

2D & 3D Animation

Introduction

The 3D & 2D Animation Certification is designed to teach students how to create moving three-dimensional images in a digital context and make them expert animators. These visuals are made using 3D software, allowing animators to create computerized objects that look 3D even though they are on a 2D surface. Through visual effects and precise timing, you as animators can make anything from a video game character to a car in an advertisement look like it moving through a three-dimensional space. You will get knowledge of the following by earning this certificate:

- Create a mood board to organize your ideas
- Sketch out your ideas
- Use your sketch as a starting point for an illustration
- Use basic shapes to create an outline
- Use the pen tool to create organic shapes
- Color your illustration
- Add details
- Prepare it for animation
- Import it into After Effects
- Animate an object's position and adjust its motion path
- Create masks
- Animate colours
- Animate scale and opacity
- Use the wave warp effect to animate smoke
- Animate snow (and make it loop!)
- Render (export) your animation as a .mov, .mp4, or gif file.

Scope of 2D & 3D Animation Certificate The need for qualified 3D animators is growing along with the animation industry. Today, practically every industry needs 3D artists.

Businesses now anticipate real-world images and animations to explain concepts and topics due to technological advancements.

REQUIREMENTS:

- Intermediate/O/A-level
- Basic Programming Skills
- Basic Computer Skills

CURRICULUM:

Lecture	Topics
1	Introduction To 2D/3D Animation
2	Visual Graphics Animation
3	Motion Graphics
4	2D Character Rigging
5	2D Character Animation
6	2D Infographic Animation
7	Adobe After Effects
8	Blender

Lecture	Topics
9	3D Character Rigging
10	3D Max
11	Mid Term Paper
12	3D Texture Implementation
13	3D Environment Design
14	Use of Camera in Animation
15	Use of Cinema 4D in Animation
16	Use of 3D Max in Animation
17	Use of Blender in Animation
18	Adobe Advanced Concepts
19	3D Max Advanced Concepts
20	Cinema 4D Tools
21	Cinema 4D Techniques Used in Animation
22	Cinema 4D Advanced Concepts
23	Final Project Presentation

Lecture	Topics
24	Final Term Paper

Outcomes:

- Work with 2D/3D animation using Adobe After effects
- Work with Blender, 3D Max and Cinema 4D

BENEFITS:

- To do 2D/3D animation in blender
- To become an expert in 3D Max and Cinema 4D
- To learn about the tools of Adobe After Effects

Affiliation & Collaboarations

