



3D CHARACTER **MODELLING** **BROCHURE**

WELCOME MESSAGE

Dear Future Creator,

Welcome to Orange Seed Academy, where we're transforming African storytelling through digital innovation. Our academy has evolved into Seed 3.0, offering you a clear path to earning 200k to 500k monthly within six months of dedicated learning and practice.

At Orange Seed Academy, we blend hands-on training, mentorship, and career support to ensure you graduate job-ready. Whether you're a beginner or looking to upskill, we provide the tools, community, and opportunities to thrive in the creative industry.

Let's start your dream!

Richard E.O

Richard Oboh

CEO and Managing Director

Orange Seed Academy



ABOUT ORANGE SEED



OUR MISSION

To empower 5,000 African digital creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.

OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity

WHY CHOOSE US

EARN WHILE YOU LEARN

Potential to earn 200k– 500k monthly
within 6 months

INDUSTRY-PROVEN CURRICULUM

Designed & taught by working professionals

80%+ JOB PLACEMENT

Direct hiring at Orange VFX & partner
studios

PERSONALIZED MENTORSHIP

Weekly 1:1 Discord sessions with experts

BUILD A PROFESSIONAL PORTFOLIO

20+ real-world projects

FLEXIBLE LEARNING

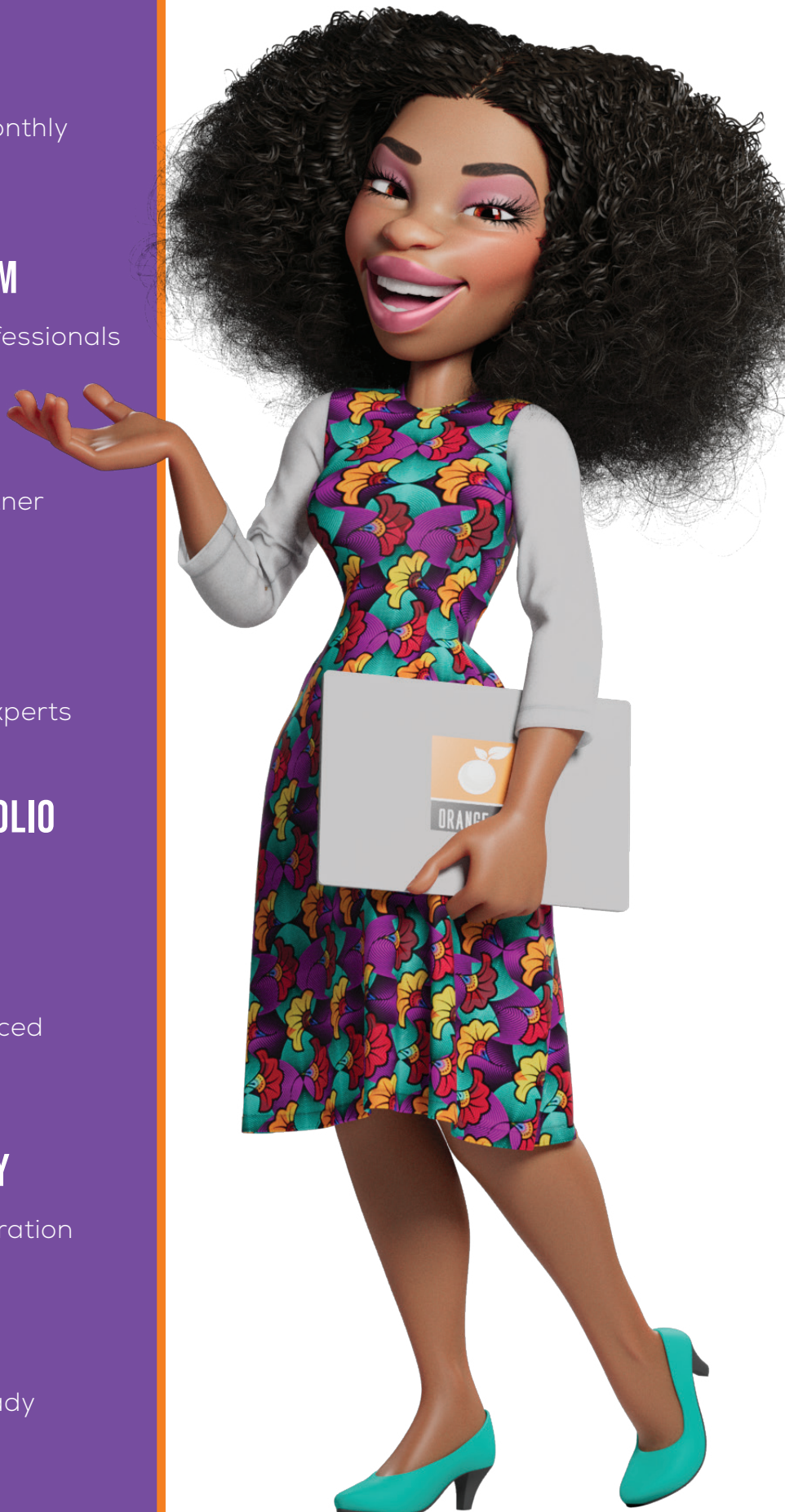
Choose physical, online, or self-paced
training

