

Characters

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



Week 1 Introduction to the User Interface (GUI)

Day 1 Intro to 3D Space and the GUI
Day 2 Intro to NURBS Modelling
Day 3 Intro to Polygonal Box Modelling
Day 4 Intro to Shell Modelling
Day 5 Intro 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, Filletting and Trimming Surfaces
Day 4 Advanced Curve Networks
Day 5 NURBS UV Coordinates

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

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Week 7 Understanding Human Anatomy and Basic Modelling

Day 1 Analysing the Human Form
Day 2 Understanding Mass and Volume
Day 3 Edgeflow Structure
Day 4 Polygon Workflow
Day 5 Skinning for Modelling

Week 8 Character Sculpting Workflow

Day 1 Mudbox - Maya Workflow
Day 2 Project Work
Day 3 Character Refinement
Day 4 Project Work
Day 5 Project Work

Week 9 UV's and Facial Setup

Day 1 Character UV'ing in Maya
Day 2 Roadkill - Maya Workflow
Day 3 Introduction to Facial Systems
Day 4 Faceshape Production
Day 5 Faceshape Production

Week 10 Introduction to Rigging

Day 1 Skeletal Workflow
Day 2 Build Skin Skeleton
Day 3 Smooth Skinning
Day 4 Project Skinning
Day 5 Project Skinning

Week 11 IK/FK

Day 1 Introduction to Puppet Rig
Day 2 IK/FK Setup and Implementation
Day 3 IK Setup
Day 4 Project Work
Day 5 Project Work

Week 12 Rigging Continued

Day 1 Blending FK/IK
Day 2 Rigging Hands and Feet
Day 3 Rig Controls
Day 4 Rig Interface
Day 5 Project Work

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.