chapters Section 5 – Rigging		Practice sessions on independent learning points without the DVD .
1	Bones & Chains	
2	Rig Basics	
3	Biped Rigs	
4	Enveloping	
5	Weight Painting	
6	Weight Editor	
7	Faceman - Enveloping	
8	Body - Woman Enveloping	
9	Biped Guide	
Chapters Section 6 – Character Building for HL2		
1	Valve's Biped Guide	
2	Exporting Characters	
3	Enveloping Characters	
Chapters Section 7 – Exporting Assets		Practice sessions on independent learning points without the DVD . Getting your Robot into HL2.
1	Managing Files	
2	Exporting Models	
3	Compiling Textures	
4	Compiling Models	
5	LOD - Level of Detail	
6	Replacing DM Models	
7	Testing Models	
8	Bot Compiling	
Chapters Section 8 – Trouble Shooting		
1	Skewed Characters	
2	Polygon Limits	
3	Hit Boxes	
4	Biped Scaling	
Chapters Section 9 – What's Next?		
1	Looking Ahead	

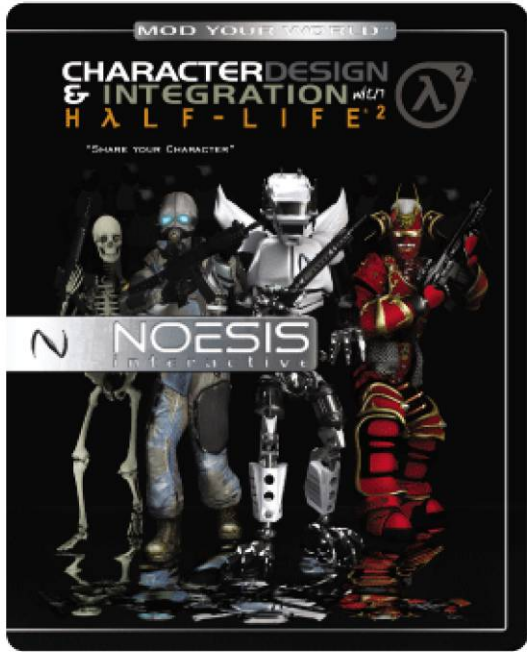
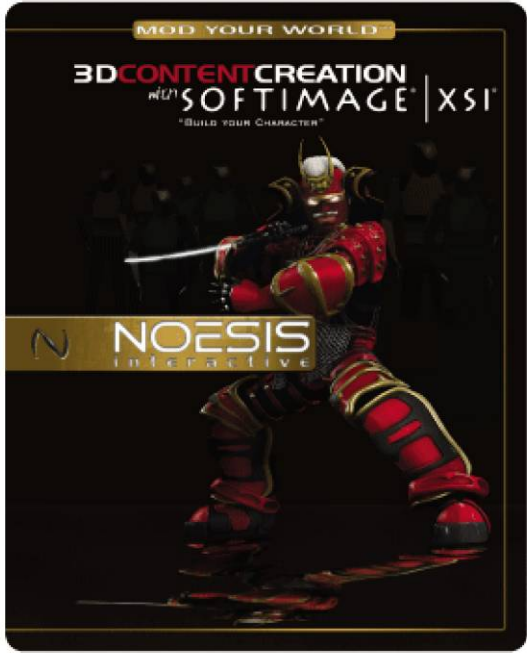
DAY 1

