3D CHARACTER
ACTING
BROCHURE

www.orangevfx.com/training

FEBRUARY 2026

WELCOME
SPEECH

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology— you provide the dedication.

Let's start building your future today.

Richard Oboh

Richard Oboh
CEO and Managing Director
Orange Seed Academy

2026

ABOUT ORANGE SEED

OUR MISSION

To empower 10,000 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
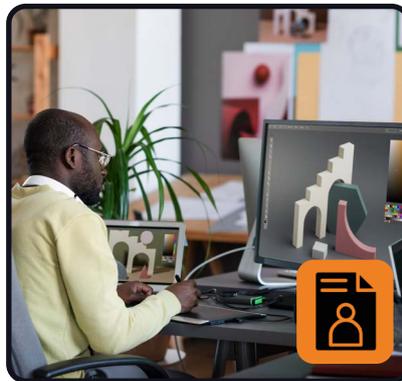
CERTIFICATION TIERS

Tier 1: Foundation
Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- 2+ Weeks Duration
- Basic Training Required
- Proof Of Participation
- Limited Placement
- Free

Tier 2: Intermediate
Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- 2+ Months Duration
- Mentorship & Showreel Required
- Moderate Placement Potential
- Featured on Student Portal
- N10,000.00 ($10)

Tier 3: Professional
Diploma

The highest level of certification, signifying full professional readiness acrossa complete job module.

- 4 - 6 Months Duration
- Full Job-Role Module Required
- 80%+ Placement Rate
- Direct Trainee Role Eligibility
- N20,000.00 ($20)

HOW IT WORKS

01 SELECT YOUR PATH

Stop guessing what to learn. Pick one of our 6 specialized schools: Animation, Games, Design, Film & VFX, Modeling, or Arch-Vis. Start with a free consultation to align your goals with the right creative tech career.

IMMERSIVE TRAINING 02

Experience world-class learning on our new integrated student portal. Access structured lessons, track your progress, and take quizzes—all in one place. Enjoy a mix of live sessions and recorded modules designed for deep mastery.

03 ELITE MENTORSHIP

Gain access to our exclusive Discord community. Get expert feedback, network with peers, and stay updated on the latest industry job openings. Coming soon: A Nitro-upgraded experience for high-speed collaboration and premium resources.

REAL-WORLD ASSESSMENT 04

We don't just teach; we refine. Submit projects through the portal for expert review. Pass your final examination to prove you are industry-ready. Opt-in for our subsidized Pro Mentorship plans for even deeper one-on-one guidance.

05 GRADUATE AND INTERN

Leave with more than a certificate. Walk away with a professional portfolio that gets you hired. Top students land a 3-month internship at Orange VFX Studios to gain real-world studio experience.

DISCOVER YOUR
CREATIVE PATHWAY

Our academy is built around six specialised schools designed to take you from absolute beginner to industry professional. Whether you decide to master character animation, build immersive games, or craft stunning architectural visuals, you are entering an ecosystem perfectly structured to support your ultimate career goals.

1 Animation

2 Modelling

6 Specialized Schools

3 Games

4 Design

5 Film/VFX

6 Arch Viz

COURSE
OUTLINE

3D Character Acting

Duration: 8 Weeks

Software: Autodesk Maya

Time: 9am- 12pm, 12pm- 3pm

Mentorship: 1 month free

Level: Intermediate

Bring 3D characters to life in our intensive 8-week acting course

You'll learn Autodesk Maya and AI workflows using Gemini to bring 3D characters to life. After the eight-week core training, enjoy two months of 1-on-1 mentorship to polish your reel using our pool of 10 animation briefs and graduate with professional, believable performances.

What you'll Learn

- ▶ Apply core physics like timing, spacing, and squash & stretch

- ▶ Animate organic movement, body mechanics, and walk cycles

- ▶ Execute physical actions including runs, jumps, and heavy lifts

- ▶ Convey complex emotions through pantomime and lip sync

- ▶ Use AI to analyze subtext and develop character depth

This course includes:

- 1 Month of private 1-on-1 expert mentorship

- 24/7 Seed LMS Student Portal access

- Interactive quizzes, assignments, and practice files

- Official Certificate of Completion

Week 1: The Physics of Motion (Balls & Pendulums)

Topic A: Maya for Animators

- **Interface:** Timeline, Graph Editor, and Viewport 2.0.
- **Keyframing:** Set Key (S), Auto-Key, and deleting keys.
- **Tangents:** Auto, Spline, Linear, and Stepped (Blocking) tangents.

Topic B: Timing & Spacing

- **The Concept:** Timing is when it happens; Spacing is how it moves.
- **Slow In & Slow Out:** Using the Graph Editor curves to create acceleration and deceleration.

Topic C: Squash & Stretch

- **Volume Preservation:** Ensuring the object doesn't grow or shrink magically.
- **Materiality:** How a rubber ball deforms vs. a bowling ball (No deformation).

Week 2: Overlap & Follow Through (The Tail)

Topic A: Arcs

- **Natural Motion:** Why organic movement follows curved paths (Arcs).
- **Tracking:** Using Motion Trails in Maya to visualize and polish arcs.

