





2D/3D Animation



INTRODUCTION

The Advanced Diploma in 2D/3D Animation encompasses all the stages of the animation pipeline, from paper to film as well as the design and development process from Pre Production to Post Production stages. Course is designed to be the ultimate boot-camp for any one who wants to become 2D and 3D Animator using Entertainment and Game industry's most powerful and latest tools. Be here and explore...

OBJECTIVE

The Advanced Diploma in 2D/3D animation focuses on teaching students the most recent technologies and skills adopted in creating the internationally standard animations, feature films and games. It is a 100% practical course that is meant to make students at par with recent industry demands as regards to innovation, modern tools awareness and effective usage and creativity.

COURSE BREAKDOWN

MODULE 1: DRAWING, CONCEPT DESIGN & 2D CLASSICAL ANIMATION

Learning to see form of objects in the Physical world. Drawing mass and space on the page, Drawing 2 points and 3 points Perspective & Depth. Proportion and perspective, Drawing with Color. Art of Clav modeling Storyboarding. claymation. Principles of animation. gestures and postures, walk cycle, human anatomy, cleanup, In-betweening, animatics, lip-sync, body sync, Workflow for producing a 2D animation film, designing digital BGs. Editorial advice and preparation of a 2D animation showreel

MODULE 2: 3D MODELING & ADVANCED 3D ANIMATION

Basic Modeling, Polygon Basics & Poly Editing Tools, Sculpt Polygons Tools NURBS Modeling, Subdivisions Surfaces. Advanced Modeling, Modeling Pipeline Sneers, Blinks & Smiles, Different Types of Texturing, Material and Lightings, Character Setup & Rigging, Deformers, Forward & inverse Kinematics, Creating a Proper Bipedal Skeleton, Using the Full, Body IK Skeleton, Skinning a Character Animation, Preparing to Animate, The Animation Process, Establishing Timings — Refining Animation, Dynamics and Rendering.

MODULE 3: POST PRODUCTION EDITING & COMPOSTING

Basic Import And Editing In FCP and Premier Pro, Organising Clips, Populating Events With Clips & Files, Capturing From Tape and Live video, Projects & The Timeline, Connect Track Editing, Beyond Simple Edits, Three-Point Edits, Separating Audio And Video, Adding Gaps And Placeholders, Editing And Marking Tips & Tricks, Adv. Editing Techniques, Performing A Rolling Edit, Auditions And Consolidating Clips, Working With Audio, Creative With Transitions, Filters, And Mattes, Titles, Text, And Generators, Working With Color, Rendering and Finalising Movie.

PROJECTS

Complete Animation work to Demonstrate competence in matching camera settings with live action based on applying true perspective, lighting, shadows, motion blurring and layer compositing. Finishing a 2D animation project, Creating and Finishing Composit video project using whiteboard Animation and Explainer videos. 3D Logomotion and Promo video packaging for TV and Films.

PROG. SCHEDULE:

Normal Track

Course Duration: 18 months, Schedule: 3 Hours/ 5 days a week

Fast Track

Course Duration: 9 months, Schedule: 5 Hours/ 6 days a week

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WHY TGC?

TGC India, one of the leading training providers of animation in India is an innovative training institute with the best team of trainers comprising of classical animators, 3d modelers, animators, compositors, video editors and sound editors. Though there are many animation courses, but if you searching for best Animation Institute, join TGC, we offer you best trainers, studio like environment to work, state-of-the art infrastructure, high configuration PCs and Macs, Genuine software and unmatched placement assistance cell.



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