

Advance 3D Concepts

COURSE OVERVIEW:

Learn the art of 3D modeling and animation for the film and broadcast industry. Develop skills of Storyboarding, 3D Organic Modeling, Character Design, Development & Texture Mapping, and familiarize with a range of industry-standard techniques for Animation. Create stories and appealing characters and reproduce original products or model in futuristic sets for creative broadcast applications

INTRODUCTION: Orientation

Overview & Roadmap

MODULE 1: Product Modeling & Animation

Transformations, Morphs, Modeling, Texture Mapping & Materials, Component Part Modeling, Mechanical Rig Setup, Modifiers, Animation Breakdown, Cheats for Compositing, Render Setup

PROJECT

Product Model

MODULE 2: Character Design & Setup

Cartoon-style, Robotic & Organic Characters, Biped, Quadraped & Sea Creatures, Character Modeling, Texturing & Materials, Character Setup & Rigging, Skinning & Facial Setup, Hair & Fur, Cloth Simulation, Curve Editor & Dope Sheet, Motion Capture, Rendering

PROJECT

Character Model with Animation

MODULE 3: Text & Logo Animations

Rasterizing, Text & Logo Design Breakdown, Texture Mapping & Materials, Transformations, Particle Systems & Particle Flow, Multi-pass Rendering

PROJECT

Modeling and Animation for Motion Graphics