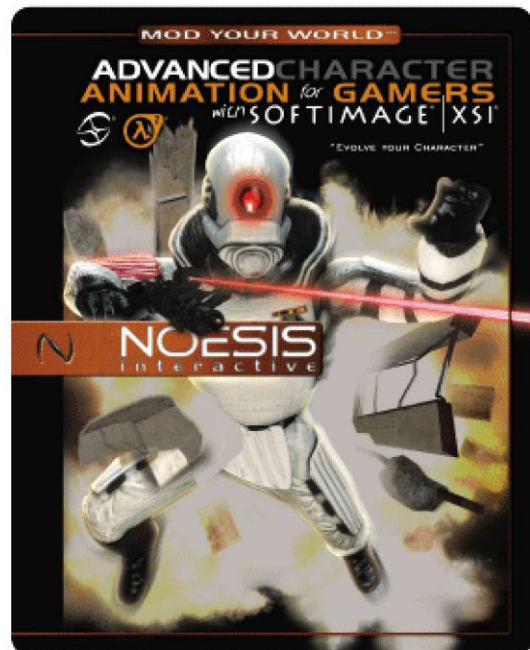
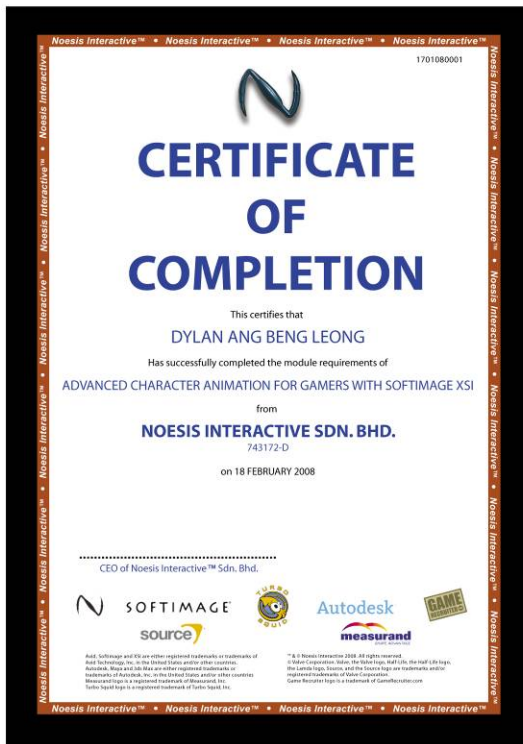
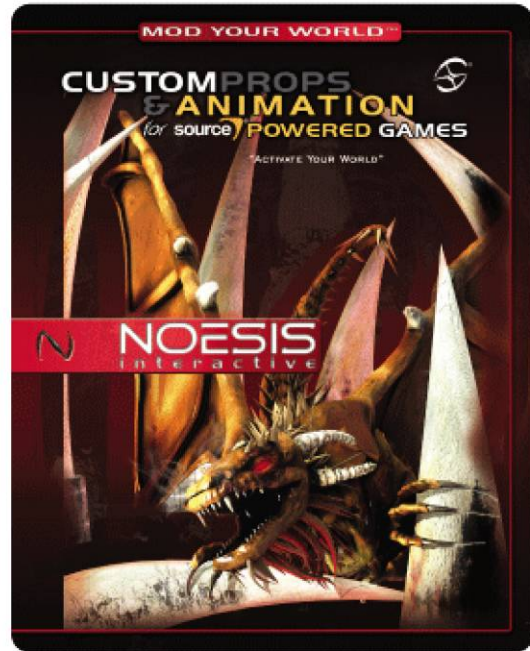
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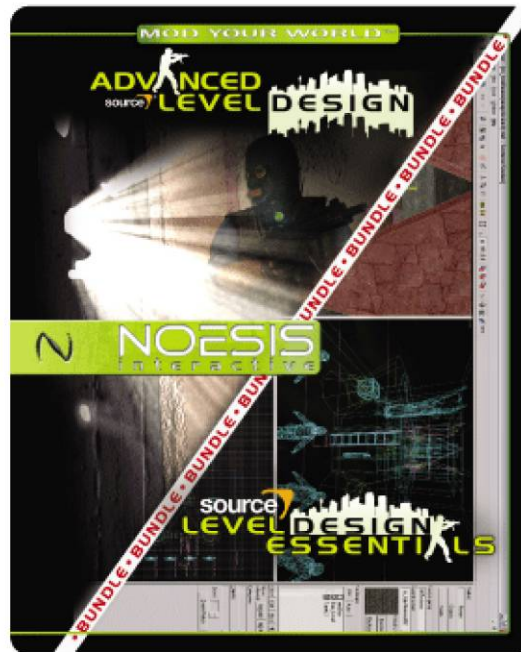
Advanced Character Animation for Source XSI (2 DAYS)			
Lecture & Guided Tutorials		Project Based Tutorials & Lab Practice	
Chapters	Section 1 – Setup & Rigging	(3 HOURS - Project Based)	
1	Character Proportions	Practice sessions on independent learning points without the DVD . Creating your own character model rig.	DAY 1
2	Biped Guide		
3	Enveloping		
Chapters Section 2 – Exporting to HL2		Practice sessions on independent learning points without the DVD . Animating your own character model rig in HL2.	
1	Setup		
2	LOD & Shadow LOD		
3	Exporting Textures		
4	QC File Explanation		
5	Hitboxes		
6	Why Animate?		
Chapters Section 3 – Character Animation			
1	Idle Animation		
2	Game Walk Cycle		
Chapters Section 4 – Mocap with XSI		Practice sessions on independent learning points without the DVD .	DAY 2
1	What is BVH Data?		
2	Rig Setup for MoCap Data		
3	Animation Mixer Part 1		
4	Applying MoCap Data		
5	Animation Mixer Part 2		
6	Creating an Idle Cycle		
7	Game Walk Cycle		
Chapters Section 5 – Mocap with Motor			
1	Tagging the Valve Rig		
2	Applying BVH MoCap		
3	Adjusting & Plotting MoCap		
4	Creating an Idle Cycle		
5	Normalized Data		
6	Testing Enveloping		
7	Game Walk Cycle		
8	Animation Layers		
9	Retargeted SMD Files		
Chapters Section 6 – Triggering with HL2			
1	Exporting to HL2		
2	Model Viewer Testing		
3	Trigger System Setup		
4	Running Your Mod		
Chapters Section 7 – HL2MP			
1	Structure & QC File		
2	Exporting Textures		
3	Remapping Animations		
4	Model Viewer Testing		
Chapters Section 8 – Compiling Problems			
1	Compiling		
2	Playing the Game		
3	BVH		
Chapters Section 9 – What's Next			
1	Noesis Library		

