

3D Animation Course (Beginner to Advanced)

Institute: Arrow Multimedia

Course Duration: 6 Months

Module 1: Fundamentals of Animation & Design

- Introduction to 3D Animation Industry
- Principles of Animation
- Basics of Drawing & Visualization
- Understanding Shapes, Forms & Perspective
- Introduction to Animation Pipeline

Module 2: 3D Modeling

- Introduction to 3D Software Interface
- Polygon Modeling Techniques
- Hard Surface Modeling
- Organic Modeling Basics
- Modeling for Animation & Games
- Topology & Optimization Concepts

Module 3: Texturing & Materials

- UV Mapping Fundamentals
- Texturing Workflow
- PBR Textures
- Material Creation
- Introduction to Substance Painter
- Texture Optimization

Module 4: Lighting & Rendering

- Lighting Principles
- Types of Lights
- Scene Setup for Rendering
- Introduction to Render Engines
- Camera Angles & Composition
- Rendering Still Images

Module 5: Rigging & Character Setup

- Introduction to Rigging
- Skeleton & Joint Systems
- Skinning Techniques
- Facial Rigging Basics
- Controls & Constraints

Module 6: 3D Animation

- Keyframe Animation
- Walk Cycle & Run Cycle
- Body Mechanics
- Facial Animation
- Acting for Animation
- Animation Polishing

Module 7: Dynamics & Effects

- Introduction to Dynamics
- Cloth Simulation
- Rigid Body & Soft Body
- Particles & Basic VFX
- Simulation Caching

Module 8: Advanced Rendering & Look Development

- Advanced Lighting Techniques
- Realistic Shading
- Look Development Workflow
- Rendering Optimization
- Passes & Layers

Module 9: Portfolio & Showreel Development

- Project Planning
- Creating Professional Shots
- Showreel Editing
- Presentation Techniques
- Industry Standards

Module 10: Career, Freelancing & Final Project

- Industry Orientation
- Studio Pipeline Exposure
- Freelancing Platforms
- Client Communication
- Final Live Project
- Certification

Arrow Multimedia – Professional Animation Training with Practical Exposure