

ADVANCED 3D ANIMATION PRODUCTION

1. **Name** : ADVANCED 3D ANIMATION PRODUCTION
2. **Sector** : **Information & Communication Technology (ICT)**
3. **Code** : **ICT 218**
4. **Entry Qualification** : SSC Passed & having completed Course on 3D Animation Production
5. **Terminal Competency**: After Completion of course participants would be able to Gain knowledge in 3D animation production process
 Understanding 3D Modules i.e.Modeling, Digital Texturing, Rigging, Animation & Lighting, Artistically and Digitally.
 Create 3D Characters and animate them.
 Create 3D animated environments Produce animated short films as teams
6. **Duration** : 300 hours
7. **Course Content** :

Practical Competencies	Underpinning Knowledge (Theory)
Digital Imaging-Designing images and textures especially for Animation	
Modeling-Designing human figures & images for texture .Create professional models for animation production	
Texturing- Designing images for textures Create textures for characters and backgrounds	
Rigging –Understanding human anatomy and create professional rigs	
Animation Understanding Of animation principles & creating professional animation sequences with lighting effects.	
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, Coral Draw and latest software if needed.