



3D Animation (Autodesk Softimage)

Overview:

The course focuses on familiarizing the student with the 3D interface and tools. They will learn to apply the principles of animation within the 3D software application and will successfully produce 3D content for various formats.

Course outline:

- Introduction to 3D Software Interface
- 3D Modelling Techniques
- 3D Presentation Techniques
- Animation Principles for 3D
- 3D Rendering
- 3D Compositing

Who should attend:

- Proficiency in English
- Basic computer skills
- Home computer with graphics accelerator card

Level: Beginner - Intermediate

Admission requirements:

- Proficiency in English
- Computer skills & a basic knowledge of script
- Home computer with graphics accelerator card

Materials :

1GB+ memory stick.

Duration: 32 hours (4hours x 8weeks)

Lecturers: Christopher Pinto, Phillip Kraft & Emile Prinsloo. [Stephan Calitz: HOD]

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