



Date of Commencement: 17 August 2010
 Duration: 3 months
 Day: Tuesdays & Thursdays
 Time: 7.00pm – 9.00pm
 Venue: IACT College
 Registration Fees: RM200 per participant
 Course Fees: RM1,500 per participant
 HRDF Training Grant: SBL

This course teaches participants and methods in generating 3D visuals and producing animated clips using Autodesk Maya.

Pre-requisite:

Participants intending to sign-up for this course must have sound knowledge and competency in Computer Graphics (Photoshop, Illustrator).

Objectives:

Upon completion of this course, participants will:

- have good working knowledge in producing 3D visuals coupled with directing and animating features

Contents:

- Introduction and overview to 3D space and various terminologies
- Screen resolutions, views, and setting-up the visual components
- Introduction and overview to 3D space and various terminologies
- Screen resolutions, views, and setting-up the visual components
- Geometry and transformation
- Compiling a scene, components of scenes
- Light, camera and texture studies
- Directions and working in 3D spaces
- Motion concepts applied: continuity, bias and tension
- Creating animated clips
- Animating textures
- Integrating work with post-production tools

Suitable for individuals interested in learning the latest technology in implementing 3D concepts, structures in a 3D environment but must have sound knowledge and competency in Computer Graphics