

# 3D Character Animation 2025

22<sup>nd</sup> April to 27<sup>th</sup> June 2025, at The Animation Workshop, VIA University College – or online

Week	Days	Dates	Module
<b>Animation Basics</b>			
Week 1	4	22 – 25 April	3D Animation Basics
Week 2	5	28 April – 2 May	3D Animation Basics
Week 3	5	5 – 9 May	3D Animation Basics
Week 4	5	12 – 16 May	3D Animation Basics
Week 5	5	19 – 23 May	3D Animation Basics
<b>Advanced Animation</b>			
Week 6	4	26 – 30 May	Parkour
Week 7	5	2 – 6 June	Parkour
Week 8	4	10 – 13 June	Interaction
Week 9	5	16 – 20 June	Interaction
Week 10	5	23 – 27 June	Introduction to 4-legged animation
Exam	n/a	Deadline: 1 <sup>st</sup> August	Exam: Exercise showreel & 2 - 4-page paper

## **Format of teaching**

Most instructors at The Animation Workshop, VIA University College are guest teachers, meaning they are professional artists from animation studios who teach for a limited number of weeks. Typically, the instructors conduct live lectures and demonstrations in the mornings followed by exercises and project work in the afternoons. These hands-on sessions are complemented by one-on-one feedback, as well as dailies and weeklies with the whole group. The classroom is equipped with a powerful workstation for every participant and a teacher's computer connected to a projector, facilitating easy transition between demonstrations, lectures, and hands-on work.

## **Course instructional method**

- Live lectures, demonstrations, walk-throughs, hands-on work, workflow talks, and 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.