Topic B: Follow Through & Overlapping Action

- **The Drag Principle:** The tip of the tail follows the base.
- **The Wave Principle:** Creating fluid motion in whips, tails, and hair.

Topic C: Secondary Action

Definition: Gestures that support the main action (e.g., a character whistling while walking).

Week 3: Body Mechanics I (The Lower Body)

Topic A: The Walk Cycle

- **The 4 Key Poses:** Contact, Down (Recoil), Passing, and Up (High Point).
- **Foot Roll:** Animating the heel-strike to toe-off.

Topic B: Weight & Balance

- **Center of Gravity (COG):** Keeping the character balanced over their feet.
- **Hips:** The engine of the walk. Hip rotation and up/down movement.

Topic C: Solid Drawing (in 3D)

- **Posing:** Avoiding "twinning" (symmetry). creating strong silhouettes.

Week 4: Body Mechanics II (Physicality)

Topic A: Anticipation

- **Telegraphing:** Preparing the audience for an action (e.g., bending down before jumping).
- **Exaggeration:** Pushing the pose to make it readable, not just realistic.

Topic B: The Run Cycle

- **Air Time:** The difference between a walk (always one foot on the ground) and a run (both feet leave the ground).
- **Lean & Force:** Leaning into the direction of travel.

Topic C: Staging

- **Camera Angles:** presenting the action clearly.
- **Silhouette:** Ensuring the pose reads clearly even in black and white.

Week 5: Pantomime Acting (Story without Words)

Topic A: Acting for Animators
- **Thought Process:** Seeing the character "think" before they move.
- **Eye Darts:** How eyes move when processing information.

Topic B: Blocking vs. Splining
- **Stepped Mode:** Focusing on the "Golden Poses" first without letting the computer interpolate.
- **Retiming:** Adjusting the timing of the block out to create "Snap".

Topic C: Appeal
- **Charisma:** Making the character interesting to look at (not necessarily "good looking").
- **Rhythm:** Varying the timing (fast/slow) to avoid robotic motion

Week 6: Introduction to Dialogue & Lip Sync

Topic A: Jaw Mechanics
- **Open & Shut:** The jaw drives the mouth. Animating the jaw bone first.
- **Vowels vs. Consonants:** O, A, E (Open) vs. M, B, P (Closed).

Topic B: Mouth Shapes (Visemes)
- **Wide/Narrow:** Simplifying shapes. You don't need a shape for every letter.
- **The "M" Pop:** Compressing the lips before an M/B/P sound.

Topic C: Acting with Audio
- **Listening:** Animating the character listening, not just talking.
- **Accents & Beats:** Hitting the key gestures on the stressed words.

Week 7: Facial Performance & Micro-Expressions

Topic A: The Brows

- **Emotion Center:** Squeeze (Anger), Raise (Surprise), Inner Raise (Sadness).
- **Asymmetry:** One brow raised vs. both.

Topic B: The Eyes & Lids

- **Blinks:** Using blinks to reset the gaze or show a shift in thought.
- **Lid Follow:** The eyelids must follow the pupil as it looks up and down.

Topic C: Subtext

- **Saying vs. Meaning:** Animating what the character feels, not just what they say.

Week 8: AI Workflow, Polish & Final Sprint

Topic A: Innovative AI Workflow (Using Gemini)

- **Subtext Analysis:** pasting the dialogue script into Gemini to get a psychological breakdown of the character's hidden motives.

  Prompt Example: "Analyse this line of dialogue: 'I'm fine, really.' The character is actually lying. Suggest 3 physical gestures that would reveal they are lying."

- **Backstory Generation:** Creating a deep history for the character to inform why they move a certain way.

- **Reference Ideation:** Asking Gemini for video reference ideas.

  Prompt Example: "List 5 classic movie scenes where a character is trying to hide their laughter."

Topic B: Final Polish

- **Moving Hold:** Adding life (breath, slight sway) to static poses so the character doesn't die.

- **Knee Pops & Jitters:** Fixing technical errors in the Graph Editor.

Topic C: The Project Sprint (Fixed Schedule: Days 3–5)

- **Dedicated Studio Time:** Students finish their chosen projects.
- **The "Sweatbox" Review:** Instructor reviews work-in-progress frames.

Mentorship & Portfolio Polish

Following the two weeks of core instruction, students enter a dedicated 1-month free mentorship program delivered online via Discord. This phase shifts the focus from learning new tools to applying them at an industry standard.

- **Project Polish & Portfolio Building:** Finish or redo your 2 required projects. High-quality submissions ensure better scores and a stronger portfolio.

- **Weekly 1-on-1 Sessions:** Each student is assigned a dedicated mentor for a personalised 30 to 60-minute guidance session every week.

- **Screen Sharing & Open File Reviews:** Present open project files via live screen sharing for direct mentor critiques and feedback.

- **Live Debugging:** Join a dedicated livestream where instructors actively troubleshoot settings and resolve your project errors in real-time.

- **Final Premiere:** Submit your fully rendered images or video for the Virtual Viewing Party to watch and critique final reels with the class.

- **Certification & Next Steps:** Complete the course evaluation and submit all final polished projects to finalise grading and unlock your Certificate of Completion.

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

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