VIBRANT CREATIVE COMMUNITY

Active Discord network for collaboration

THREE-TIER CERTIFICATION

Progress from beginner to job-ready
professional



CERTIFICATION TIERS

CERTIFICATE OF PARTICIPATION

- Basic classroom training only; no mentorship, no project, no assessment, no showreel/portfolio
- 2 weeks+
- Proof of participation; shows basic skills
- Cost is Free
- Limited potential for placement and referral
- No Additional Perks

CERTIFICATE OF COMPLETION

- **Requirements:** Completed mentorship, projects, showreel/portfolio, pass final assessment for the course
- **Duration:** 2 months+
- Demonstrates high skill in course; eligible for project recommendations
- **Cost:** ₦10,000 (\$10)
- Moderate potential for placement and referral; showcased on portal
- Featured on student portal for jobs & student films



CERTIFICATION TIERS

DIPLOMA

- **Requirements:** Completed all module courses, projects, showreel/portfolio, passed all assessments in the module
- **Duration:** 4 - 6 months+
- **Benefits:** Highest qualification; eligible for directpaid Trainee roles; 80%+ placement chance at Orange VFX or partners
- **Cost:** ₦20,000 (\$20)
- **Placement/Referral Potential:** Highest; strong recommendation & placement rate
- **Additional Perks:** Graduation ceremony; featured on student portal for jobs & student films



SEED 3.0 TRAINING PROCESS

1

REGISTER

- Free consultation
- Goal setting
- Course selection
- Single email registration for all communications

2

TRAIN

- Orientation
- Foundational skills
- Hands-on projects
- Regular progress updates via email

3

MENTORSHIP

- Discord-based guidance
- Weekly feedback sessions
- Real-time screen sharing
- Industry workflow and best practices

4

ASSESSMENT

- Skills verification
- Project evaluation
- Final examination
- Portfolio review

5

GRADUATE

- Industry-ready portfolio
- Advanced certification
- Student film experience
- Alumni network access and career support

DIPLOMA PROGRAMMES & CAREER TRACKS

Here are the career tracks offered at Orange Seed Academy
grouped by areas of specialisation

3D ANIMATION & VISUAL EFFECTS

3D ANIMATOR

Bring characters and scenes
to life through movement

VFX GENERALIST

Bring characters and scenes
to life through movement

COMPOSITOR

Seamlessly blend CGI
with live-action footage



MODELING & DIGITAL ART

3D MODELLER

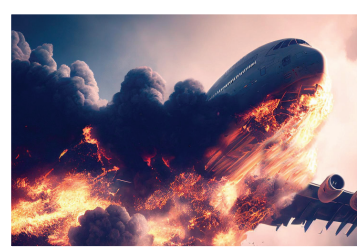
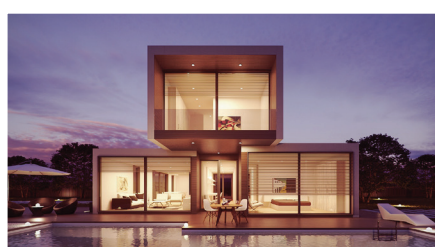
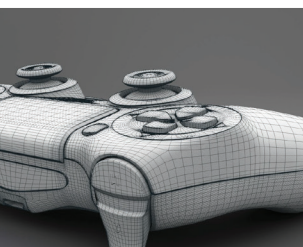
Build assets for games,
films, and VR

