



3D JUMPSTART BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

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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 Jump start 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

RichardEO



ABOUT



3D JUMP



START

Get started in 3d Animation in just 10 days



For students who are new to 3D animation this beginner's course 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 modeling, UV unwrapping, 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 2 days will be devoted to your personal project.

Who is this course designed for?

This course is designed for beginners with little or no basic knowledge of Maya. This class covers the core concepts, approaches and techniques required for starting a career in 3D animation.

Duration

**2 weeks + free 30-day
mentorship**

Price

<https://orangevfx.com/training/price/>

Days

Mondays to Fridays

Time

**Weekdays: 9am-12pm,
Saturdays only: 10am-3pm**

Study Mode

Full Time

Software

Autodesk Maya



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 3D ANIMATION AND AUTODESK MAYA

- ·Course Introduction
- ·Overview of 3D Animation
- ·Getting started with Autodesk Maya
- ·Understanding the Maya Interface
- ·Maya workspaces and Viewports
- ·Navigation in Maya
- ·Maya Viewport – Selecting, hiding and showing objects
- ·Grouping/Duplicating
- ·Shading modes: wireframe, shaded, textured, lit views
- ·Setting up a project



BASIC 3D MODELING IN MAYA

- ·Introduction to 3D Modeling
- ·Working with Primitives
- ·Transformation Tools: Move, Rotate, Scale
- ·Introduction to the Attribute Editor and Channel Box
- ·Object History
- ·Combining and separating Polygons
- ·Understanding Vertices, Edges, and Faces
- ·Curve Tools, Revolving



ADVANCED 3D MODELING TECHNIQUES

- ·Controlling Surface Quality Using Mainly Polygon Modelling Tools
- ·Split Polygon
- ·Using the Extrude, Bevel, and Bridge Functions
- ·Quads vs Triangles or n-Gons Poly Count and good Topology
- ·Understanding Boolean Operations
- ·Sculpting Tools
- ·Modelling Practice: Create Simple 3D Objects (toys, cups, spoons, chairs, tables, house, etc.)

COURSE OUTLINE



WORKING WITH UVS

- Introduction to UV
 - 3D Planar, Cylindrical, Spherical and Automatic mapping technique
 - Basic UV Unwrapping
 - Manipulating UVs: Cut, Move, Sew, rotate, Unfold & layout
-



3D LOGO AND TEXT CREATION

- Generating 3D Logos from Adobe Illustrator Files
 - Creating Text in 3D
 - Maya 2D Canvas (Paint Effects)
 - Maya Paint Effects: Fire, Smoke, Fireworks and Lightening
-



TEXTURING AND SHADING

- Introduction to Materials and Textures
 - Surfaces (Metal, Wood, Plastic, etc.)
 - Hypershade Editor
 - Standard Surface Material
 - Connecting Textures As Bump/Specular/Diffuse Maps
 - Maya 3D Paint Tool
-



ANIMATION BASICS

- Basics of Animation
 - Understanding the Timeline and Graph Editor
 - Animating a Simple Object
-



LIGHTS AND CAMERAS

- Introduction to Lights and Cameras in Maya
 - Types of Lights: skydome, area, directional, point and spot
 - Setting up Lights and Camera
 - Basic 3-Point Lighting Setup
 - Creating Turntables
-

COURSE OUTLINE



RENDERING

- Introduction to Rendering
 - Introduction to Arnold Renderer
 - Arnold Render View
 - Rendering Settings, Batch Rendering, and Formats
 - Rendering Out Still images and video
Creating a Short Animated Scene
-



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
-

Sample Student Work



CUSTOMIZED CONVERSE

The biggest worry I had about learning online was not having face-to-face interaction. Having an actual instructor makes the learning easier!

Bode, Intern 2016



DOPE DUPLEX

I expected to achieve in-depth knowledge of animation, but what I've also gained is a true understanding of the creative process.

Emma, Jumpstart Graduate



IPHONE AWESOME

I had lots of support, developing my knowledge giving me the confidence to pursue my goals.

John, Jumpstart Graduate





LET'S START
YOUR DREAM

CONTACT

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