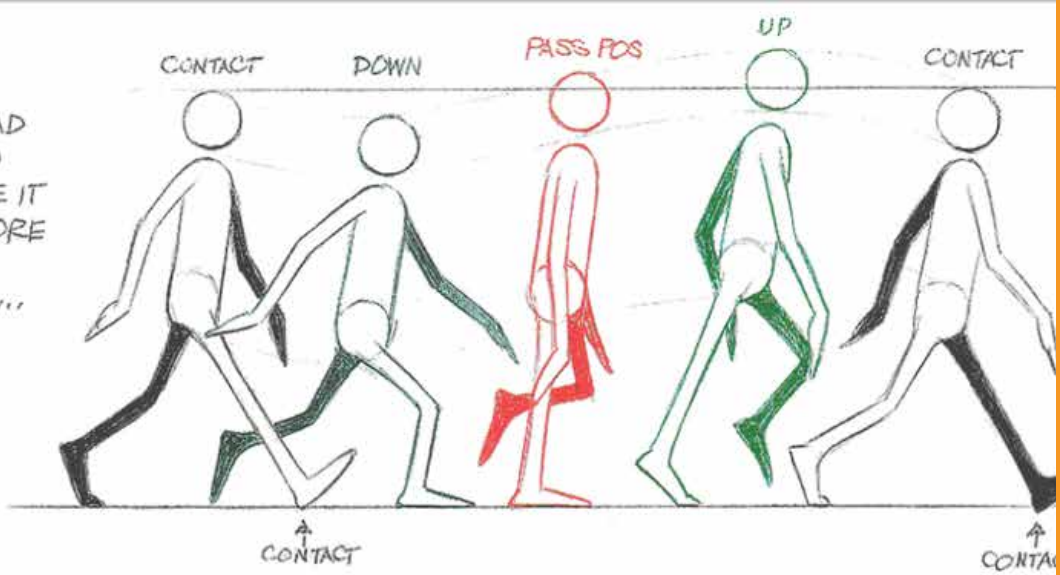
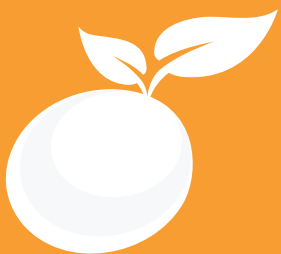
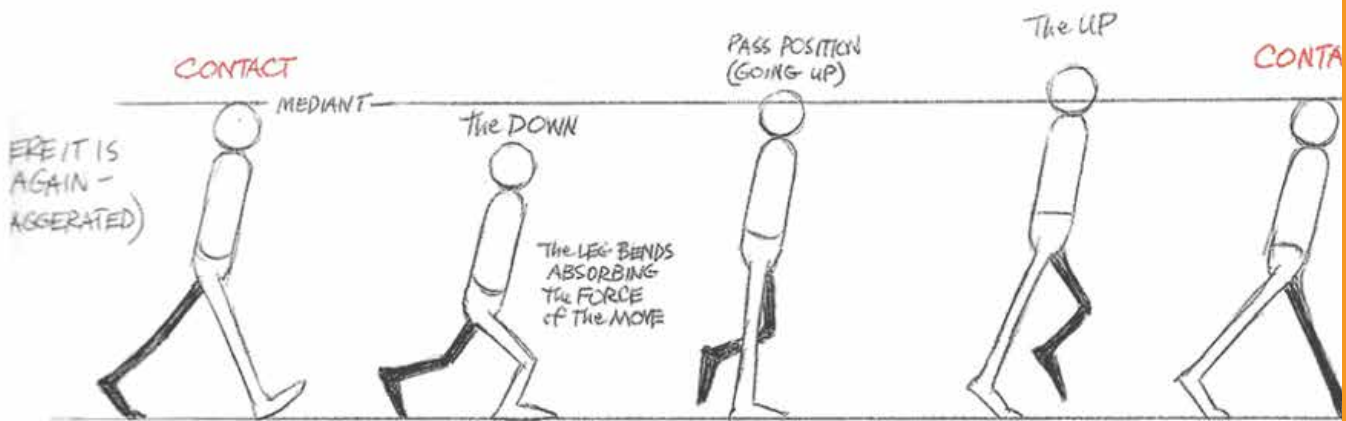


LET'S SPREAD IT OUT AND EXAGGERATE IT A LITTLE MORE SO IT'S CLEARER...



