ANIMATION SUMMER CAMP
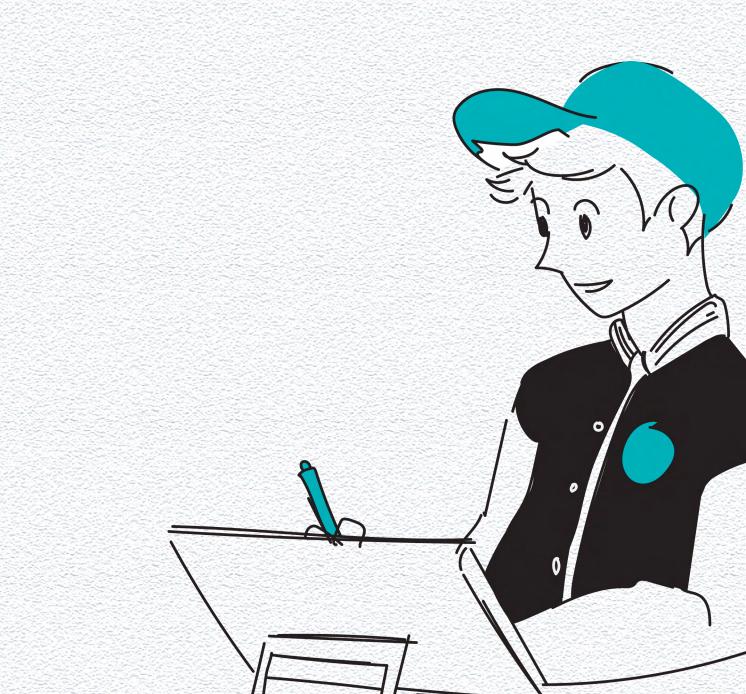
For ages 11 to 17 years old

Camp Information

Fees

AED 1200

Duration

1 Week

Days

Monday to Friday

Starting Date

July 7th
August 4th

Qualification

Animation Certificate

Timings

10AM - 2PM

Method

On Campus

Language

English

Ages

11-17 year olds

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 keyframesfor basic animations. They will get to learn more industry standards toward 3D animation from good topology to the principles of animation.

Software used

Autodesk 3DS Max

Day 1

Introduction 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

Day 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

Day 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

Day 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

Day 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