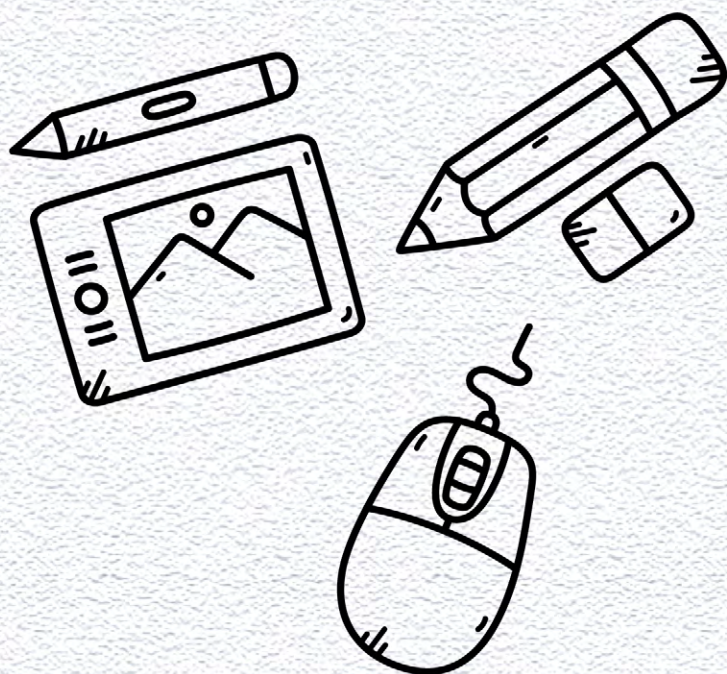


ANIMATION CAMP



Camp Information

Fees

AED 1200

Duration

1 Week

Days

Monday to Thursday

Starting Date

December 28th

Qualification

Animation Certificate

Timings

10AM - 2PM

Method

On Campus

Language

English

Ages

12-17 year olds

What you need to know about this course:

By the end of the camp, students will learn how to navigate Blender, create and manipulate 3D objects, develop their own character concept, and transform their 2D sketch into a stylized low-poly 3D character.

Software used

Blender 3D

Day 1

- Viewport navigation: rotate, zoom, pan, numpad views, and shading modes
- Object creation, selection, and transforms (G/R/S), snapping, and 3D cursor
- Primitives and an introduction to the Bevel modifier
- Faces, edges, and vertices: what they are and how to select and manipulate them
- Modelling simple objects, such as a chair or lamp

Day 2

- Constrained challenge warm-up: 6 cubes only, using Edit Mode tools with no deleting
- Low-poly design principles: simple shapes create simple forms
- Moodboarding: exploring theme, personality, and visual references
- Sketching an original character concept

Day 3

- Sketch recap and introduction to the blockout technique
- Edit Mode vs. Object Mode: extrude, inset, and loop cut
- Applying Bevel and Subdivision to their shapes
- Building a proportional blockout based on their character sketch

Day 4

- Refine shapes, smooth silhouettes, and add details such as eyes, fingers, and clothing
- Model accessories and basic character props
- Join body parts (Ctrl+J) and organise the Outliner with proper naming
- Final output: a complete, finished character mesh

Day 5

- Apply flat-colour materials, followed by Smart UV Project for a quick unwrap
- Texture Paint: draw faces, stripes, and patterns directly onto the mesh
- Lighting basics and a simple -3point lighting setup
- Camera framing and composition
- Simple posing using parenting and manual rotation, without full rigging
- Final render and student presentations