Source Level Design Bundle (5 DAYS)			
Lecture & Guided Tutorials		Project Based Tutorials & Lab Practice	
Chapters	Section 1 – Hammer Editor	(3 HOURS - Project Based)	
1	User Interface	Practice sessions on independent learning points without the DVD . Introduction to HL2 mods case studies.	DAY 1
2	Creating Brush Geometry		
3	Applying Materials		
4	Entity Overview		
5	Leaks		
Chapters	Section 2 – Functionality 1	Practice sessions on independent learning points without the DVD . Compile individual list of props library.	DAY 2
1	Overview		
2	Developer Textures		
3	Prefabs & Visgroups		
4	Prop Types		
5	Displacements	Practice sessions on independent learning points without the DVD . Create a simple map walkthrough.	DAY 3
6	Skyboxes		
7	Tools Materials		
8	Glass & Func Breakables		
9	Cubemaps		
Chapters	Section 3 – Functionality 2	Practice sessions on independent learning points without the DVD . Make a playable map with NPCs in a customized scene with the use of proper audio soundscape.	DAY 4
1	Doors, Buttons & In/Out Triggers		
2	Physboxes & Constraints		
3	NPCs & Basic AI		
4	Level Audio		
Chapters	Section 4 – Optimization	Practice sessions on independent learning points without the DVD . Individualized optimizing techniques of a playable map.	DAY 5
1	Cheap vs. Expensive		
2	Func_Detail / +Showbudget / Mat_Wireframe		
3	Leaves / Hints		
4	Area Portals		
5	Occluders		
Chapters	Section 5 – Details & Tweaks	Practice sessions on independent learning points without the DVD . Design a map with all the details & tweaks for an immersive effect.	DAY 5
1	Decals & Overlays		
2	Environment Effects		
3	Screen Overlays		
4	Color Correction		
5	Level Overviews		
Chapters	Section 6 – Releasing		
1	Welcome Screens		
2	Packaging		
Chapters	Section 7 – Noesis Library		
1	Additional Topics		

NOESIS Interactive™ Sdn. Bhd.
Programme: Certificates of Completion







Duration of each Programme

Intensive 1 month: 4 weeks; 8 hours a day; 5 days a week
Semester Complementation: 6 hours per week for 16 weeks

Total Learning Hours

160 hours of Lecture & Tutorials.

Learning Methods

Combination of DVD Tutorial, guided practice sessions and project based learning.

Learners' Entry Level

- Preferably graduates or current students of Creative Multimedia, ICT or Art and Film diploma programmes.
- Teaching professionals from any Institute of Higher Learning skilled in Creative Multimedia, ICT or Art and Film crafts.
- Staff members of Games Development companies who are looking to upgrade their skills.

Certification

All learners will receive a Certificate of Completion upon completion of a programme.

All learners will receive a training package which consists of:

- One of the Game Development programme using **Autodesk Maya** and **VALVE SDK, Autodesk 3ds Max** and **VALVE SDK** or **Softimage XSI** and **NOESIS INTERACTIVE DVD** Tutorials.

