

3D Animation (Advanced) Course Syllabus

Requirement : Basic Computer Knowledge (Open & save files, copy and paste files, etc.)

Class 1	ADVANCED SHADING & TEXTURING <ul style="list-style-type: none">• UV Mapping• Texture Painting• Tips and tricks
Class 2	ADVANCED LIGHTING <ul style="list-style-type: none">• Direct and Indirect Lighting• Shadows• Mental Ray
Class 3	ADVANCED OBJECT ANIMATION <ul style="list-style-type: none">• Particles• Rigid Body Dynamics• Understanding Dynamics
Class 4	ADVANCED CHARACTER ANIMATION (1) <ul style="list-style-type: none">• Facial Expression settings• Creating realistic Lip Sync
Class 5	ADVANCED CHARACTER ANIMATION (2) <ul style="list-style-type: none">• Full body rigging• Set driven keys• Walk Cycle

This syllabus is used as a guideline and can be subject to change and update without prior notice.

Please contact us for more information.

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