

A teal wireframe mesh of a human head, viewed from the side, serves as a background for the entire page. The mesh is composed of numerous interconnected lines forming a grid-like structure that defines the shape of the head and neck.

**3D**

**ANIMATION**

**V F D C**  
Media and Designs

# 3D Animation

Take your 3D skills to the next level and make your passion for animation a career reality. Animation is all about capturing the essence of movement and making the unreal, real.

Our Diploma In Animation (Advanced) courses includes storyboarding, pre-production, animating, character design, modelling and rigging. You'll also develop your visual effects and post production techniques, art and computer graphic design skills and get the inside knowledge on industry practice. You have a choice between advanced techniques in character modelling and rigging or advanced character animation.

Using industry standard software, create an animated world and bring it to life. Make your characters move, convey thoughts and emotions, and respond to their surroundings.

The Diploma of Animation (Advanced) gives you the skills you need to join this exciting global industry. Put together a showreel that reflects your talent and get set to make your mark on the international stage.

## Course Outline

**Art and design** - develop your creative and design skills; study life drawing, animation and art history, screen composition, lighting and colour; develop your understanding of visual language and how to create storyboards..

**Animation principles** - make objects move in a realistic way; learn how to use weight, elasticity, anticipation and exaggeration to show thoughts and attitudes of a character or object..

**Industry practice** - learn how copyright and legal issues affect production; how animation production is managed and how workflow is organised; develop communication skills essential for working in animation industries

**Modelling and Rigging** - model both mechanical and organic forms using the latest 3D modelling techniques; design and create characters complete with facial expressions and skeletons for use in your animations

**Character animation** - bring simple characters to life; learn how acting and directing can influence animation; create walk cycles; animate a character to convey emotions and thoughts.

**Animation Production** - finish your animations to a commercial standard; design surfaces and light scenes; manage rendering and complete animation using compositing techniques.



# COURSE STRUCTURE

**Group project** - create an animated short film

**Individual / joint project showreel** - apply what you have learnt to produce a short animation to include in your showreel.

## SOFTWARE

ADOBE PHOTOSHOP  
AUTODESK MAYA  
MARI  
MUDBOX  
ADOBE AFTER EFFECTS  
ADOBE PREMIERE  
VUE  
REALFLOW

## CAREER

3D ANIMATOR  
3D MODELER  
3D TEXTURE ARTIST  
RIGGER  
VFX ARTIST  
MATTE PAINTER  
COMPOSITOR

	Duration	Eligibility
Diploma In 3D Animation	12 Months	SSLC, +2 (PASS / FAIL)
Advanced Diploma In 3D Animation (IAO)	12 Months	SSLC, +2 (PASS / FAIL)

THANK YOU

GET IN TOUCH



Media and Designs

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