SO, IN A NORMAL 'REALISTIC' WALK  
 The WEIGHT GOES **DOWN** JUST AFTER THE STEP - JUST AFTER THE CONTACT.  
 and the WEIGHT GOES **UP** JUST AFTER THE PASSING POSITION



## 3D CHARACTER ACTING COURSE BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

[www.orangevfx.com/training](http://www.orangevfx.com/training)  
[training@orangevfx.com](mailto:training@orangevfx.com)

Training Centre  
 +234-814-771-9409

Orange VFX Production, 36 Ajose Street,  
 Off Olatilewa Street, Lawanson, Surulere,  
 Lagos, Nigeria.

31 January 2024

All published prices and syllabi are subject to change without prior notice. In such circumstances where we have to cancel, you will be given as much notice as possible and either a free transfer to another course date or a full refund of fees paid. Bookings may be made online, by email, or by phone and must be confirmed in writing upon request. Please quote purchase order numbers where applicable. Student cancellation must be made in writing and received by Orange VFX Training and may attract an additional charge. Read the terms and conditions here.

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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



## Welcome to Orange Seed

Thank you for showing interest or applying for our training courses on 3d Character Acting Course.

I am writing to introduce you to the exciting opportunities at Orange VFX's Seed Academy, A beacon of innovation and digital creativity in Nigeria and across Africa.

Our mission is to empower the next generation of digital content creators. We aim to equip 10,000 aspiring creators like you annually with the skills and knowledge required to thrive in the rapidly growing digital content industry.

Seed Academy offers a range of courses, from beginner to intermediate levels, designed to cover various aspects of animation and visual effects. Our diverse curriculum allows students to learn from industry professionals from Nigeria's animation and visual effects industry.

We have crafted the Seed Academy as a learning space where students can immerse themselves in the world of digital arts. Here, you will learn to create compelling visual effects for various mediums, such as web videos, podcasts, broadcast television, and film.

However, our vision extends beyond providing technical skills. We aspire to inspire our students to narrate

powerful stories through their digital creations. We believe in the power of storytelling and envisage Seed Academy as a platform where students can learn to present world-class African stories to a global audience.

We envision the Seed Academy as a hub of creativity and learning where students like you can grow, innovate, and create digital content that resonates with audiences worldwide.

Once again, thank you for choosing our Seed Academy. We hope you have an incredible learning experience.

Best regards,

Richard Oboh  
CEO and Creative Director

*Richard Oboh*



# ABOUT



## CHARACTER ACTING



# COURSE

# Bring your 3D Character to life in 8 weeks!



In this intermediate training series of 8 weeks, from basics to portfolio, you will develop the artistic and technical skills needed to be successful as a character animator. We will provide you with hands-on instruction and valuable industry insights. You'll start the course by learning to animate a bouncing ball and finish with full-body acting. You will learn the critical principles of animation, like weight and overlapping action, convey emotions effectively like joy, devastation and concern, learn to express different weights and create a stylised walk cycle to showcase personality and emotion. When you graduate, you will receive a Certificate of Completion and leave with an exciting 12-second demo reel!

## Who is this course designed for?

This course is for intermediate users of Autodesk Maya who want to make a career in 3D character animation. Learn from our proven, trusted Character Acting curriculum – based on what is taught in big international studios. The training goes beyond the theory to help you truly understand the art and craft of animation. Work with industry-quality characters and assets, create a fantastic demo reel, and then prepare yourself to apply for a job as a character animator.

|   |   |
|---|---|
| <b>Duration</b>   | <b>Time</b>   |
| <b>8 weeks + free 30-day mentorship</b>   | <b>Weekdays: 9am-12pm, Saturdays only: 10am-3pm</b> |
| <b>Price</b>  | <b>Study Mode</b>                                   |
| <a href="https://orangevfx.com/training/price/">https://orangevfx.com/training/price/</a> | <b>Full Time</b>                                    |
| <b>Days</b>   | <b>Software</b>                                     |
| <b>Mondays to Fridays</b>   | <b>Autodesk Maya</b>                                |



## System Requirements

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

- Windows® 11, Windows® 10, Windows® 8 or Windows® 7,
- 64-bit Intel or AMD multi-core processor
- 8 GB of RAM minimum 16 GB or higher recommended)
- 16 GB of free disk space for installation
- Qualified hardware-accelerated OpenGL® graphics card



## General Requirements

Basic knowledge of the Windows/Mac operating system.

