3D ANIMATION SPRING CAMP

ANIMATION

Course Fee AED 1200 (Excluding VAT)	**Duration** 5 days	**Days*** Monday to Friday
Starting Date From 18th of July to 22nd of July 2022	**Qualification** 3D Animation Certificate	**Usual Timings*** 10:00 AM - 2:00 PM
Delivery Method On Campus	**Language** English	**Age group** 11 to 17 years old

WHAT YOU NEED TO KNOW ABOUT THIS COURSE

By the end of the camp, students will be well versed in the basics of 3D animations. They will be able to navigate and utilize basic features of the 3D software 3ds Max. With a basic understanding of how the software functions, students will be capable enough to develop simple 3D models and create keyframes for basic animations. They will get to learn more industry standards towards 3D animation from good topology to the principles of animation.

Session 1 - Intro to 3D Animation

Introduction to Animation and 3D Animation
Introduction to 3ds Max, how to navigate and use the software
Create blockouts of simple objects using primitive shapes

Session 2 - Poly modeling and Topology

Introduction to Poly modeling and Edit poly mode in 3ds Max
Use of important tools for basic poly modeling: Extrude, Chamfer, Inset, Connect
Understanding the importance of good topology for 3D models
Developing basic mood boards for design purposes
Create simple objects through poly modeling

Session 3 - Intro to Principles of Animation

Introduction to the 12 Principles of Animation
Learning how to use keyframes to animate effectively in 3Ds Max
Practice principles of animation through exercises using primitive shapes

Session 4 - Animating a human walk cycle

Feedback and review of previous sessions work
Understanding the important key poses of a human walk cycle
The importance of character rigs/skeletons and controllers
Learn how to apply the principles of animation in a walk cycle

Session 5 - Posing, Lighting, and Rendering

Feedback and review of previous sessions work
Be able to create effective poses for characters
Be able to create a simple three-point lighting setup
Understanding of materials, shaders, and rendering for 3D animation
Create render of a well lit, posed character

Learning Outcomes

Be able to create simple objects through poly modeling
Understand the importance of good topology
Understand and be able to utilize the 12 principles of animation
Be able to create a simple human walk cycle
Achieve a rendered image with lighting and material setup