

Animation Course

Format	Full - time (Monday - Friday, 10am - 5pm)
Duration	12 Weeks
Software	Maya, Photoshop
Price	£8,750



Week 1 Introduction to the User Interface (GUI)

Day 1	Introduction to 3D Space and the GUI
Day 2	Introduction to NURBS Modelling
Day 3	Introduction to Polygonal Box Modelling
Day 4	Introduction to Shell Modelling
Day 5	Introduction to Rendering

Week 2 Animation Basics

Day 1	Animation Hierarchies
Day 2	Animation Hierarchies and Deformation
Day 3	Project Work
Day 4	Joints Hierarchies and Constraints
Day 5	Cameras, Rendering and Path Animation

Week 3 Nurbs Modelling

Day 1	NURBS Curves
Day 2	NURBS Surfaces
Day 3	Intersecting, Filleting and Trimming Surfaces
Day 4	Advanced Curve Networks
Day 5	NURBS UV Co-ordinates

Week 4 Polygon Modelling and UV's

Day 1	Intro / Reference / Atomics
Day 2	Functional Geometry and Tools
Day 3	Detailing
Day 4	Detailing and Normals
Day 5	UV / Real World and Exercises

Week 5 Introduction to Texture Mapping

Day 1	Bit Depths, Image Formats, Photoshop
Day 2	Material Attributes, The Connection Editor
Day 3	Basic Bump Map, Displacement Map, Layered Shaders
Day 4	2D Projections, 3D Textures, Shaderglow, Fog
Day 5	3D Paint, Camera Projections

Week 6 Introduction to Lighting and Rendering

Day 1	Light Properties
Day 2	Defining Shadows
Day 3	Defining Highlights and Specularity
Day 4	Diffuse Interreflection and Global Illumination
Day 5	Render Layers

Week 7 Principles and Walk Cycles

Day 1	Introduction to the 12 Principles of Animation and the Animation Process
Day 2	Walk Cycles (Pose to Pose)
Day 3	Walk Cycles (Top Down)
Day 4	Translating Walk Cycle Forward, Working with Cycles, Cycles on a path
Day 5	Quadruped Cycles and Run cycles

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Week 8 Character Mechanics

Day 1 Weight and Balance
Day 2 Graph Editor
Day 3 IK vs FK
Day 4 Pose Library
Day 5 Project Work

Week 9 Weight and Pre-production

Day 1 Attaches
Day 2 Project Work
Day 3 Production Pipeline
Day 4 Character Development
Day 5 Figure Drawing

Week 10 Production Pipeline

Day 1 Editing Story
Day 2 Mime
Day 3 Composition, Camera
Day 4 Layout
Day 5 Rough Blocking

Week 11 Blocking and Rough Animation

Day 1 Arcs
Day 2 Moving Holds
Day 3 Project Work
Day 4 Project Work
Day 5 Animation History

Week 12 Sound and Music

Day 1 Lip Sync
Day 2 Project Work
Day 3 Project Work
Day 4 Finishing Touches
Day 5 Final Project

We take great care in ensuring our courses stay up to date and relevant with what is happening in the industry. With the fast-paced development in industry we sometimes have to update the content of our courses at short notice, this breakdown is therefore subject to change at anytime.