

3D ANIMATION/ VISUAL EFFECTS DESIGNER

- ACIT Professional 3D Producer



Australian College of Information Technology

CREATING WORLD CLASS I.T. PROFESSIONALS SINCE 1995



OVERVIEW

This course provides students with the knowledge and the skills in 3D design, compositing and production to excel as 3D designers and producers and become leaders in a thriving industry.

The content addresses skills in industry standard workflow, design and final concept rendering. With the skills gained in the Australian College of Information Technology's comprehensive course, students will be confident and able specialists in the 3D industry.

The course incorporates extensive project work, practical skills and portfolio design to provide students with excellent references to give opportunity for employment.

Students will have the opportunity to apply for one of our highly sought after 3D Internships. Depending on the time of the year and film projects available, students will be able to apply for the ACIT Internship program. This program will be offered in conjunction with leading industry specialists and film makers.

VOCATIONAL OUTCOMES

- 3D Animator
- 3D Modeler
- Texture Artist
- Compositor
- Artistic Director
- Rigger
- 3D Lighting Specialist
- Matte Painter

SOFTWARE APPLICATIONS

- 3D Max
- Autodesk Maya
- Shake
- ZBrush
- Body paint
- Photoshop



COURSE SUBJECTS

The ACIT Professional 3D Production course contains:

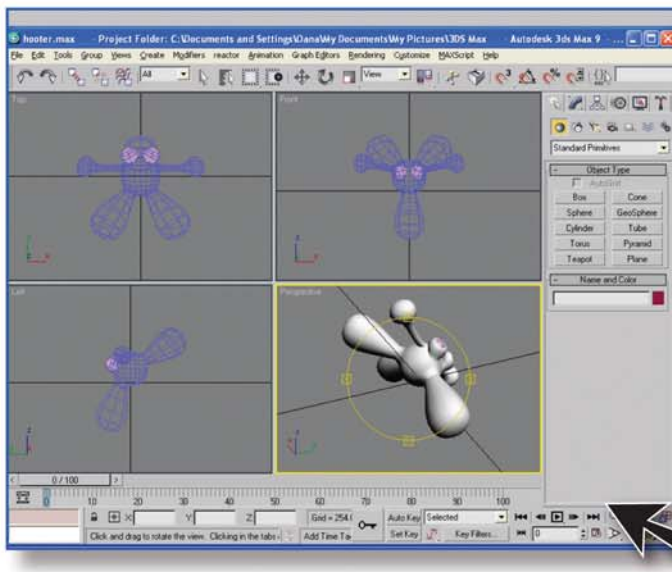
PHOTOSHOP TECHNIQUES

This subject will introduce students to the basics of Adobe Photoshop and 2D design techniques. These skills will form the foundation for 3D texturing and design, and prepare students for a progressive career in the creative design industry.



INTRODUCTION TO THE MOVING PICTURE: THE BASICS OF DESIGN AND ANIMATION

Prerequisites: Adobe Photoshop



This subject will cover animation theory, delving into historical animation styles, the evolution of animation and explain 3D production and what it entails. In addition, students will learn the fundamentals of hand drawing, anatomy and forces, in order to create a foundation upon which any 3D production requires. Students will be introduced to script writing and storyboarding and will be expected to produce a storyboard which can be used as a portfolio item. This subject will also teach the basics of the 3D Studio Max interface and 3D design. At the end of this subject, students will produce a living room scene in 3D Studio Max, suitable as a portfolio item.

DESIGN TECHNIQUES: TEXTURING

Prerequisites: Introduction to the moving picture: The basics of design and animation

This subject will introduce students to **texturing and detailing techniques**, including **ZBrush processes**. Students will learn how to create texture maps and texture their objects, and **add detailing and bump maps using ZBrush**. At the end of this subject, students will design and produce their **own textured models** in order to create a suitable portfolio item.



