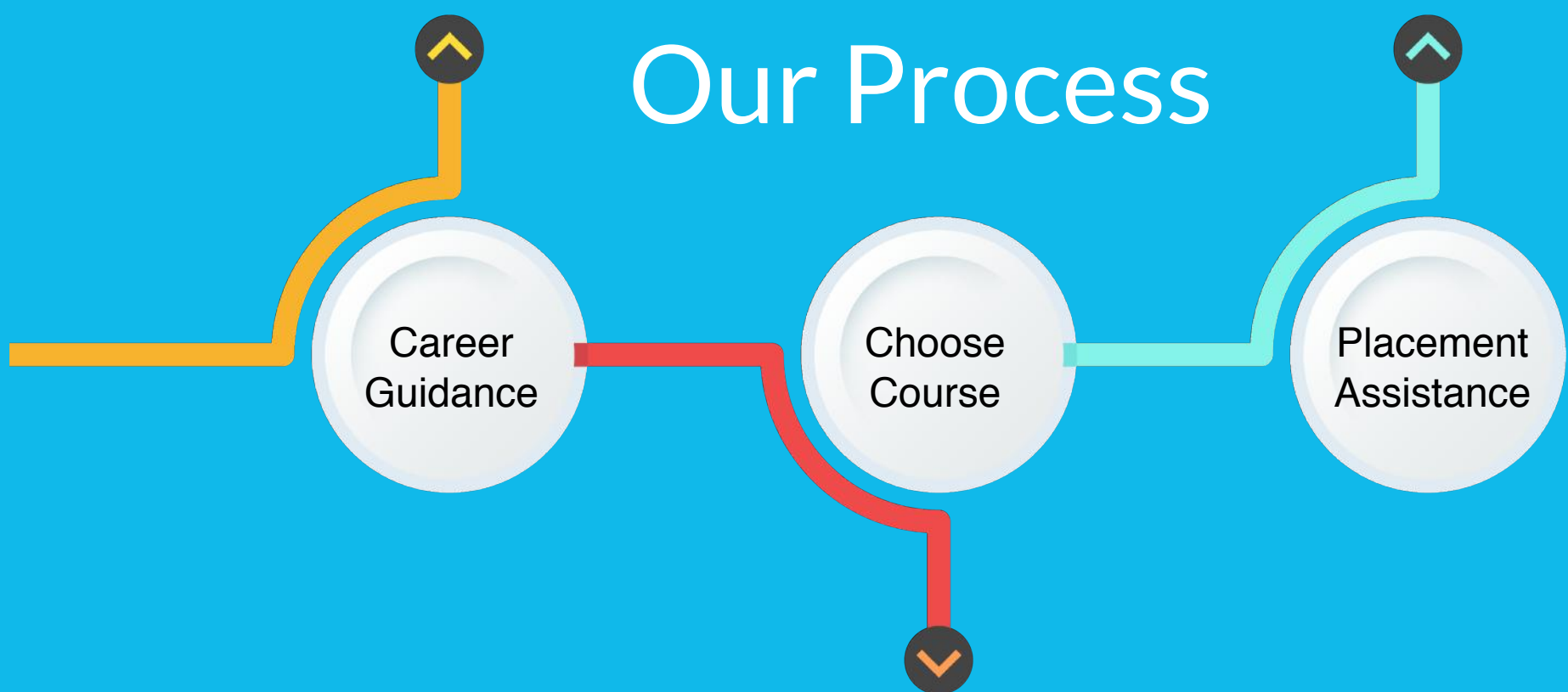# 3D Animation

Digital Lync

01

Welcome To

Digital Lync

Digital Lync empowers technology seekers by providing world class infrastructure, best quality project based technology education, Research and Development of great products and supports enthusiastic new entrepreneurs.

Expert counsellor advises to match your skills with trending technologies in the industry.

We are a link to your awesome future! We recognize, enhance and present your skills to the coolest companies.

Our Process

Career Guidance

Choose Course

Placement Assistance

You pick and we guide. We mentor you all along and help you throughout your learning process.

www.digital-lync.com

3D Animation

Enter the exciting world of animation.Learn the creative aspects of animation, starting from pre-production to post production, including storyboarding and character animation.

DURATION: 90+ HOURS

WHAT YOU NEED TO KNOW

- Good at fine art
- Creative Mind

CAREER
OPPORTUNITIES

3D Artist
3D Visualizer
Texturing Artist
Rigging Artist
3D Animator

Why 3D Animation

Do you remember when animation first captured your imagination? From the velociraptors in "Jurassic Park" to the candlelit ballroom in "Beauty and the Beast, from the weightless space of "Gravity," to the Oscar-winning world of "Zootopia"? 3D animation and visual effects are the not-so-secret ingredient in contemporary storytelling. You can be a part of the magic from Hollywood blockbusters to independent film and even outside of the entertainment industry.

