



3D Animation Curriculum

Class 1 - 41

Introduction to 3D departments

1

3D interface

Students will learn the Following -

- Different cameras in Maya & Outliner
- Channel box & Attribute editor
- Project window
- Understanding Edges, vertices, faces & edge flow
- Timeline



2

3D Modeling, Lighting & Texturing

Students will learn Modeling & Surfacing tools -

- Extrude, Multicut, Bridge, Fill hole
- UV Projection
- 3 point lighting
- UV Unfolding
- Basics of shading (Hypershader)
- Diffuse, Specular & Bump Maps



3

Rigging & Animation

Students will start with an introduction to animation and rigging as follows -

- What is parenting, joints & Hierarchy?
- Constraints
- Keys and spacing
- Work with graph editor
- Animation principals
- Acting



4

Rendering & Compositing

Students will learn the basics of rendering & compositing-

- Batch Rendering
- Layers & Passes
- Render settings
- Composite the render
- color correction



Class 42 - 82

Advanced 3D Animation and Modeling

5

Character Animation

Students will work on following assignments -

- Ball bounce
- Driving pendulum
- Walk cycle
- Character expressions
- Acting reference shot



6

3D Character Model

Students will create the following rendered 3D models-

- Coke can
- watch/Mobile phone
- Isometric room
- Set lighting
- Character Model



7

Character Rigging & Skinning

Students will start their rigging journey with the following -

- Prop Rigging
- Skinning
- Character rigging



8

Composite rendered 3D models

Students will render & composite their 3d models -

- Set compositing & Rendering
- Render 3D character model with passes & Layers
- learn advanced compositing techniques



Class 83 - 110

Creating 3D Animation Showreels and portfolio

9

3D Animation Showcase

Students will learn how to create an impressive animation showreel with the mentors feedback



10

Modeling, Lighting & Surfacing Showcase

Students will learn how to create impressive turntables with showcasing of the mesh & rigged models (Poses).



11

Cover letter, CV and showreel

With the mentors guidance, the student will create their impressive showreel and apply for an internship.



12

Publish on Social Media

The mentors will help the students to create their art portfolio on social media sites like behance and instagram so that the student can begin their journey as a junior artist!