LIGHTING: THEORY AND APPLICATION OF STUDIO AND REAL-WORLD LIGHTING

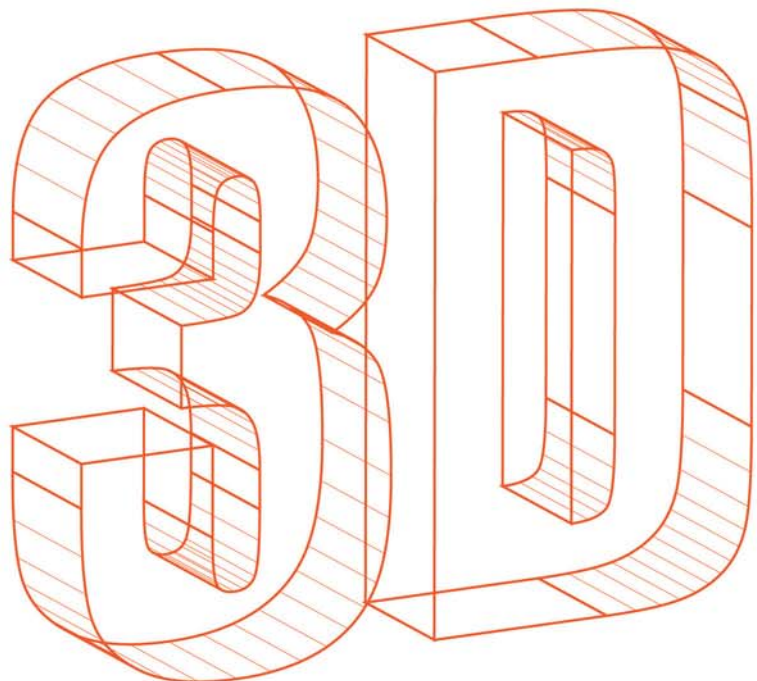
Prerequisites: Introduction to the moving picture: The basics of design and animation

This subject uses **3D Studio Max** to teach students how to create realistic lighting for their 3D environments. Using **Mental Ray**, students will experiment with different rendering engines and learn to manipulate light to produce effects and illumination. Students will learn about caustics, photo maps, atmospherics and other lighting and effect techniques. At the end of this subject, students will appropriately light a 3D scene. This exercise is suitable to be used as a portfolio item.

TRANSFERRING SKILLS: CROSS-SOFTWARE MIGRATION

Prerequisites: Introduction to the moving picture: The basics of design and animation

This subject teaches students to transfer the knowledge they have gained in a particular development program to other similar programs. The subject will go over operations and interface aspects of **Maya** with the assumption that students are already familiar with the **3D Studio Max** interface. Students will be required to complete a series of exercises using **Maya**, in order to familiarise themselves with the interface and capabilities of the program. The exercises in this course will yield samples of work which can be used as portfolio items.



ACIT PROFESSIONAL 3D PRODUCER

COMPOSITING: CREATING THE FINAL PICTURE

Prerequisites: Introduction to the moving picture: The basics of design and animation

This subject teaches composition and the use of both 3D moving images, still images, matte painting and effects to create a final polished output. Students will learn **Apple Shake** and be introduced to industry-standard compositing techniques. At the end of this subject, students will composite a series of scenes, which can then be used as portfolio items. In addition, students will be taught the basics of **Avid** and cut all their 3D work into a show reel which can be sent to potential employers in the 3D industry.

PORTFOLIO PROJECT

Prerequisites: Students must complete the whole course before taking this subject

This subject prepares students for a professional environment and includes portfolio development to provide students with a work sample to give to potential employers. Using **Photoshop**, **3D Studio Max**, **Shake** and **Avid**, students will compile the work they have completed throughout the course.

INTERNATIONAL STUDENTS PREREQUISITES

- IELTS LEVEL 5.5 (if English is not your first language).
- Australian year 10 or equivalent. Eg. G.C.E. O LEVEL
- Certificate II In Information Technology.

Note: Students can obtain the nationally recognized qualification without industry certification.

Disclaimer: Offer of course units is subject to student number viability. Information in course summaries is subject to change prior to commencement of course units. This document, together with the pre-enrolment information and course unit outlines form the full and complete description of this course.





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