DIGITAL SCULPTOR

Craft high-detail 3D models

ARCH VIS ARTIST

Design immersive 3D
architectural renders



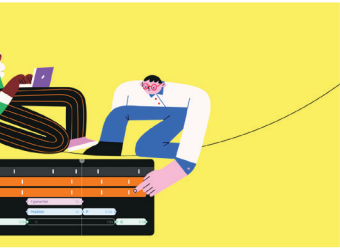
MOTION DESIGN & GRAPHICS

MOTION DESIGNER/2D ANIMATOR

Animate graphics for ads and
branding

GRAPHIC DESIGNER

Create visual content for
media



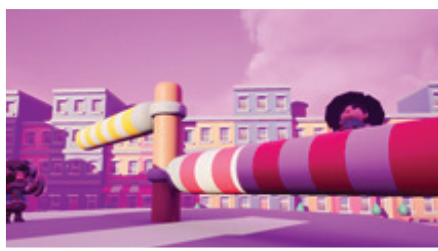
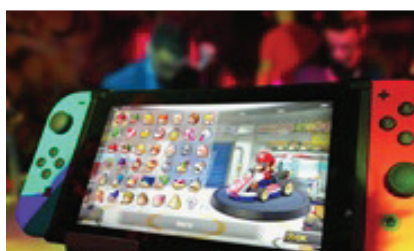
FILM & MEDIA PRODUCTION

CINEMATOGRAPHER/VIDEO EDITOR

Shape visual storytelling through
camera work

PHOTOGRAPHER

Capture and edit professional
imagery



GAME DEVELOPMENT

GAME DEVELOPER

Design and code interactive
games

FOUNDATION COURSE

3D ANIMATION JUMPSTART

Beginner-friendly Maya/Blender fundamentals serves as the entry point for newbies in all 3D, Game and VFX tracks, covering essential skills before specialization.

WHAT ALL TRACKS OFFER

PROGRESSIVE SKILL DEVELOPMENT

From foundational to advanced techniques

INDUSTRY-STANDARD TRAINING

delivers studio-aligned project-based training, personalized mentorship from professionals, and real-client portfolio development.

CAREER PATHWAYS

Receive a diploma certification, gain direct hiring opportunities with OrangeVFX and partners, and benefit from an 80%+ placement rate.

SUPPORT SYSTEM

Vibrant Discord community for networking with alumni support and job referrals



COURSE OVERVIEW

MODEL A 3D CHARACTER IN 4 WEEKS.

In this intermediate-level course, students will learn how to model a character in 3D. Once this is established, students will be taught how to texture and rig. Next students are taught 3-point lighting set-up and how to render their animation to video. The course is practically oriented, with lots of homework and one-on-one help from the instructor. The last week will be devoted to completing their final projects and producing a 15-second animation reel. The course is intended for intermediate users who have completed the 3D Jumpstart course or have sufficient working knowledge of Maya or a similar 3D app.

DURATION

4 weeks + free 30-day mentorship

SCHEDULE

Weekdays (9am–12pm)

MODE

Physical or Online



COURSE OUTLINE

1 POLYGON CHARACTER MODELLING

- Introduction to Modelling with Polygons
- Using Deformers on simple objects – Twist, Lattice, Flare, Bend, Flare
- Project Start – Modelling the low poly character
- Setting up photo references and Image planes
- Modelling Techniques (box method vs edge loop method)
- Clean Topology using quads, a few triangles, and n-gons
- Introduction to Maya's polygonal modelling tools – Extrude, bridge, Merge, Multi-Cut, Insert Edge loop, Combine, Smooth, Sculpt geometry tool, etc
- Modelling with symmetry – Mirror Geometry, Merge vertices, Edge Loops
- Development of form and detail (low poly count, surface quality, hard and soft edges)
- Homework – Students will create a low-poly character, and the Instructor will review

