3D Character Animation

Course Description:

A comprehensive course in 3D Character Animation. It starts with the basics step by step covering the animation rules and applying it in 3D and focuses on 3D Character body mechanics animations and introduction to body acting pantomime.

Duration: 23 Classes - 3 hours per class

Course Contents

Class 1

- Introduction to 3D Animation workflow
- Introduction to animation principles

Class 2

- Introduction to Maya animation

Class 3

- Timing and spacing.
- Slow in and slow out.
- Pose to pose and straight ahead
- Graph Editor

Class 4

- Arcs
- Different Bouncing balls

Class 5

- Review and Feedback

Class 6

- Anticipation.
- Squash and Stretch
- Follow through and Overlapping action
- Pendulum Tail exercise

Class 7

- Exaggeration
- Secondary Action
- Simple Story with Foxy ball exercise

Class 8

- staging
- Solid Drawing
- Appealing
- Blocking for Final Task

Class 9-10

- Review and Feedback
- Complex story with squirrel and pendulum mini project

Class 11-13

- Vanilla Walk-Cycle

Class 14-15

- Create walk to stop with personality

Class 16-18

- Run with Jump then Landing

Class 19-23

- Lifting heavy weights with Body Acting

Attendance Policy

- Students missing more than 2 classes will be failing the course.
- Students choose to attend whether in-class or online live for all course classes with 1 exception switch permitted

Grading Policy

- Grades are distributed as follows
  - *Assignment Exercises* 80%
  - *Showreel Compilation 20%*
- Students are required to compile 5 of their best animation exercises during the course to create their first show-reel