



3D Animation

People Develop Countries... We Develop P.E.O.P.L.E.

Program Admission Arrangement

Who May Apply?

- Graduates of:
 - "All graduates from all colleges of higher education - starting from a grade of 'Pass' and above."

Prerequisites

"We highly recommend that candidates review the following courses prior to applying for admission to our program."

"The courses cover multiple points in the specialization areas of 3D Art tracks."

- **Pixar in a Box** <https://www.khanacademy.org/computing/pixar>
- **Autodesk Maya 101 Tutorials** : <https://www.youtube.com/playlist?list=PLD8E5717592CF5C26>
- **Maya Tutorials by LinkedIn Learning, with Lynda.com** content : <https://www.autodesk.com/support/technical/article/caas/tsarticles/ts/dVnQqbvL8wT37prRC3Y8d.html>
- **Animation Mentor :Free Maya Animation Basic Tutorials**: <https://www.animationmentor.com/free-maya-basic-animation-tutorials/>
- **ITI values that could be found here**: [http:// www.iti.gov.eg/Site/AboutUs](http://www.iti.gov.eg/Site/AboutUs)

Selection Process

- **Phase 1: IQ and English exam**
- **Phase 2: Technical Interview**
Those applicants would be discussing with the interviewing panel their pre-work -"Before You Apply"- in a one-to-one interview
- **Phase 3: Interpersonal Skills Interview**
Those how pass phase 3 will be promoted to this interview

Delivery Approach

- 50 % face to face Learning| 50 % Online
- Common Hardware
- Common Software

Students' Deliverables

- Each student must deliver at least ONE **freelancing** job and an international **certificate** based on his track



3D Animation

1 Programs Offered

☑ Professional Training Program:

- 3D Animator
- 3D Rigger (character TD)
- Layout Artist
- Creature Animator
- VFX Animator

☑ Intensive Code Camps:

- 3D Rigger (character TD)

☑ Online Services (MaharaTech, ITI Tech Leap)

2 Industry/Academy Stakeholders

- Autodesk
- Mercury visual solutions
- Trend VFX
- Squids VFX
- The Crew
- Concave art production

3 Targeted Outcome

• Employability

- Mercury visual solutions
- Trend VFX
- Squids VFX
- The Crew
- Concave art production
- Aroma Graphics
- Umbrella studio
- Monkeys | Visual Effects and Animation
- Gemini studio
- Clear pictures
- Blue Monk

4 Certifications

- Autodesk Maya Certified User
- Autodesk Maya Certified Professional

5 Graduates Job Profiles

3D Animator:

A 3D Animator is responsible for bringing characters, objects, and environments to life through movement and performance. They use their understanding of principles of animation to create realistic and expressive motions. They work closely with the director and follow the storyboard and animatic to create dynamic and engaging animation sequences.

3D Rigger (Character TD):

A 3D Rigger, also known as a Character Technical Director (TD), is responsible for creating the skeletal structure and controls that allow characters to move and deform properly. They work closely with animators to ensure that characters can be posed and animated seamlessly. They also handle rigging aspects such as facial rigging, muscle systems, and advanced deformations.

Layout Artist:

A Layout Artist is responsible for setting up the camera angles, composition, and staging of shots in a scene. They work closely with the director and storyboard artists to plan and create the initial layout or blocking of the shots. Layout artists focus on capturing the desired storytelling and visual elements, ensuring continuity and smooth transitions between shots.

Creature Animator:

A creature animator is a specialization of a 3D animator. They animate real-life creatures as well as imaginary or fantasy creatures for films, TV shows, and video games. They specialize in the movements of animals, reptiles, insects, birds, etc., recreating them in a virtual environment.

VFX Animator:

Animators produce work to be integrated into the live-action footage of a film or TV programme. They animate 3D objects as dictated by background film plates, which means that there is footage and a set camera position that they must work to.



3D Animation

972 Hours

Program Content Structure

Film Making Fundamentals

- Cinematography: Composition Theory
- Cinematography: Color Theory and Light
- storyboard fundamentals
- Script Writing
- Sound editing and mixing
- Film language and Directing
- Video Editing

Life Skills Courses

- Communication Essentials for Professionals
- High Impact Presentations
- Job Seeking Skills
- Professional Demeanor (Workshop)
- Freelancing For Digital Arts

Art Essentials

- Art History
- Digital painting

3D Art Essentials

- CG Introduction
- Introduction to Maya
- maya fundamentals for 3D Animation
- Introduction Digital Sculpting
- Texturing Essential for 3D Animation
- Rendering fundamentals for 3D Animation
- UV Essentials for 3D Animation

3D Animation Fundamentals

- 3D Animation Essentials
- Animation Basics
- Body Mechanics
- Advanced Body Mechanics and Pantomime Acting
- Introduction to Acting
- Advanced Acting
- Creature Animation
- Advanced Creature Animation
- Polishing and Portfolio
- Animation Match Moving
- Poses Sketching

Rigging Fundamentals

- Introduction To Rigging
- Character Rigging
- Facial Rigging
- Assets and Mechanical Rigging
- Advanced Rigging Applications

Programing essentials for Character TD

- Introduction To Programing With Python
- Python essentials

