

3D Animating Advanced

Introduction

This course provides an advanced step in 3D animating which is applicable both for 3D animation film and 3D games. The course focuses on Body mechanics for animators. As the course instructors work closely in the animation production industry, they provide students with animation tips and tricks as well as advising in their career path.

Things to know before entering this course

3D Animating introduction course or knowledge of the animation basics

Course Duration: 13 classes, 3 hours per class

Course contents

Class 1

- Animation Principles Revision

Class 2

- Normal Walk-cycle

Class 3

- Stylized Walk-cycle

Class 4

- Run cycle

Class 5-6

- Walk to stop

Class 7-8

- Run and jump

Class 9-11

- Lifting Heavy Objects

Class 12-13

- Quadrupeds

Grading Policy

Student needs at least 80% grade to pass the course

Attendance: 10% - Class exercises: 15% - Assignments: 75%

Attendance Policy

- Every class absence is 5% reduction in the final Grade.
- Student missing more than 2 classes will be failing the course