## Will I get a certificate after training?

### Project, Mentorship and Assessment

Instructors will review and grade the finished piece for their portfolio

Final viewing party: Kick back, relax, and watch student reel

# COURSE OUTLINE



For students new to 3D, this 3d Animation Jumpstart course for beginners will jumpstart your career. This course focuses on the basics of 3D computer graphics using Autodesk Maya. Students are introduced to 3d philosophy and the Maya interface, as well as 3D modelling, texturing, lighting, and basic rendering. Skills learnt will be applied in creating simple objects and 3D logos. The course is devoted to instruction and homework, with one-on-one help from the instructor. The final days will be devoted to your personal project. Click on the button below to download the course brochure for all the details about cost, duration, timing, course outline, etc.....



## INTRODUCTION TO STORYTELLING

- Story Lecture: Once upon a time... Story is King
- Three parts of a great story (Introduction, Build and Resolution)
- Storyboard



## INTRODUCTION TO ACTING

- What is acting? Playing a role
- Improvising with Voice and speech
- Continuity
- Body Mechanics
- Pantomiming



## PRINCIPLES OF ANIMATION AND KEYFRAMING

- 12 Principles of Animation (Overshoot, anticipation, secondary motion etc.)
- 2D planning process (sketch a basic storyboard)
- Paths of Actions
- Setting up basic keyframes
- Introduction to Timeline and Range Slider
- Animating simple objects (bouncing ball)
- Playblast for review
- Using graph editor to perfect motion
- Animating with physics: bouncing ball & obstacle course
- Homework – Students will practice the basic principles on simple objects

# COURSE OUTLINE

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## CHARACTER ANIMATION

- Getting inspiration from references
- Referencing a rig
- Creating Poses with emotion (face and body)
- Posing: Weak vs Strong Poses, Line of Action, Weight, Centre of Gravity, Balance
- Working in passes (block, spline & polish)
- Walk/run/jump cycle animation starting with the blocking pass
- Doing additional animation passes
- Polishing of walk/run/jump animation with a focus on the principles of animation
- Homework Student exercises include walk, run cycle and primary facial expression.



## BODY MECHANICS

- Getting inspiration from references
- Weight, Centre of Gravity, Balance
- Working in passes (blocking and splining)
- Doing additional animation passes
- Bi-pedal character movement
- Basic Quad-pedal or four-legged movement
- Homework Student exercises include Heavy Lift, walking and running



## PANTOMIMING

- Fine-tuning your acting
- Overlapping actions
- Offset body parts
- Acting through pantomime
- Dealing with intense physical action shots with Weight pushes, pulls and lifts



## Facial Acting and Lip Sync

- Making the correct acting choices
- Facial Animation: Visemes and phonemes
- Lip synchronisation techniques
- Planning and blocking process for a substantial length of dialogue
- Student to act or choose a reference shot (12 seconds or less) for their portfolio/reel



## POLISHING

- Tuning your shots
- Working with continuity across cuts
- Improve believability and appeal



# COURSE OUTLINE

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## **Portfolio and Reel Development**

- What is Portfolio vs Reel?
  - Project – Student must work on their character project for their reel and final assessment.
  - Putting It All Together/Work Day using Premiere Pro or any simple editing software
  - Adding Sound Effects and music
  - Finishing and exporting the final 12 sec video
  - Instructors will review the finished piece for their portfolio, and students will be graded.
- 



## **PROJECT, MENTORSHIP AND ASSESSMENT**

- Instructors will review and grade the finished piece for their portfolio
  - Final viewing party: Kick back, relax, and watch student reel
-



LET'S START  
YOUR DREAM

## CONTACT

### Address

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