

3D Animation

This workshop is specially dedicated to those who dream to work in an environment full of colour and imagination and want their careers in a happening animation industry. It also covers an overview of the 3D computer animation industry, Basic modeling techniques, Creation of materials & Texture maps, Basic lighting techniques, Basic camera manipulation, Hierarchy linking, Basic key framing techniques, Rendering and Basic designing techniques in animated movies. After the workshop participants will come up with a short 3D movie designed by them.

Topics to be covered in Workshop

Interactive session

- About animation
- About MAYA
- Application of MAYA

GUI

- Clearing the user interface
- Introduction of different palettes

Creating Primitive shapes

- Polygon Primitives
- Nurbs Primitives
- Subdiv Primitives

Learning about Different modes of an object

- Vertex mode
- Edge Mode
- Face Mode
- Object Mode
- Learning about Mesh Flow

Familiarizing Tool Palette

- Selection & Move tool
- Rotate tool



- Scale tool
- Implimitation of these tools with shortcuts

Modeling

- Learning the difference between Plane Modeling and Box Modeling
- Go through the '\Edit Mesh\' menu
- Creating Interiors
- Learning to place Blueprints for higher modeling

Texturing

- Hyper shade Palette
- Unwrap UV

Lighting

- Learning about different lights
- Simple lighting
- Three point lighting

Creating Camera

- Learning to use camera for production level
- Learning about camera settings

Simple rendering

- How to render image with different sizes

Rigging

- How to place bones
- How to assign controllers to bones
- Explaining the use of '\Advance Biped\'

Time Line & Animation

- Learning about Frames & Frame rate
- Explaining what is animation with the help of persistence of vision
- Key frame animation
- frame by frame animation
- Camera Animation
- Object Animation



Character Animation

- Explaining Principles of Character Animation
- Creating Simple Walk

Project Maintenance

- How to create new Project & work in it

Advance Rendering

- Batch Rendering

Duration: The duration of this workshop will be two consecutive days, with eight hour session each day in a total of sixteen hours properly divided into theory and hands on sessions.

Fees: Rs. 1200/- inclusive of all taxes.

