

3D ANIMATION PRODUCTION

1. NAME : 3D ANIMATION PRODUCTION
 2. SECTOR : **Information & Communication Technology**
 3. CODE : **ICT 111**
 4. ENTRY QUALIFICATION : SSC Passed
 5. TERMINAL COMPETENCY: After Completion of the training participants would be able to:
- Gain knowledge of Animation production process. Create High Quality animation using specific instructions
 - Acquire strong understanding of Classical Animation Principles and apply them to 3D Character Animation.
6. Duration :300Hrs.

7. Course Content:

Practical Competencies	Underpinning Knowledge (Theory)
Drawing Basics To able to draw basic forms & shapes which are fundamentals for further drawing sessions	Theory related to practical
Design Fundamentals, Perspective Drawing, Shading & Shadows-(Good understanding of design theory, Perspective drawing, shading techniques	
Drawing Human Figures Good understanding of design theory, Perspective drawing, shading techniques	
Sketching for Animation -Stick Figures & Thumbnails, Understanding animation principles & drawing thumbnails of actions and poses	
Digital Imaging-Designing images for te•ture	
Animation- Strong understanding of Animation principles and creating professional animation sequences Understanding human anatomy and create Animation	
Lighting □Understanding different lighting effects & Lighting up the animated sequences	
Final Project	

LIST OF TOOLS & EQUIPMENTS

- a) **Hardware:** Animation Light Boards, Pentium IV PCs, (Multimedia Enabled and Windows XP) , Scanner, Line Test Device, Printer.
- b) **Software:** Adobe Photoshop CS3, Adobe Flash, Adobe Premiere, Toon Boom, Autodesk Maya 8.5, Sound Forge, Adobe Premier, Cora I Draw and latest software if needed.