3D ANIMATION COURSES

Focus	Ver.	Length	Cost
Maya Introductory	**2012**	**5 wks** (morn) **6 wks** (eve)	**$3,093.14** (Tuition, Fees & Materials)

IA104 Introduction to 3D *(Term 4)*

Introduction to 3D (IA104) introduces students to 3D and 3D applications, techniques, and theory with an emphasis on Autodesk's Maya. Students will learn and practice the fundamental methods of modeling, texturing, and animation. Polygon Modeling, UV Texture Mapping, and Logo Animation are highlights of this course.

Software Description:

Autodesk® Maya® 3D animation software delivers an end-to-end creative workflow with comprehensive tools for animation, modeling, simulation, visual effects, rendering, matchmoving, and compositing on a highly extensible production platform. Whether you work in film, games, television, advertising, publishing, or graphic design, Maya offers state-of-the-art toolsets, combined into a single affordable offering de-signed to help meet today's demanding production requirements. Autodesk® Maya® 2012 delivers new toolsets for previsualization and game prototyping, extended simulation capabilities, and improved pipeline integration.

Prerequisites:

• Skills in Adobe Photoshop*

• Interview with assigned instructor. **

Morning M-F 8AM – 12PM		Afternoon M-F 1PM – 5PM		Evening M-Th 6PM – 10PM	
Start date	End date	Start date	End date	Start date	End date
12.4.12	1.16.13			4.4.13	5.16.13
4.3.13	5.7.13			8.22.13	10.7.13
7.25.13	8.28.13			1.16.14	3.4.14
11.8.13	12.16.13			6.4.14	7.23.14
3.11.14	4.14.14			10.22.14	12.4.14

Reg. Fee	$110.00
Tuition	$2,833.33
Books	$131.81
Supplies	$18.00
TOTAL	**$3,093.14**

Focus	Ver.	Length	Cost
Maya Intermediate	**2012**	**5 wks** (morn) **6 wks** (eve)	**$3,181.74** (Tuition, Fees & Materials)

AO300 Organic Modeling *(Term 5)*

Organic Modeling (AO300) emphasizes the use of 3D animation for organic models, such as humans and creatures. Focus is placed on anatomically correct body parts and proportions. Models created with sub-division surfaces are animated to perform lip-synching and facial animation. In addition, software is used to grow realistic hair, eyebrows and eyelashes.

Software Description:

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Prerequisites:

• Skills in Adobe Photoshop*

• Introductory skills in Maya with emphasis in fundamental methods of modeling, texturing, lighting, and animation or **IA104 Introduction to 3D** (see pg. 11).

• Interview with assigned instructor. **

Morning M-F 8AM – 12PM		Afternoon M-F 1PM – 5PM		Evening M-Th 6PM – 10PM	
Start date	End date	Start date	End date	Start date	End date
12.4.12	1.16.13			4.4.13	5.16.13
4.3.13	5.7.13			8.22.13	10.7.13
7.25.13	8.28.13			1.16.14	3.4.14
11.8.13	12.16.13			6.4.14	7.23.14
3.11.14	4.14.14			10.22.14	12.4.14

Reg. Fee	$110.00
Tuition	$2,833.33
Books	$157.62
Supplies	$80.79
TOTAL	**$3,181.74**

* *"Skills in Adobe Photoshop" include, but are not limited to: Knowledge of all basic tool-sets, RGB, image resolution, scanning, clipping paths, compositing, layer styles, selections, masking and use of channels. The instructor for the designated course will assess the student's knowledge and determine what skill-sets in Photoshop are most warranted.*

** *It is recommended to bring a portfolio or examples of work within the media arts field at time of interview.*

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3D ANIMATION COURSES

Focus	Ver.	Length	Cost
Maya Intermediate	**2012**	**5 wks** (morn) **6 wks** (eve)	**$3,181.74** (Tuition, Fees & Materials)

Focus	Ver.	Length	Cost
Maya Intermediate	**2012**	**5 wks** (morn) **6 wks** (eve)	**$3,181.74** (Tuition, Fees & Materials)

AG300 Electronic Game 3D Animation *(Term 5)*

Electronic Game 3D Animation (AG300) offers the use of 3D animation in the electronic game industry. Emphasis is placed on proper modeling techniques, low polygon models, environments, and UV texturing. In-game characters are created with seamless and deformable skin. Joints are created and rigged properly for inverse kinematics. Design documents and conceptual art are created prior to actual production.