*Noesis™ Interactive DVDs purchased at any retail store does not include the license for commercial use which includes training and educational purposes. The Noesis™ Interactive DVDs are strictly for personal or home use only. If you run a Training Centre or Computer Lab, Noesis™ Interactive makes it easy for you to bring our DVD Tutorials to your customers/students. Joining the Noesis Interactive™ Programme is the only authorized method to offer our DVD tutorials to your customers/students.

Contact Us

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Contact: info@noesisinteractive.com

Other questions/comments
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All other registered Trademarks or trademarks are property of their respective owners.

Frequently Asked Questions

How do I register?

Every student must register with a university or college that offers our programme. Noesis Interactive™ Sdn. Bhd. does not offer programme directly to the public. We work in partnership with colleges and universities nationwide. You must locate a college or university and contact them for registration information.

How much does the programme cost?

Our partner universities or colleges set the prices for the programme they offer. You must locate a college or university for cost and registration information.

Why do I have to locate a college or university?

Noesis Interactive™ Sdn. Bhd. does not offer programme directly to the public. We work in partnership with colleges and universities nationwide. Noesis Interactive™ Sdn. Bhd. is the content publisher for the program meme, but the colleges or universities actually offer the programme and provide the certificates upon completion.

How long does it take to complete a programme?

All of our intensive programmes are 4 weeks in duration; with 8 hour classes daily for 5 days a week. If you need more time, extensions are available through the Semester based programme which is 6 hours per week for 16 weeks in duration.

What happens when I complete the programme?

Upon successful completion of the programme, you will be awarded a Certificate of Completion from the college or university you registered with.

Am I guaranteed a job?

Noesis Interactive™ Sdn. Bhd. programme will provide you with the skills you need to obtain an entry-level position in most cases. We do not provide direct job placement services, but our instructors will help you build your resume and are available to give advice on finding your first job. Learners will also be available to use as a professional reference upon completion of the program meme. Potential learners should always do research on the job market in their area before registering.

What do I have to have in order to take these programme and what are the technical requirements?

In order to take our programme, you must have access to a computer and the Internet (all technical and learning materials are provided by the Partner College or University you enrolled with).

Should I have my personal computer to complete the programme and if yes, which brand should I buy? A Mac or a PC?

Although this programme provides all technical and learning material needed for completion, learners are encouraged to own a personal computer (PC and not Mac) in order to practice and complete the projects assigned while away from the partner college or university's computer lab.

How can I get more information on the programme?

If you have questions that are not answered on our websites, please feel free to contact us via email. We will answer your questions promptly.

When can I start the programme?

As mentioned above, Noesis Interactive™ Sdn. Bhd. does not offer programme directly to the public.

This means that the programme will commence based on the partner college or university's academic calendar.

What is Game Modding?

Mod or modification is a term generally applied to computer games, especially first-person shooters and real-time strategy games. Mods are made by the general public and can be entirely new games in themselves. They can include new items, weapons, characters, enemies, models, modes, textures, levels, and storylines. They also usually take place in unique locations. They can be single – player or multiplayer.

What software tools do I need to start Modding?

There are different types of game modding, starting from simple texture replacements to complete characters and worlds, so a texture paint programme, a 3D application and a video game engine are the basics to start modding.

Is the Source® SDK included in the DVD?

The Source® SDK is found in any of the games from the **Orange Box- 5 Games, One Box pack** and it is also available for download through STEAM®.

Where can I purchase Half Life 2® & Half Life 2® Deathmatch?

Half Life 2® and Half Life 2® Deathmatch can be purchased in retail stores or visit <http://www.e-clubmalaysia.com/valve/games.html> and the Valve's Source® SDK is included when you purchase the games.

Where can I download STEAM®?

<http://www.steampowered.com>

Do I have to purchase a version of Softimage® XSI®?

Included in the DVD is a 30 day evaluation of Softimage® |XSI® Foundation v5. There is a free version of Softimage® |XSI® Mod Tool available for download at the Softimage® |XSI® site.

Do I need 3D Animation experience to get characters in Half Life 2®?

No, the DVD's are designed with gamers in mind. You will be taught the basics of 3D modeling and animation with easy to follow tutorials.

Is it legal to create custom characters and MOD's or Half Life 2®?

