

# 3D Character Animation 2026

13 April to 12 June 2026, at The Animation Workshop, VIA University College – or online

Week	Days	Dates	Module
<b>Animation Basics</b>			
Week 1	5	13 - 17 April	3D Animation Basics
Week 2	5	20 – 24 April	3D Animation Basics
Week 3	5	27 April – 1 May	3D Animation Basics
Week 4	5	4 – 8 May	3D Animation Basics
Week 5	4	11 – 15 May	3D Animation Basics
<b>Advanced Animation</b>			
Week 6	5	18 – 22 May	Parkour
Week 7	4	26 – 29 May	Parkour
Week 8	5	1 – 5 June	Interaction
Week 9	5	8 – 12 June	Introduction to 4-legged animation
Exam	n/a	Deadline: 31 July	Exam: Submit 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.