02 Curriculum

PHOTOSHOP

- Navigating
- Making Selective Changes
- Painting and Retouching Tools
- Color settings
- Using Content-Aware Tools
- Photoshop Layers

Maya

MODULE 1 :
INTRODUCTION TO MAYA

- Production Pipeline
- Maya Interface
- Creating Primitive Objects
- Transforming Objects
- Grouping and Parenting
- Hypergraph
- Discover Outliner

MODULE 2 :
CURVES

- Introduction to Curves
- Modifying Curve Components
- Build Curves

MODULE 3 :
POLYGON MODELLING

- Polygons
- Modelling
- Building Basic Structures

MODULE 4 :
TEXTURING

- Shaders
- Custom textures using Photoshop

MODULE 5 :
RIGGING

- Ik and Fk
- Joints
- Creating a skeleton
- Skinning
- Paint Weights
- Set driven key

MODULE 6 :
LIGHTING AND RENDERING

- Three point lighting
- Indoor and outdoor lighting
- Caustics
- Using IPR
- Render Settings

3ds Max
Curriculum

MODULE 1 :
THE INTERFACE

- Introduction of 3ds Max Studio
- Understanding the 3d environment
- Installation/student Version/Plugins
- Different Views
- Units & Preferences
- Menus/Ribbons

MODULE 2 :
SELECTION AND TRANSFORMATION TOOLS

- Transform Tools
- Basic Inbuilt Models

MODULE 3 :
IMPORTING AUTOCAD AND REVIT FILES

- Relation between CAD/Revit/ Max with units
- Fbx and other Formats
- Managing Links in Max

MODULE 4 :
IMPORTING 2D PLANS FROM AUTOCAD AND MODELING IN 3DS MAX

- CAD Drawing Development
- Modifying Drawing
- Re-arranging Assets

MODULE 5 :
USING SHAPES TO CREATE 3D OBJECTS

- NURBS
- Polygons
- Splines

MODULE 6 :
MODELING TOOLS

- Modelling Modifiers
- Basic default Materials
- Modifying default shapes

MODULE 7 :
SPLINES

- Advance Modelling through splines
- Adding extra details to Environment

MODULE 8 :
SNAP TOGGLE

- Snapping Assets
- Preferences & Tools

MODULE 9 : MIRRORING, ALIGNING, GROUPING AND CLONING OBJECTS

- Arranging our environment in Hierarchy
- Cloning instance/copy

MODULE 10 : MODIFIERS

- Dynamics
- UV's
- Cloth modifier
- Fur modifiers
- Physics

MODULE 11 : INTRODUCTION TO LIGHTING

- Lighting system
- Mesh/dome/point/plane lights

MODULE 12 : THE DAYLIGHT SYSTEM

- Day light System
- Environment Presets

MODULE 13 : MATERIAL EDITOR

- Slate Mode Editor
- Composite Editor
- Shaders/materials
- Diffuse/bump/normal/id/reflect/ Refract/Transparent/AO maps
- Advanced Materials with Reflect & Refract Modes

