ANIMATION

3D MODELLING AND ANIMATION

OVERVIEW

In this short learning programme, you will learn the foundations of 3D modelling and animation. The course is for beginners, so no knowledge of 3D animation is required. The first part of the course introduces the student to the cycle of an animation production pipeline. Students will be able to model, texture, animate, light and render in the software program Blender. In the second part of the course students will implement this knowledge to create their own 3D models.

CERTIFICATE
SAE South Africa short course certificate

DURATION
5 Weeks, 2 Hours per week

START DATE
Daily

SOFTWARE REQUIRED
Blender

WHAT WILL I LEARN?

- Recognize and navigate the software interface.
- Explain basic modelling, texturing, lighting, and rendering.
- Identify the difference between 2D and 3D animation.
- Discover and compare different tools to add and edit 3D objects into a scene.
- Create a basic scene using Blender software.