

Acting for 3D Animation

Introduction

This course is for 3D animators where it focuses on study of body language and creating believable animated acting performances and dialogues.

Things to know before entering this course

3D Animation Advanced course or equivalent knowledge

Course Duration: 13 classes, 3 hours per class

Course contents

Class 1-2

- Shot and character animation planning.
- Pantomime
- Acting Exercise 1 (pantomime)

Class 2

- Subtle acting
- Subtext

Class 3-4

- Personality and Logic
- Acting Exercise 2

Class 5-6

- Hands Animation
- Acting Exercise 3

Class 7

- Emotions and Facial Expressions

Class 8-10

- Lip-sync
- Lip-sync and facial acting exercise

Class 11-13

- Multi-character Animation
- Multi Character Acting Project

Attendance Policy

Being absent more than 15% percent of the course classes is an automatic fail.

Grades

Grades are based mainly on attendance, Assignments and final project