MODULE 14 : CIVIL VIEW TOOL

- Environments with civil view

MODULE 15 : POPULATE TOOL

- Adding default models to environment
- Tracking & Aligning

MODULE 16 : RENDERING

- Rendering our scenes with rendering engines
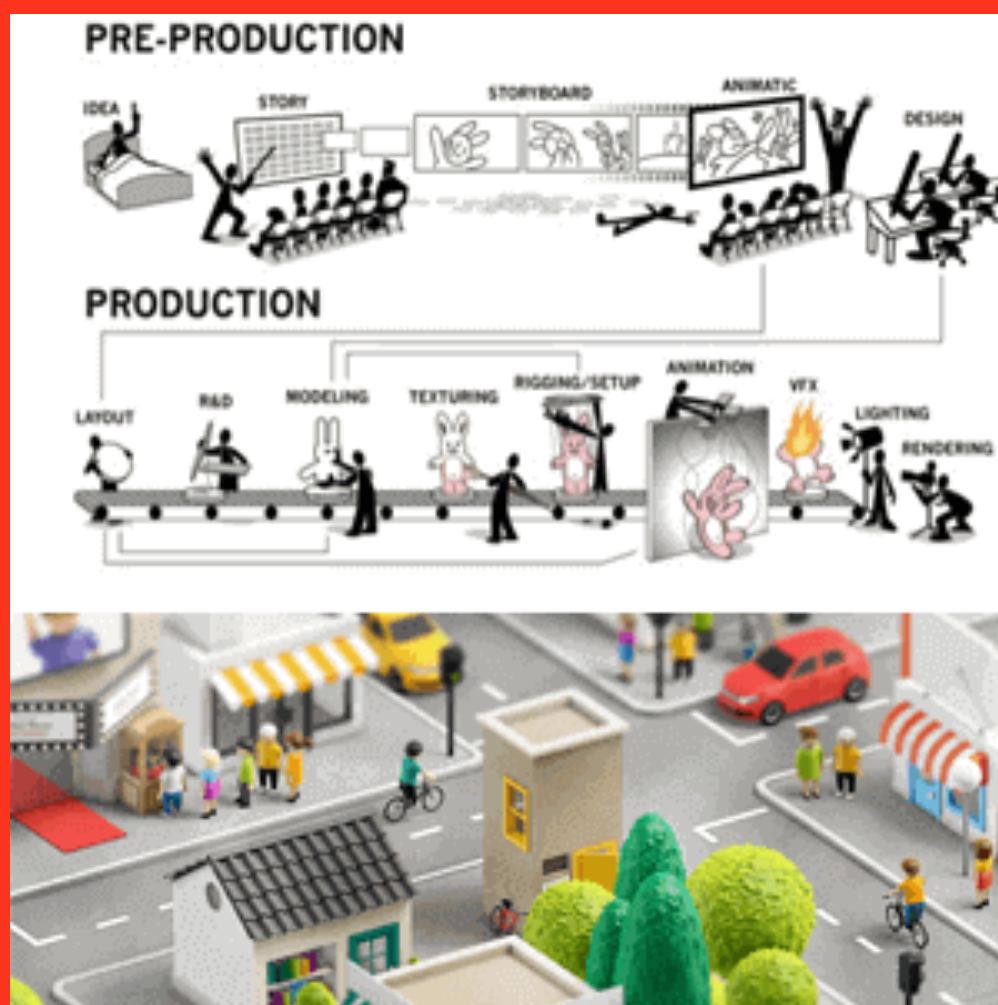- Adjusting pixels/noise/lighting/
- Materials/systems

03

3D Animation

Project:

CREATING A 3D DEMO

The concept of the project is creating a short video. Create a script/ storyboard for the same. Use Maya to build characters and environments then, texture them using Adobe Photoshop. Later build controls for your characters and animate them according to your concept. Light your scene and render images. Then finally compose them and final render the sequence.

04

Why
Digital Lync

The Best Trainers

Our developers are our trainers! our trainers spend half of their time on products at our innovation center.

Online Classes

Our online experience is as good as in - class experience. Our programs offer end to end personal interaction with students.

We are Committed

We consider your success to be ours. Your achivement is our commitment. We teach until you learn.

Really Affordable

We believe in a collaborative, cool and learn friendly environment. Our promise, is to provide all this for no additional charge.

www.digital-lync.com

Trending

Technologies

Python
Devops
AWS
Azure (Cloud Computing)
Data Sciences
Deep Learning
Artificial Intelligence
Data Analysis
Big Data
FullStack
Digital Marketing
Mobile Development
Blockchain
Visual Design
Game Development
IOT
Cyber Security

