THE
UNDERPIN
BOOTCAMP

TALENT CURRICULUM

COMPUTER ANIMATION

PROGRAM OVERVIEW

Do you dream of working in the animation industry ? This track will give you the professional skills and knowledge you'll need to get started. This is he final assement stage of enrolling into The Underpin. This is more than learning the software, this is being grounded in the art of animation.

"Animators are actors with a pencil or a mouse. We bring characters and creatures to life, breathe life into our creations and create an entertaining performance."

Softwares: Autodesk Maya, Adobe Photoshop and DAZ 3D

WEEK 1

Monday:
- Installation and introduction
     - Take Home

Tuesday:
- Creating simple geometry
- Keyframe animation
          - Take Home

Wednesday:
- 12 Principles of Animation part 1
     - Take Home

Thursday:
- 12 Principles of Animation contd part 2
     - Take Home

Friday:
- 12 Principles of Animation contd part 3
     - Take Home

WEEK 2

Monday:
- Animal locomotion, trots walks and runs 1
          - Take Home

Tuesday:
- Character Animation
          - Take Home

Wednesday:
- Final Project

Thursday:
- Final Project

Friday:
- Final Project Submission

VISUAL EFFECTS (VFX)

PROGRAM OVERVIEW

Want to kick-start your career within the visual effects (VFX) industry? With no previous experience required, this is the perfect foundation for those with no skills in, but still passionate about VFX. This is he final assement stage of enrolling into The Underpin. This is more than learning the software, this is being grounded in the art of VFX.

"VFX is experienced through an organ with particular foibles, limitations and properties - the eye. Understanding how the eye works, how it can be fooled and even directed to certain areas of the screen, is useful.

Softwares: Blender, Autodesk Maya and Nuke

WEEK 1

Monday:
- Installation and introduction
    - Take Home

Tuesday:
- Modelling and texturing 1
    - Take Home

Wednesday:
- Modelling and texturing 2
    - Take Home

Thursday:
- Lighting and shading
    - Take Home

Friday:
- Particles and Fluids
    - Take Home

WEEK 2

Monday:
- Render layer and composition
    - Take Home

Tuesday:
- Tracking and Integration 1
    - Take Home

Wednesday:
- Final Project

Thursday:
- Final Project

Friday
- Final Project Submission