OBJECTIVES:

- To prepare a storyboard.
- To learn modelling, rigging, lighting, texturing and animating.
- To prepare demo reels in 3D animation using Maya software.

OUTCOMES:

- The students will be able to create a storyboard.
- To familiarize the students with the application of 3D in architecture.
- To get students introduced to advanced modeling tools and techniques.

UNIT I  INTRODUCTION TO 3D ANIMATION  9

UNIT II  ANIMATION  9

UNIT III  APPLICATION OF 3D IN ARCHITECTURE  9

UNIT IV  SCRIPTING  9
Key Frame Animation – Setup keys – Motion Capture Technology – Key Frame Animation – Advanced tools in Rendering – Graph Editor using Maya – Dynamics – How Dynamics work in Maya – Kinematics – Mental Ray Rendering – Hardware and Software Render in Maya.

UNIT V  APPLICATIONS  9
3Ds Max – Maya – Softimage – Character Animation – Visual Effects – Computer Gaming – Web 3D – Games in Maya – Special tools – Rendering and Effects – Frame range, files, file size resolution, port selection – Environments and backgrounds – Atmospheric effects: fire, water, fog etc., – Render effects: lens, glow, neon, motion blur, etc. – Produce still images and movies in frame length, create contrast, highlights, glow on objects, and create water bodies – Digital compositing – Software: Combustion or Digital Fusion – Importing Different
Types of Files – Mixing – Colour correction – Matte effects – Sound mixing – Digital effects – Final rendering to digital movie.

**TOTAL: 45 PERIODS**

**TEXTBOOKS**

**REFERENCES**