

Course Name	<i>3D Character Animation Workflow (SC)</i>
Course Overview	This course covers the fundamentals of 3D character animation workflow for high quality animation output. Participants will learn about the process and also elements of 3D character animation which includes animation design, acting & acting reference, animation workflow and basic 3D animation software.
Course Objective	<p>The primary objective of this course is to help students prepare for entry-level 3D animation positions & upgrading current position in a variety of working environments:</p> <ul style="list-style-type: none"> • Local & international animation production companies for animated series & animated feature film. • Team work oriented environments with an emphasis on client/supervisor interaction, workflow & presentation skills to communicate ideas. Job titles include 3D Animators, Storyboard Artist, and junior animator.
Target Audience	For the best learning experience, it is recommended this course is organized for 15-20 participants in one session. Participant with knowledge in 3D modeling and basic understanding of Autodesk Maya is an added advantage.
Duration	The training will takes 120 hours to complete. Training will be conducted on weekend (Saturday and Sunday)