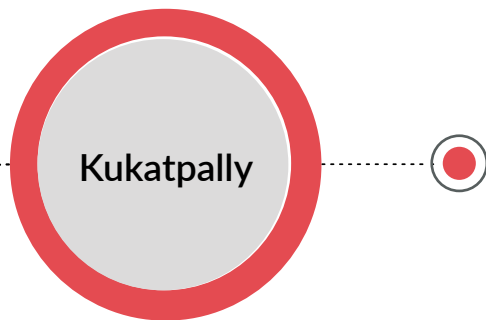# BRANCHES
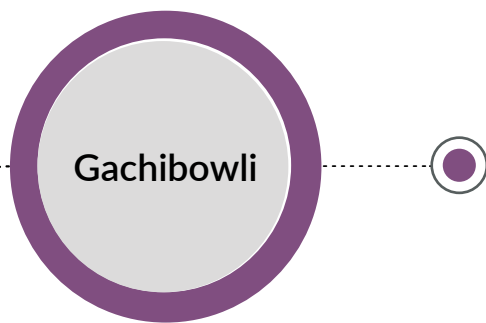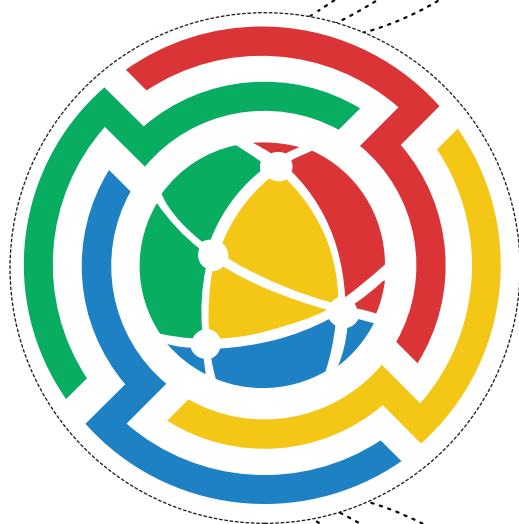
Gachibowli
Khajaguda, Naga Hills Rd,
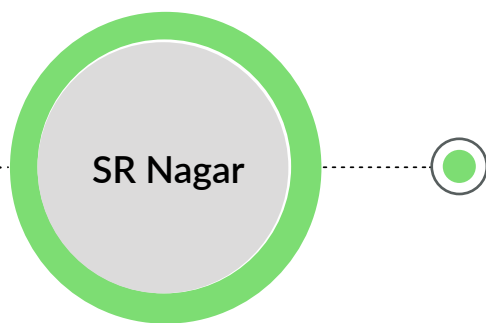Madhura Nagar Colony,
Gachibowli, Hyderabad.
📞 9652021616 / 7093861616

Kukatpally
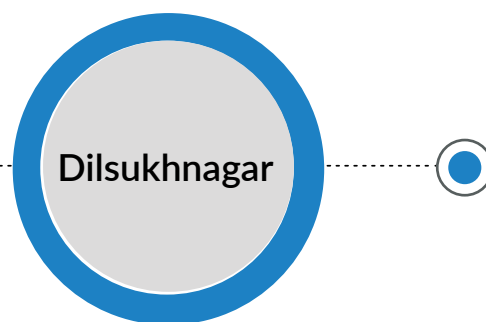Manjeera Trinity Corporate,
1st floor, office no. 106 & 107,
Kukatpally, Hyderabad.
📞 9652978616 / 7093861616

SR Nagar
31/A , Chitti Classics, Adjacent to
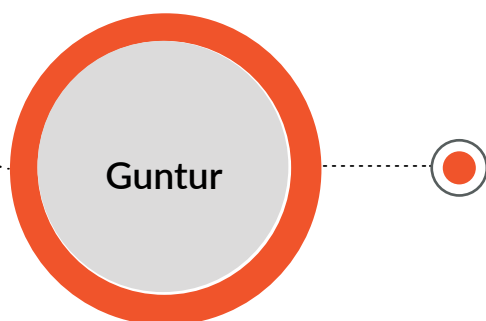SR Nagar Police Station Signal,
Balkampet Main Road,Hyderabad.
📞 9704661616 / 7093861616

Dilsukhnagar
Near Telephone Colony Arch,
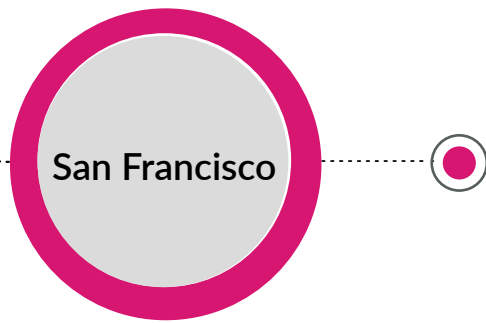Yashoda Speciality Clinic
Building 3rd floor,
Kothapet, Hyderabad.
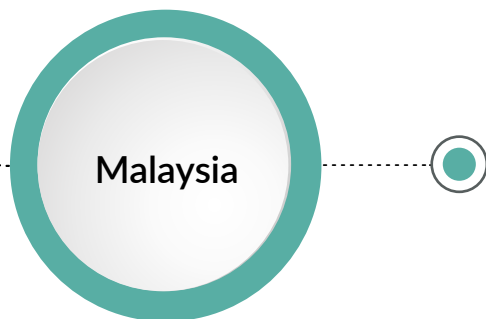📞 9652678616 / 7093861616

Guntur
Emgee House,
Chandramouli Nagar,
Guntur, Andhra Pradesh.
📞 9652741616 / 7093861616

San Francisco
1 Hallidie Plaza,
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California, 94102.

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Jalan 16/11, Off Jalan Damansara
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7093861616 / 8897301616