

3D Artist for Animated Features, TV Series and Games

27 August to 7 December 2012 - The Animation Workshop

Week 1	27 Aug. to 31 Aug.	Introduction to Maya	Mornings: Lectures Afternoons & Evenings: Projects
Week 2	3 to 7 September	Introduction to Maya continued	Mornings: Lectures Afternoons & Evenings: Projects
Week 3	10 to 14 September	Concept Design (character design)	Mornings: Lectures Afternoons & Evenings: Projects
Week 4	17 to 21 September	Concept Design (environment, set composition, layout)	Mornings: Lectures Afternoons & Evenings: Projects
Weekend	22 to 23 September	Color Theory Workshop	Mornings: Lectures Afternoons & Evenings: Projects
Week 5	24 Sept. to 28 Sept.	Environment Modeling	Mornings: Lectures Afternoons & Evenings: Projects
Week 6	1 to 5 October	Character Modeling	Mornings: Lectures Afternoons & Evenings: Projects
Week 7	8 to 12 October	Character Modeling	Mornings: Lectures Afternoons & Evenings: Projects
Week 8	15 to 19 October	UV Mapping	Mornings: Lectures Afternoons & Evenings: Projects
Week 9	22 to 26 October	Sculpting (Mudbox)	Mornings: Lectures Afternoons & Evenings: Projects
Week 10	29 Oct. to 2 Nov.	Texturing	Mornings: Lectures Afternoons & Evenings: Projects
Week 11	5 to 9 November	Shading	Mornings: Lectures Afternoons & Evenings: Projects
Week 12	12 to 16 November	Lighting	Mornings: Lectures Afternoons & Evenings: Projects
Week 13	19 to 23 November	Rendering	Mornings: Lectures Afternoons & Evenings: Projects
Week 14	26 to 30 November	Final Project: a final rendered posed character in a 3D background and set	Final project
Week 15	3 to 7 December	Final Project continued	Final project

Instructors:

- Lawrence Marvit (USA); Freelance Art Director and Concept Artist, formerly Pixar Animation Studios, USA.
- Julia Bracegirdle (UK); Senior Lecturer of Visual Communication, Loughborough University, UK.
- Kristifir Klein (USA); Lead Set Modeler, Pixar Animation Studios, USA.
- Adam Dewhirst (UK); 3D Character Modeler, Cinesite, UK, (TBC).
- Andrew Dayton (USA); 3D Character and Set Modeler, Pixar Animation Studios, USA, (TBC).
- Sunit Parekh-Gaihede (USA); 3D Artist, Hydralab, Denmark; formerly Animalogic, Australia (TBC).
- André Bergs (the Netherlands); 3D Generalist and Co-Owner, Plastiek, the Netherlands, (TBC).
- And more professionals from the industry...