Software Description:

Autodesk® Maya® 3D animation software delivers an end-to-end creative workflow with comprehensive tools for animation, modeling, simulation, visual effects, rendering, matchmoving, and compositing on a highly extensible production platform. Whether you work in film, games, television, advertising, publishing, or graphic design, Maya offers state-of-the-art toolsets, combined into a single affordable offering designed to help meet today's demanding production requirements. Autodesk® Maya® 2012 delivers new toolsets for previsualization and game prototyping, extended simulation capabilities, and improved pipeline integration.

Prerequisites:

• Skills in Adobe Photoshop*
• Introductory skills in Maya with emphasis in fundamental methods of modeling, texturing, lighting, and animation or **IA104 Introduction to 3D** (see pg. 11).
• Interview with assigned instructor. **

Morning M-F 8AM – 12PM		Afternoon M-F 1PM – 5PM		Evening M-Th 6PM – 10PM	
Start date	End date	Start date	End date	Start date	End date
2.25.13	4.2.13			2.19.13	4.3.13
6.13.13	7.24.13			7.10.13	8.21.13
10.4.13	11.7.13			11.20.13	1.15.14
2.3.14	3.10.14			4.17.14	6.3.14
				9.9.14	10.21.14

Reg. Fee	$110.00
Tuition	$2,833.33
Books	$157.62
Supplies	$80.79
TOTAL	**$3,181.74**

AM300 Dynamics / Effects *(Term 5)*

Dynamic Effects (AM300) will introduce students to the Dynamic tool-set in Autodesk's Maya. The main emphasis of projects will be based on effect use of fluid containers, nParticles, and nCloth. Rigid / Passive Bodies and Constraints will also be explored. Students will be concentrating on creating realistic looking particle simulations for effects, which includes techniques in animation, lighting, and rendering.

Software Description:

Autodesk® Maya® 3D animation software delivers an end-to-end creative workflow with comprehensive tools for animation, modeling, simulation, visual effects, rendering, matchmoving, and compositing on a highly extensible production platform. Whether you work in film, games, television, advertising, publishing, or graphic design, Maya offers state-of-the-art toolsets, combined into a single affordable offering designed to help meet today's demanding production requirements. Autodesk® Maya® 2012 delivers new toolsets for previsualization and game prototyping, extended simulation capabilities, and improved pipeline integration.

Prerequisites:

• Skills in Adobe Photoshop*
• Introductory skills in Maya with emphasis in fundamental methods of modeling, texturing, lighting, and animation or **IA104 Introduction to 3D** (see pg. 11).
• Interview with assigned instructor. **

Morning M-F 8AM – 12PM		Afternoon M-F 1PM – 5PM		Evening M-Th 6PM – 10PM	
Start date	End date	Start date	End date	Start date	End date
1.17.13	2.22.13			1.2.13	2.14.13
5.8.13	5.8.13			5.20.13	7.9.13
8.29.13	10.3.13			10.8.13	11.19.13
12.17.13	1.31.14			3.5.14	4.16.14
4.15.14	5.21.14			7.24.14	9.8.14

Reg. Fee	$110.00
Tuition	$2,833.33
Books	$157.62
Supplies	$80.79
TOTAL	**$3,181.74**

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3D ANIMATION COURSES

Focus	Ver.	Length	Cost
Maya/MotionBuilder Advanced	2012	**5 wks** (morn) **6 wks** (eve)	**$3,174.71** (Tuition, Fees & Materials)

AE400 3D Character Animation *(Term 6)*

3D Character Animation (AE400) takes students through animation using both key frame techniques and motion capture. Students will be introduced to the Principles of Animation as well as other industry techniques to help breathe life into digital characters. Students will also gain exposure to MotionBuilder and learn how to work with and modify motion capture data.

Software Description:

Increase your animation output per artist and create higher quality animation. Autodesk® MotionBuilder® real-time 3D character animation software can make film and game animation pipelines more efficient. You can create, edit, and play back complex character animation in a highly responsive, interactive environment. MotionBuilder is ideal for high-volume animation, virtual cinematography, previsualization, and performance animation. New stereoscopic toolsets enable you to capitalize on current entertainment trends.

Prerequisites:

• Skills in Adobe Photoshop*

• Intermediate skills in Maya with emphasis in fundamental methods of modeling, texturing, lighting, and animation or **IA104 Introduction to 3D** (see pg. 11), **AO300 Organic Modeling** (see pg. 11), **AG300 Electronic Game 3D Animation** (see pg. 12) & **AM300 Dynamics/Effects** (see "Course description" on pg. 12).

