BROADCAST DESIGN
BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

www.orangevfx.com
training@orangevfx.com

Training Centre
+234-814-771-9409

Orange VFX Studios, Top Floor, Babani Villa,
34 Ajose Street, Lawanson, Surulere, Lagos, Nigeria.

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Our mission is to provide a practical and affordable training experience that meets each student's interests, abilities and needs within a robust curricular framework while inspiring creativity.

Welcome to Orange VFX Training School

Dear Prospective Student,

Thank you for showing interest or applying for our training courses on: 3D Animation Jumpstart, 3D Character Design, 3D Character Acting, Motion Graphics, Video Editing, Broadcast Design, Cinematography and 3D Digital Sculpting.

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. We hope you have an awesome learning experience.

Best regards,

RichardEO

Richard Oboh
Creative Director/Corporate Head

ABOUT
BROADCAST DESIGN

In this 4 weeks Cinema 4D Broadcast design course, we'll cover how this intuitive 3D package can be used for creating amazing still images for print and breathe taking video for broadcast, TV, web and film.

In this course we will cover modeling techniques for creating bespoke models, typography and objects. We'll also cover animation, lighting and camera techniques. The course covers an introduction to BodyPaint 3D and how best to texture your models and type. We'll show you the software's tight integration with Adobe products as well as other leading compositing and video products. We'll work through the best rendering and export techniques

Who is this course designed for?
If you are a graphic professional, student or just an enthusiast who want to enhance your 3D motion design skills then this course is for you. Experienced users will also benefit from the many tips and tricks and special exercises.

Duration
4 weeks

Price
N120,000

Days
Mondays to Fridays

Time
Morning(9am-11am, 11am-1pm)
Afternoon (1pm-3pm, 3pm-5pm)
Evening (5pm-7pm)

Study Mode
Full Time
(weekends also available)

Software
Maxon Cinema 4D

System Requirements

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

- · Windows® 10, Windows® 8, Windows® 7, Vista or XP
- · 32-bit/64-bit Intel or AMD multi-core processor
- · 2 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 at the end of my training?

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

Course Outline

Cinema 4d is fast, intuitive and delivers dazzling imagery. This course is suitable for people in any industry looking to add 3D to their workflow. This course is aimed at people who are looking to add 3D to their portfolio of skills and also those who are interested in 3D motion design.

By the end of the course you'll be able to create your own 3D designs and animation and be ready to take on real briefs from clients.

01 INTRODUCTION TO CINEMA 4D

- The R16 interface
- Understanding the 3D World
- Navigating around the Object Views
- Coordinate Systems
- Select, Move, Scale, And Rotate
- Object Hierarchy And Parenting

02 MODELLING

- Creating and manipulating objects
- Creating and understanding splines
- Modelling a camera
- Modelling a speaker
- Cloning objects
- Polygon modelling tools
- Extruding and stylizing 3D text

03 DEFORMERS

- Applying deformers
- Bending and twisting
- Exploding objects
- Melting objects

04 CREATING A SCENE

- Adding a floor object
- Adding a physical sky
- Setting up the camera
- Using preset scenes

Course Outline

05 INTRODUCTION TO MOGRAPH
- Creating MoText
- Using Cloners
- PolyFX
- Fracture
- MoInstance

06 EFFECTORS
- Plain
- Delay
- Formula
- Random
- Inheritance
- Spline
- Step
- Time
- Volume

07 DYNAMICS
- Making objects fall with gravity
- Rigid Bodies
- Soft Bodies
- Collider bodies
- Dynamic Collisions
- Creating dynamic hierarchies

08 LIGHTING
- Types of lights
- Types of shadows
- A three point lighting set-up
- Light textures and projections
- Global illumination
- Ambient occlusion

09 ANIMATION
- Animation essentials
- Working with Keyframes
- Animating simple objects
- Refining animation
- Animating text
- Creating an animation path for your object
- Previewing animation

10 WORKING WITH MATERIALS
- Applying materials to an object
- Changing the colour and texture
- Creating reflections and transparency
- Add noise and gradients
- Using the new material library

Course Outline

11   RENDERING/EXPORTING

- Rendering settings
- Rendering for print
- Rendering for video
- Rendering with Alpha Channels
- Exporting to different formats (MOV, AVI, TIFF, Other Image sequences)
- Exporting for After Effects

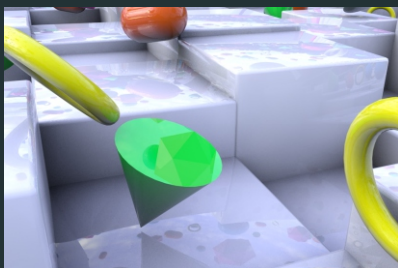## 12   LOGO ANIMATION AND EXTERNAL COMPOSITION

- Creating spline from illustrator or Corel Draw
- Exporting custom splines into cinema 4D
- Creating logo from splines
- Animating and rendering logo
- Exporting renders to after effects for composition
- Colour corrections in After effects
- Rendering out final output from After Effects

13   FINAL EXAM, STUDENT ASSESSMENT AND GRADUATION

- Creation of a fictitious TV identity
- Design a Show Opener
- Lower Thirds

Sample Student Work

Cubes in Motion

An abstract show bumper for an entertainment show. 3D cubes on grid moving randomly and bouncing secondary objects around.

Emeka, Broadcast Design 2016

Love Zone

Done by a students all the way from Abuja, This is a opening title for fictitious relationship reality show. This was created using cloned polygonal objects on a text spline.

Mubarak, Broadcast Design 2016

Show Opener

Film title using Cinema 4D tool called motext. This was rendered out in a Tiff format and exported with an AlfaChannel to After Effects for final compositing.

Mubbarak Musa, Broadcast Design 2016

LET'S START
YOUR DREAM

CONTACT

Address

Top Floor, Babani Villa,
34 Ajose Street,
Lawanson, Surulere,
Lagos, Nigeria

Phone

Mobile: 0814.771.9409

Web & Mail

Email: training@orangevfx.com
Web: orangevfx.com