

3D Animation (Introduction) Course Syllabus

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

Class 1	INTRODUCTION TO 3D <ul style="list-style-type: none">• How it works and how you can work with it LEARNING MAYA INTERFACE <ul style="list-style-type: none">• Panels and windows• Tools & Shortcut keys• Preference settings
Class 2	POLYGON MODELLING <ul style="list-style-type: none">• Creating Shapes• Editing shapes (Points) ADVANCE POLYGON MODELLING <ul style="list-style-type: none">• Extruding polygon shapes• Create a car
Class 3	BASIC TEXTURING <ul style="list-style-type: none">• Color and Gradient• Type of Surface• Basic UV mapping BASIC LIGHTING <ul style="list-style-type: none">• Creating light• Placement and settings
Class 4	ANIMATION <ul style="list-style-type: none">• Keyframing• Timeline EXPORT AND RENDERING <ul style="list-style-type: none">• Tips and tricks• Quality and file format• Normal vs Mental Ray
Class 5	INTRODUCTION TO CHARACTER ANIMATION <ul style="list-style-type: none">• Laws of Animation• Tips and tricks BASIC RIGGING <ul style="list-style-type: none">• Adding bones and joints• Movement and animation• Binding

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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