

3D Character Animation for Animated Features, TV Series and Games

20 February to 1 June 2012 - The Animation Workshop

Course contents

Week 1	20 to 24 February	Introduction to Maya
Week 2	27 Feb. to 2 March	Introduction to Maya continued
Week 3	5 to 9 March	Character Set-Up / Rigging
Week 4	12 to 16 March	3D Animation Basics
Week 5	19 to 23 March	3D Animation Basics continued
Week 6	26 to 30 March	3D Animation Basics continued
Week 7	2 to 6 April	3D Animation Basics continued
Week 8	9 to 13 April	3D Animation Advanced (Acting)
Week 9	16 to 20 April	3D Animation Advanced (Acting) continued
Week 10	23 to 27 April	3D Animation Advanced (Dialogue)
Week 11	30 April to 4 May	3D Animation Advanced (Dialogue) continued
Week 12	7 to 11 May	Final Project: a 20-30 second animation short film or game intro
Week 13	14 to 18 May	Final Project continued
Week 14	21 to 25 May	Final Project continued
Week 15	28 May to 1 June	Final Project continued

Instructors:

- Michelle Meeker, Animation Consultant and Contractor, Mentor at Animation Mentor, formerly Pixar, Weta Digital, and DreamWorks, USA.
- Rich Quade, Directing and Supervising Animator, Pixar Animation Studios, USA, (TBC).
- Don Phillips Jr., Freelance Directing Animator, formerly Disney, USA, (TBC).
- Erik Schmidt, Freelance Animator, formerly DreamWorks & Disney, Denmark, (TBC).
- Søren Kjøller, Animator and CG Artist, Mediafarm, Denmark, (TBC).
- And more professionals from the industry...