According to VALVE's End User Agreement:

"Your Subscription(s) may contain access to the Valve™ software development kit (the "SDK") for the computer game engine used in Half Life 2® and other compatible Valve™ products (the "Source® Engine"). You may use, reproduce and modify the SDK on a non-commercial basis solely to develop a modified game (a "Mod") for Half Life 2® or other valve products compatible with and using the Source® Engine. You may reproduce and distribute the Mod in object code form, solely to licensed end users of Half Life 2 or other compatible Valve products, provided that the Mod is made publicly available and distributed without charge on a non-commercial basis."

What are the Hardware requirements?

System Configuration

- 2.4 GHz Processor
- 1GB RAM
- DirectX 9 capable graphics card with 256MB VRAM
- Windows XP
- Mouse, Keyboard, Internet Connection

Do I need an Internet Connection?

An internet connection is required to log into your Steam user account and to use the Source® SDK and Half Life 2® video games. It is not required for SOFTIMAGE® |XSI®.

Do I need a Steam account?

Yes, you need a Steam account to access the games available in the games play list.

In what languages are the DVDs available?

At the moment English and Spanish languages are available. More languages will be made available depending on demand.

Can I animate characters for a Deathmatch game?

Deathmatch uses standard animation created by Valve™. You can also animate characters for Half Life 2® Mods.

Can I create characters for a Counter Strike®: Source® game?

You can replace default Counter Strike®: Source® characters with custom created characters.

Can I develop vehicles and weapons?

Yes, additional training DVD's by NOESIS Interactive™ covering these topics are available. Please refer to the website.

Can I share my 3D models with other users throughout the community?

NOESIS Interactive™ is offering the opportunity to host characters so people can share and download custom created characters.

Can I use a different 3D package other than SOFTIMAGE® |XSI®?

Yes, as long as you have the SMD export plug-in and the knowledge on 3D modeling, texturing and character rigging.

Where can I get updated versions of the scene files, plugins, etc?

NOESIS Interactive™ will try to have the latest versions of plugins, scenes and all the required elements to follow the tutorials. Please visit the user forum for updates.

Can I use other compiling tools for the Source® SDK other than the standard included in the SDK?

Yes. However, NOESIS Interactive™ DVDs do not include these additional tools as user developed tools are updated frequently. Please visit the Valve™ developer community for an updated version of these tools.

Can I use other 3D characters I found free on the web?

Yes, there are many free 3D characters available on the web. You can use the characters as long as you give proper credit for the artist and don't use them for commercial purposes.

Do I have to use Adobe Photoshop®, or can I use a different paint software?

Although NOESIS Interactive™ tutorials use Adobe Photoshop®, you are not required to use the software, and no special plugins are used in the tutorials, so you can follow the training with your paint programme of choice.

If I don't have Photoshop, where can I get it?

You can download a tryout version of the software at www.adobe.com

Where can I get more information and documentation of Valve's Source® SDK?

The Valve™ Developer community.

Do I have to purchase the DVD "3D Content Creation with XSI®" in order to understand the DVD "Character Creation for Half Life 2®"?

A basic knowledge of SOFTIMAGE®|XSI® is required for the DVD "Character Creation for Half Life 2®". The DVD "3D Content Creation with XSI®" is targeted to learners with little or no 3D software experience or to learners with knowledge of other 3D packages.

Can I create Levels for Half Life 2?

NOESIS Interactive™ is currently developing additional DVDs covering the topics of Level Creation and Advanced Character Design for Half Life 2®.

Where can I find other versions of Softimage®|XSI®?

At Softimage's web site @ www.softimage.com

What is the XSI® Mod Tool?

The SOFTIMAGE®|XSI® Mod Tool gives you full access to all of the professional character creation features available in the industry's only completely non-destructive character workflow - SOFTIMAGE®|XSI®. This free game modification utility guides 3D professionals, as well as experienced modders and novices, through all of the features and functionality for building and texturing artwork in XSI® and for creating and rigging characters, props, and environmental elements. Use the Mod Tool to mix and blend animations or render interactively and then simply export the models to your game.

Where can I download XSI® Mod Tool?

You can download the Mod tool from Softimage's web site.

What are the version limitations for the XSI® Mod Tool?

A complete list of the Mod Tool version limitations can be found at:
http://softimage.com/community/xsi_mod_tool/version_limitations/default.aspx

Where can I find documentation for SOFTIMAGE®|XSI®?

You can download the documentation for SOFTIMAGE®|XSI® at Softimage's web site.

Do I need to know programming languages?

For the available training DVD's no programming skills are required to follow the tutorials.