



Advanced Animation (Autodesk Softimage)

Overview:

The course focuses on advanced character animation and the animation production pipeline.

Course outline:

- Animation principles in practice
- Character design & Modelling
- Character rigging
- Advanced shading techniques
- Character animation
- Rendering & Compositing

Who should attend:

- People with previous animation experience that want to improve their skills
- Animators that want to learn an additional software application
- Concept artists & character developers

Level: Intermediate - Advanced

Admission requirements:

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

Materials (if any):

1GB+ memory stick.

Duration: 32 hours (4hours x 8weeks)

Lecturers: Emile Prinsloo. [Stephan Calitz: HOD]

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