• Interview with assigned instructor. **

Morning **M-F** 8AM − 12PM		Afternoon **M-F** 1PM − 5PM		Evening **M-Th** 6PM − 10PM	
Start date	End date	Start date	End date	Start date	End date
2.25.13	4.2.13				
6.13.13	7.24.13			4.4.13	5.16.13
10.4.13	11.7.13			8.22.13	10.7.13
2.3.14	3.10.14			1.16.14	3.4.14
				6.4.14	7.23.14
				10.22.14	12.4.14

Reg. Fee	$110.00
Tuition	$2,833.33
Books	$147.07
Supplies	$84.31
TOTAL	**$3,174.71**

Focus	Ver.	Length	Cost
Maya/After Effects/Boujou Advanced	2012	**5 wks** (morn) **6 wks** (eve)	**$3,174.71** (Tuition, Fees & Materials)

AX400 Special Effects *(Term 6)*

Special Effects (AX400) focuses on the lighting and rendering stages of the production pipeline using Mental Ray. This includes how to control shadows and reflections as well as rendering different materials like glass and metal. The final project will cover 3D camera tracking with Boujou and compositing with After Effects.

Software Description:

Autodesk® Maya® 3D animation software delivers an end-to-end creative workflow with comprehensive tools for animation, modeling, simulation, visual effects, rendering, matchmoving, and compositing on a highly extensible production platform. Whether you work in film, games, television, advertising, publishing, or graphic design, Maya offers state-of-the-art toolsets, combined into a single affordable offering designed to help meet today's demanding production requirements. Autodesk® Maya® 2012 delivers new toolsets for previsualization and game prototyping, extended simulation capabilities, and improved pipeline integration.

Prerequisites:

• Skills in Adobe Photoshop*

• Intermediate skills in Maya with emphasis in fundamental methods of modeling, texturing, lighting, and animation or **IA104 Introduction to 3D** (see pg. 11), **AO300 Organic Modeling** (see pg. 11), **AG300 Electronic Game 3D Animation** (see pg. 12) & **AM300 Dynamics/Effects** (see "Course description" on pg. 12).

• Interview with assigned instructor. **

Morning **M-F** 8AM − 12PM		Afternoon **M-F** 1PM − 5PM		Evening **M-Th** 6PM − 10PM	
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7.25.13	8.28.13			7.10.13	8.21.13
11.8.13	12.16.13			11.20.13	1.15.14
3.11.14	4.14.14			4.17.14	6.3.14
				9.9.14	10.21.14

Reg. Fee	$110.00
Tuition	$2,833.33
Books	$147.07
Supplies	$84.31
TOTAL	**$3,174.71**

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PLATT COLLEGE
DIGITAL ■ MEDIA ■ DESIGN

3D ANIMATION COURSES

Focus	Ver.	Length	Cost
ZBrush	4	**5 wks** (morn) **6 wks** (eve)	**$3,174.71** (Tuition, Fees & Materials)

AH400 Digital Character Sculpting *(Term 6)*
Digital Character Sculpting (AH400) focuses on mastering high-end 3D modeling. Focus is placed on both software modeling tools and artistic sculpturing talent. A variety of models with proper modeling techniques, tips and tricks are covered. Final projects consist of a student's choice model demonstrating all of the modeling skills learned (Maya, ZBrush, Mudbox).

Software Description:
ZBrush is the industry's leading digital sculpting and design application. Built for artists by artists, ZBrush is a unique modeling, texture painting and illustration tool that allow artists to concentrate on their ideas rather than the software. An innovator in the painting and modeling marketplace, ZBrush's brush-based sculpting tools quickly revolutionized the industry, allowing artists to create high-end models and designs in an intuitive environment, where they can complete their ideas quickly and efficiently.

Prerequisites:
• Skills in Adobe Photoshop*
• 3D knowledge in modeling. Autodesk Maya (ideal).
• Interview with assigned instructor. **

Morning M-F 8AM – 12PM		Afternoon M-F 1PM – 5PM		Evening M-Th 6PM – 10PM	
Start date	End date	Start date	End date	Start date	End date
1.17.13	2.22.13			1.2.13	2.14.13
5.8.13	5.8.13			5.20.13	7.9.13
8.29.13	10.3.13			10.8.13	11.19.13
12.17.13	1.31.14			3.5.14	4.16.14
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Reg. Fee	$110.00
Tuition	$2,833.33
Books	$147.07
Supplies	$84.31
TOTAL	**$3,174.71**

* *"Skills in Adobe Photoshop" include, but are not limited to: Knowledge of all basic tool-sets, RGB, image resolution, scanning, clipping paths, compositing, layer styles, selections, masking and use of channels. The instructor for the designated course will assess the student's knowledge and determine what skill-sets in Photoshop are most warranted.*

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