2 UV UNWRAPPING

- Purpose and applications
- Types of UV Mapping (planar, cylindrical, spherical etc)
- Unwrapping UV and proper UV mapping on models
- Unfolding and stitching UVs of objects
- UV Snapshot for exporting UV to image files
- Homework – Student will create UVs for their character

3 SHADING AND TEXTURING

- Introductions to Shading: Materials and Textures
- Applying Basic Textures
- Working with Maya's Hypershade
- Homework – Student will use simple materials for their character

4 INTRODUCTION TO CHARACTER RIGGING

- Create basic facial expressions using blend shapes
- Creating and fitting a basic advanced skeleton rig to the character
- Building the complete advanced skeleton rig
- Skinning the polygon character to the rig
- Use basic skin cage to adjust Skin weights
- Basic weight painting
- Posing a character after rigging
- Homework – Student will have completed the rig of their character and create simple poses

5 LIGHTING AND RENDERING

- Introduction to Lights and Cameras
- Types of lights (skydome, point, spot, ambient and area lights)
- Three (3) point light setup (Key/Fill/Rim)
- Arnold Sun and Sky Light
- Setup of Lights and Cameras
- Creating a turntable camera
- Playblast your scene

6 RENDERING & EXPORTING

- Introduction to Rendering
- Introduction to Arnold Renderer
- Arnold Render View
- Rendering Settings, Batch Rendering, and Formats
- Rendering out still images and video
- Final Project: Creating a Short Animated Scene

7 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

SOFTWARE & TOOLS

REQUIRED SOFTWARE

- Autodesk Maya.
- **Discord:** (mentorship & community)

SYSTEM REQUIREMENTS

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

- Windows® 11, Windows® 10, or macOS 10.14+
- 64-bit Intel or AMD multi-core processor
- Minimum 8 GB of RAM (16 GB or higher recommended)
- 16 GB of free disk space for installation
- Qualified hardware-accelerated
- OpenGL® graphics card
- Dedicated 3-button optical mouse

GENERAL REQUIREMENTS

- Basic knowledge of the Windows/Mac operating system is required.
- Commitment to learning, positive and creative mindset
- Reliable internet (for online students and mentorship)



LEARNING MODES & FORMATS

PHYSICAL CLASSES

- Traditional classroom setting
- Direct interaction with instructors
- Access to campus facilities
- Peer collaboration opportunities

ONLINE LEARNING (LIVE)

- Join physical classes virtually
- Real-time feedback
- Discord-based community
- Screen sharing capabilities

BESPOKE TRAINING

- Self-paced learning
- Customized curriculum
- Flexible scheduling
- Additional mentorship options
- Additional fees apply based on requirements



