

Animation

Format Full Time (Mon - Fri, 10am - 5pm)
Duration 6 weeks
Software Maya, Photoshop
Price £4,500

Week 1

Principles and Walk Cycles

Day 1 Introduction to 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

Week 2

Character Mechanics

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

Week 3

Weight and Preproduction

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

Week 4

Production Pipeline

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

Week 5

Blocking and Rough Animation

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

Week 6

Sound and Music

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



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