

3D Character Animation 2024

8th April to 28th June 2024, at The Animation Workshop, VIA University College

Course program

Week	Days	Dates	Module
Week 1	5	8 – 12 April	Introduction to Maya
Week 2	5	15 – 19 April	Introduction to 3D Animation
Week 3	5	22 – 26 April	Introduction to 3D Animation
Week 4	5	29 April – 3 May	Introduction to 3D Animation
Week 5	4	6 – 10 May	Introduction to 3D Animation
Week 6	5	13 – 17 May	Introduction to 3D Animation
Week 7	2	21 – 22 May	Introduction to 3D Animation
Week 7	2	23 – 24 May	Lighting and Rendering
Week 8	5	27 – 31 May	Parkour
Week 9	5	3 – 7 June	Parkour
Week 10	5	10 – 14 June	Interaction
Week 11	5	17 – 21 June	Interaction
Week 12	5	24 – 28 June	Introduction to 4-legged animation
Exam	n/a	Deadline: 1 st August	Exam: Exercise showreel & 2 - 4-page paper



The Animation Workshop
VIA University College

3DCA 2024 program

Introduction

In our dynamic and highly creative learning environment, you will have the unique opportunity to learn from active industry professionals and develop both your technical and artistic skills in the realm of 3D character animation.

The 3D Character Animation course combines the following key program elements from the Bachelor in Character Animation into a semester course of 30 ECTS points: “Animation Software and Production 2”, “Animation Basics 3”, and “Advanced Animation”. The 12-week 3D Character Animation course takes you through a series of lectures, assignments and mini productions, increasing in complexity, in the field of 3D character animation - from concept to polish. You will be introduced to the industry standard modelling and animation software Autodesk Maya and to 3D character animation. You will be guided through a series of exercises designed to transfer the classical animation principles onto a 3D platform. The curriculum places a strong focus on understanding body mechanics and physical action during animation basics, gradually advancing into more sophisticated concepts including parkour, and interaction, and finishing with an introduction to 4-legged character animation.

The course finishes with a portfolio exam with consists of a showreel that you compile from the completed exercises. Additionally, you will be required to craft a 2-4 page written paper, reflecting on your learning process. The exam is assessed according to the 7-point grading scale by an internal examiner.

Format of teaching

Most instructors at The Animation Workshop, VIA University College are guest teachers, ie. professional artists from animation studios who teach for a limited number of weeks. In general, the teacher will do lectures/demos in the mornings followed by exercises and project work in the afternoons. Hands-on sessions are accompanied by 1-on-1 feedback or dailies and weeklies with the whole group. The classroom is set up with a powerful workstation for each of the participants, and a teacher computer hooked up to a projector, making it easy to switch between demos/lectures and hands-on work.

Course instructional method

- Lectures, demonstrations, walk-throughs, hands-on work, workflow talks, exercises, with critique and advice.
- Dailies, weeklies and assignment presentations.
- All modules will include lectures and extensive hands-on experience. All rigs are provided for the exercises.

Class hours

Normal class hours are 9:00 to 16:00.



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