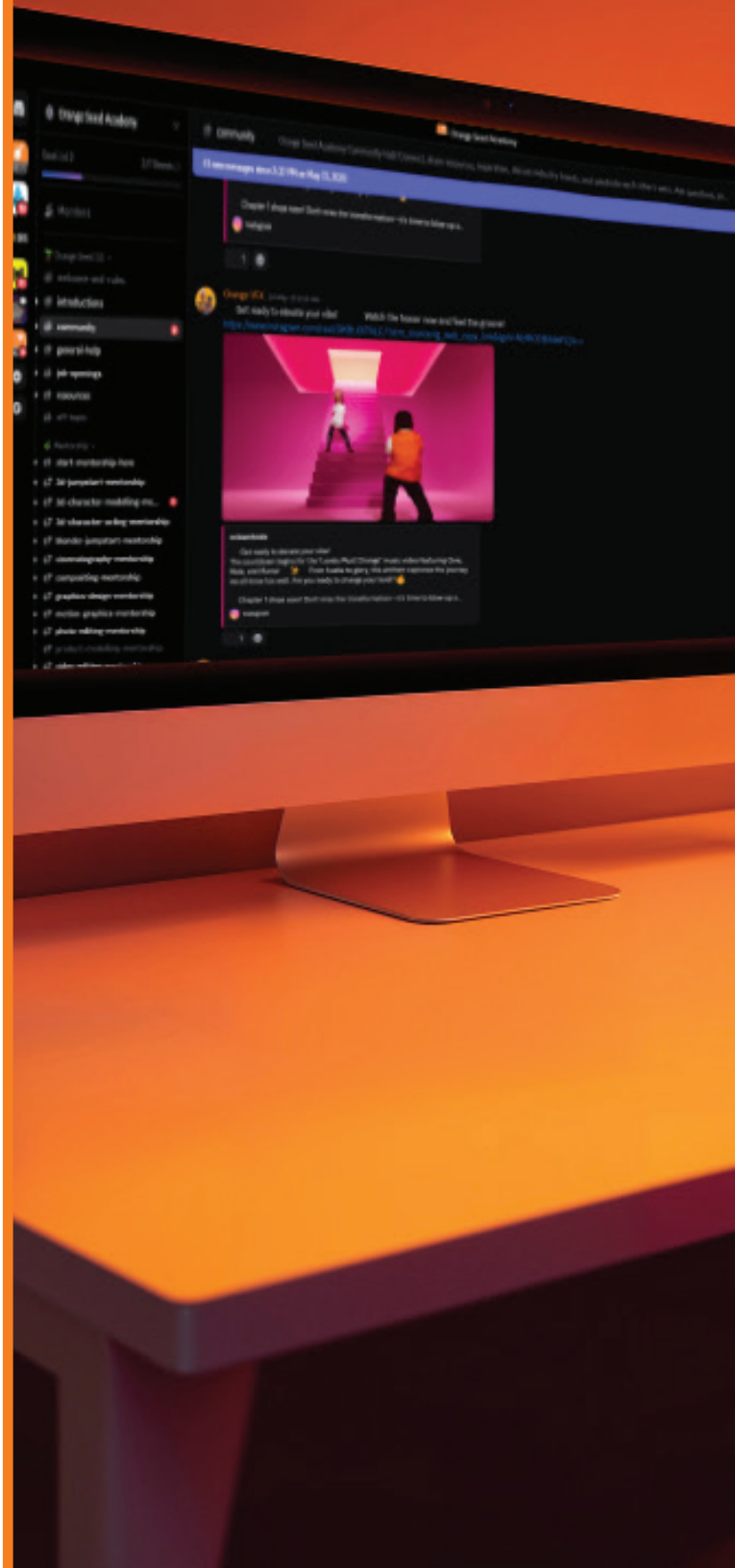
MENTORSHIP & DISCORD COMMUNITY

PROGRAM FEATURES

- Weekly one-hour dedicated feedback sessions
- 10+ real-world project examples
- Discord-based communication
- Screen sharing for real-time guidance
- Daily practice requirements (3 hours minimum)

MENTORSHIP GOALS

- Portfolio development
- Industry workflow mastery
- Soft skills enhancement
- Network building
- Career preparation



STUDENT RESOURCES & SUPPORT

LEARNING RESOURCES

- Industry-standard software access
- Project templates and guides
- Online learning materials
- Technical support

COMMUNICATION & UPDATES

- Automated email notification system
- Progress tracking
- Feedback forms
- Accommodation assistance
- Discord community access

FACILITIES & TOOLS

- Computer labs (for physical classes)
- Software access
- Project management tools
- Version control systems



CAREER SUPPORT & ALUMNI NETWORK

CAREER SERVICES

- Portfolio development
- Job placement assistance
- Industry networking events
- Interview preparation

ALUMNI NETWORK BENEFITS

- Discord-based community
- Job opportunity notifications
- Student film collaborations
- Industry event updates
- Festival information
- Continuous learning resources

UPCOMING FEATURES

- Online job portal (in development)
- Enhanced alumni tracking system
- Expanded partner network

A dark, textured background, possibly a book cover or folder, with a yellow label that reads "job search". The label is tilted and has a slight shadow, giving it a 3D appearance. The background is a deep charcoal or black with a fine, grainy texture.

job search



HOW TO GET STARTED

1. Visit our website: orangevfx.com/training
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

CONTACT US

Orange Seed Academy
36 Ajoye Street, Off Olatilewa Street,
Lawanson, Surulere, Lagos, Nigeria.
Email: training@orangevfx.com
Phone: +234-814-771-9409