

NTU Global Summer School Course Description

3D Animation Summer School

Credit points: 10 (5 ECTS)

Duration: 10 days

This course is intended for people who are new to 3D animation. You should have the required [English language skills](#).

Overview and aims

This course is aimed at people wishing to be animators of the future. It combines an introduction to the creative and technical aspects of 3D animation with information about today's animation industry.

Following an introduction to the history of 3D animation you will be set a project to develop an animated character and accompanying narrative. Your time will be split between working in the animation studio on your project, and hearing from guest speakers or visiting places of interest that inspire professional animators.

On this course you will:

- design a character for 3D animation
- use puppetry to explore movement and narrative
- experiment with Maya animation software
- work on top-of-the-range equipment including High end workstations with Nvidia Quadro graphics cards and Wacom Cintiq HD Touch tablets
- use TVPaint to create a simple storyboard
- add sound and music to an animation
- learn about directing your character for the screen.

What will you gain?

You will combine new idea generation and research skills with your knowledge of Maya software so that, by the end of the two weeks, you will have a character to present to your fellow students. You will also have:

- an understanding of the different types of jobs available to you in the animation, gaming and visual effects industries
- knowledge of what a company like Pixar looks for in a CV
- the confidence to present yourself and your showreel to potential employers.

This course is ideal if you are new to animation and are considering future studies or looking to enhance your CV and portfolio.

Indicative reading

How to Cheat in Maya 2014: Tools and Techniques for Character Animation by Kenny Roy

The Animator's Survival Kit by Richard Williams

Other reading that you might find of interest before, during or after the course includes:

Thomas, F., Johnston, O., 1997. The Illusion of Life: Disney Animation. 1st ed. New York. Publisher: Hyperion

Glebas F., 2008. Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation. London. Publisher: Focal Press

Bancroft, T., 2006. Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels. 1st ed. New York. Publisher: Watson-Guptill

Mattesi, M. 2008. Force: Character Design from Life Drawing. 1st ed. Massachusetts. Publisher: Focal Press

Learning outcomes

After studying this course you should be able to:

- Explore animated character design and, by employing a range of research methods as used by students and professional alike, be able to create unique artwork
- Identify the roles of practitioners within different areas of the animation industry
- Consider animation's relationship with its audience
- Self-manage the development of an animation project
- Understand research methods and how to use them in Maya animation at an introductory level
- Understand the problem-solving process in the planning of animated work
- Communicate your ideas and skills effectively and appropriately.

Teaching and learning

This course will be taught via:

- Lectures, screenings and project briefings
- Studio workshops
- Verbal and visual presentations
- Study trips to see animators in actions and to places where animators find inspiration

Total contact hours: 50

In addition to the contact hours you should expect to spend no more than five hours before and during the course on reading and preparation.

Assessment methods

100% coursework. This will be illustrations and an audio-visual presentation of your animation project.

Final assessment

You will receive a pass/fail mark for the course. Written feedback from your tutor will identify strengths evident in the body of work and include some pointers on what to focus on to improve your future work.

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