3D CHARACTER MODELLING
BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

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Contents

At Orange Seed Initiative, our vision is to create, inspire and empower the next generation of digital content creators in Africa. Through our objective to yearly train 1000 youth, we aspire to bridge the knowledge and skill gap in digital content creation whilst building team spirit, confidence and the right attitude amongst youth.

Welcome to Orange Seed

Dear Prospective Student,

Thank you for showing interest or applying for our training courses on 3D Character Modelling with Autodesk Maya.

You have made the right choice. Orange is Nigeria's leading provider of 3D animation, motion graphics, training and visual effects services. As our student you will enjoy the benefits of learning from seasoned professionals with lots of experience. We employ a practical hands-on approach to learning.

We strive to promote and support student development and organizational effectiveness by providing high-quality educational training. Our courses are practical and designed to meet individual, group or departmental, and institutional needs and objectives. We work hard to enhance individual learning and development as the means for creating a better workplace environment and for building a stronger industry in West Africa.

Once again thank you for choosing Orange Seed. We hope you have an awesome learning experience.

Best regards,

RichardEO

Richard Oboh
Creative Director /Corporate Head

ABOUT

3D CHARACTER MODELLING COURSE

In this intermediate level course, students will learn how to model a character in 3D. Once this is established, students will be taught how to unwrap UVs, assign materials and texture. Finally, you will create bind your character to a simple advanced skeleton rig, adjust weight paint with skin cage, pose, light and render a turntable.

Students are taught 3-point lighting set up and how to render out their character turntable animation to video. The course is practical oriented with lots of homework and one-onone help from the instructor. The last week will be devoted to completing their final projects and production of a 10-20 second turntable animation reel.

Who is this course designed for?
This course is designed for students who have either completed our "3D Animation Jumpstart" course or have basic level knowledge of Maya. This class is appropriate for beginner users of Maya. It is for those working or wishing to work in the animation field, or for users wishing to expand their skills. It covers the core concepts and as well as some advanced approaches and techniques in 3D character modelling.

Duration
2 weeks + free 30-day mentorship

Price
N120,000
N100,000

Days
Mondays to Fridays

Time
Weekdays: 9am-12pm, 1pm-4pm
Saturdays only: 10am-3pm

Study Mode
Full Time

Software
Autodesk Maya

System Requirements

Students should bring their laptops which should meet or exceed the following hardware configurations.

Windows® 10, Windows® 8 or Windows® 7,
- · 32-bit/64-bit Intel or AMD multi-core processor
- · 4 GB of RAM minimum (8 GB recommended)
- · 16 GB of free disk space for installation
- · Qualified hardware-accelerated OpenGL® graphics card
- · 3-button mouse

General Requirements

Basic knowledge of the Windows/Mac operating system.

Will I get a certificate after training?

Students will qualify for a certificate of training only if they pass the assessment at the end of the training course. Final score is based on attendance (10%), tests (30%) and a final examination (60%) based on a standard grading system.

Course Outline

This course is a great start for students who are already very familiar with Maya. We adopt a simple production-based training methodology and our students gain valuable inside knowledge from our years of hands-on experience in 3D animation.

01 POLYGON CHARACTER MODELLING

- Introduction to modelling using polygons
- Project Start – Modelling the low poly character
- Setting up photo references and Image planes
- Modelling Techniques (box method vs edge loop method)
- Introduction to Maya's polygonal modelling tools – Extrude tool, Vertices, Edge and bridge, Split poly tool, Combining, Smooth, Sculpt geometry tool etc
- Modelling with symmetry – Mirror Geometry, Merge vertices Edge Loops
- Clean Topology using quads and few triangles and n-gons
- Development of form and detail (low poly count, surface quality, hard and soft edges)
- Using the Insert Edge loop Tool
  Working with Deformers on simple objects – Twist, Lattice, Flare, Bend, Flare
- Homework – Students will create a low-poly character and Instructor to review

02 POLYGON CHARACTER MODELLING

- Purpose and applications
- Types of UV Mapping (planar, cylindrical, spherical etc)
- Unwrapping UV and proper UV mapping on models Unfolding and stitching UVs of objects
- UV Snapshot for exporting UV to image files
- Homework – Student will create UVs for their
- character

Course Outline

03 SHADING AND TEXTURING

- Purpose and applications
- Types of UV Mapping (planar, cylindrical, spherical etc)
- Unwrapping UV and proper UV mapping on
- models
- Unfolding and stitching UVs of objects
- UV Snapshot for exporting UV to image files
- Homework – Student will create UVs for their character

04 CHARACTER RIGGING

- Create basic facial expressions using blendshapes
- Creating and fitting a basic advanced skeleton rig to the character
- Building the complete advanced skeleton rig
- Skinning the polygon character to the rig
  Use basic skin cage to adjust Skin weights
- Basic weight painting
- Posing a character after rigging
  Homework – Student will have completed the rig of their character and create simple poses

05 LIGHTING & CAMERAS

- Free and Aim Cameras
- Types of lights (point, spot, ambient and area lights)
- Three (3) point light setup (Key/Fill/Rim)
- Arnold Sun and Sky Light
- Creating a turntable camera
- Playblast your scene

06 RENDERING

- Introduction to render engines – Maya Software, Hardware, Arnold and others (V-Ray/Redshift)
- Basic Arnold render settings (resolution, file format)
- Sequence vs single frame Rendering
- Homework – Student will light their character model
- Putting It All Together/Work Day using Windows Video Editor (basic Premiere pro or Adobe After Effects)
- Adding Sound Effects and music
- Finishing and exporting the final video

07 FINAL PROJECT ASSESSMENT AND EXAMINATION

Sample Student Work

Barnabas

I would describe the training as exciting and dynamic. The best thing about being a student here is the being able to create cool stuff in 3D!

Brain, Character Design Graduate 2016

Geek

I feel extremely lucky to be in an environment that allows me to express my creativity on what interests me the most, so in all my time here I have never felt bored.

Deen, Character Animation Graduate 2016

Front View

Senior Sly

I was initially attracted here by my friend, the company's reputation, and my career goals. The best thing about the training is having the freedom to think of an idea and test it.

John, Intern 2016

LET'S START
YOUR DREAM

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