3D ANIMATION BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

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Our mission is to provide a practical and affordable training experience that meets each student's interests, abilities and needs within a robust curricular framework while inspiring creativity.

Welcome to kennysoft Film Academy

Dear Prospective Student,

Thank you for showing interest or applying for our training courses on: 3D Animation Jumpstart, 3D Character Design, 3D Character Acting, Motion Graphics, Video Editing, Broadcast Design, Cinematography and 3D Digital Sculpting.

You have made the right choice. kennysoft is Nigeria's leading provider of 3D animation, motion graphics, training and visual effects services. As our student you will enjoy the benefits of learning from seasoned professionals with lots of experience. We employ a practical hands-on approach to learning.

We strive to promote and support student development and organizational effectiveness by providing high-quality educational training. Our courses are practical and designed to meet individual, group or departmental, and institutional needs and objectives. We work hard to enhance individual learning and development as the means for creating a better workplace environment and for building a stronger industry in West Africa.

Once again thank you for choosing kennysoft We hope you have an awesome learning experience.

Best regards,

Kenneth Horsfall
Creative Director/Corporate Head

ABOUT

3D ANIMATION JUMPSTART COURSE

Get started in 3D animation in just 3 weeks

For students who are new to 3D animation this beginner's course will jumpstart your career. This course focuses on the basics of 3D computer graphics using Autodesk Maya.

Students are introduced to 3d philosophy and the Maya interface as well as 3D modelling, texturing, lighting, and basic rendering. Skills learnt will be applied in creating simple objects and 3D logos. The course is devoted to instruction and homework, with one-on-one help from the instructor. The final 2 days will be devoted to your personal project.

Who is this course designed for?

This course is designed for beginners with little or no basic knowledge of Maya. This class covers the core concepts, approaches and techniques required for starting a career in 3D animation.

Duration
3 WEEKS

Price
N70,000

Days
Mondays to Fridays

Time
Morning(9am-11am, 11am-1pm)
Afternoon (1pm-3pm, 3pm-5pm)
Evening (5pm-7pm)

Study Mode
Full Time/Evenings/Weekend

Software
Autodesk Maya **or Cinema 4D**

System Requirements

Students should bring their laptops which should meet or exceed the following hardware configurations.

Windows® 8, Windows® 7, Vista or XP
32-bit/64-bit Intel or AMD multi-core processor
2 GB of RAM minimum (8 GB recommended)
16 GB of free disk space for installation
Qualified hardware-accelerated OpenGL® graphics card
3-button mouse

Other Requirements

Basic knowledge of Windows or Mac OS.

Will I get a certificate at the end of my training?

Students will qualify for a certificate of training only if the pass the assessment exam at the end of the training course.
Final score is based on attendance (10%), tests (30%) and a final examination (60%) based on the standard grading system.

Course Outline

This course is a great start for students who are new to Maya or transitioning from different 3D software packages . We adopt a simple production-based training methodology and our students gain valuable inside knowledge from our years of hands-on experience in 3D animation.

01 INTRODUCTION TO ANIMATION & MAYA

- User Interface, Files And Projects
- Basic 3D Concepts, Menu Sets, Panels,
- Navigation, Transformation
- Working With Primitives
- Nodes And Attributes

02 POLYGONAL MODELLING

- Modelling of simple objects (chairs, tables, house, cups spoons, etc) which will form their assessment for graduation
- Quads vs Triangles or n-Gons
- Poly Count and good Topology Controlling Surface Quality Using Mainly
- Polygon Modelling Tools, Curve Tools/Snapping, Revolving, History, Grouping/ Duplicating, Combining Polygons, Split Polygon, Lofting, Extruding

03 INTRODUCTION TO ANIMATION

- Keyframing/Time Slider
- Attach Objects to Motion Path
- Graph Editor
- Playblast for Review

04 TEXTURING AND SHADING

- Surfaces (Metal, Wood and Plastic etc.)
- Hypershade
- Materials
- Connecting Textures As Bump/Specular/ Diffuse Maps
- Basic UV Unwrapping
- Maya 3D Paint Tool

Course Outline

05 | **LOGO CREATION/ DYNAMICS**
- Creating 3D Logos from Adobe Illustrator Files
- Creating 3D Text
- Maya 2D Canvas (Paint Effects)
- Fire, Smoke, Fireworks and Lightening

06 | **LIGHTING AND RENDERING**
- Render View
- Camera, Render Settings Introduction to Render Engines: Software
- And Mental Ray Renderers
- Types Of Lights
- Basic 3 Point Lighting Setup
- Creating Shadows, Reflections, Refractions,
- Rendering Out And Rendering Images

07 | **PROJECT**
- Final project, student assessment and graduation