

## 3D animation Introduction

### Course Description:

This course is an introduction to the world of 3D, the course presents the basic animation principles to the students, an introduction to modeling, rigging texturing and shading. The course also gives you a brief on lighting and rendering in 3D.

Duration: 13 Classes

### Course Outcomes

Students after this course will:

- ✓ Understand basic animation principles and have different focused exercises on them
- ✓ Create 3D Models with texture and shading
- ✓ Understand and apply the walk cycle
- ✓ Understand the lighting and the rendering basics.

#### Class 1

- Introduction to 3d production
- Maya User Interface
- Creating Objects in Maya
- Groups, hierarchy, duplications and parent
- Saving and opening projects

#### Class 2

- Modeling Project (Cartoony House)
- Most important modeling tools in Maya

#### Class 3

- Understanding UV texture space
- Simple UV projection
- Texture with Photoshop

#### Class 4

- Introduction to rigging
- Types of Connections in Maya
- Joint Chains
- Simple rig Arm

#### Class 5

- Introduction to Animation
- Animation Principles Part one

#### **Class 6**

- Animate training Shot

#### **Class 7**

- Animation principles part Two

#### **Class 8**

- Student review
- Animate Real-time Shot

#### **Class 9**

- Anatomy
- Posing Characters and Line of Action

#### **Class 10**

- Walkcycle

#### **Class 11**

- Review Student test Projects

#### **Class 12**

- Introduction to Lights and Shadows
- Introduction to Arnold renderer

#### **Class 13**

- Submission and final feedback

#### **Grading**

- Attendance: 10 %
- Class exercises: 15 %
- Assignments: 25%
- Final Project: 50 %

#### **Attendance Policy**

- Only one absence is permitted in the whole course without penalty, second absence is 10% off the final grade. Three absences is an automatic failing to the course and student won't be allowed to enter the 2<sup>nd</sup> level course.