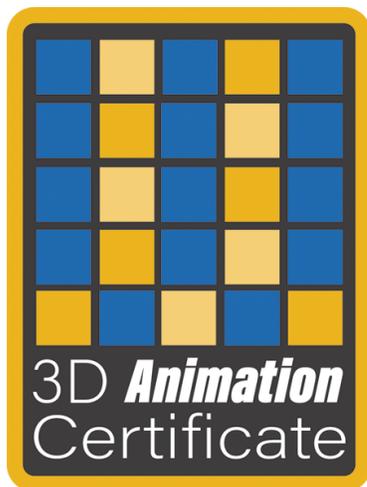


NEW! 3D Animation Certificate 180 Hrs

These classes are held at the Center for the Digital Arts, located at 27 N. Division Street in Peekskill.
For more information or to register, call 914-606-7300. Software versions are subject to change.



This is a one-year, non-credit certificate program. Ideally, students will take two courses per module. *However*, courses may be taken independently without certificate completion. For the certificate, the culminating experience will be the creation of a demo reel for their portfolio to show employers or schools to continue on their career paths. Demo reels will be exhibited in a certificate completion exhibition in The Westchester Gallery at the Center for the Digital Arts, Peekskill Extension.

Students need to be 16 years of age or older with computer skills for entry into this program.

Contact Dr. Sherry Mayo at 914-606-7385 or sherry.mayo@sunywcc.edu for further information.

This program will take students through the 3D animation production pipeline and cover many facets of 3D creation. From modeling assets and characters to animating and final rendering, this certificate will guide you through the fundamental principles of 3D animation. Whether you are interested in film, video games, or commercial work, these courses will get you going in the right trajectory. Prepare for an intensive exploration!
Prerequisite: Basic computer knowledge.

MODULE I

Modeling I for Animation 30 Hrs

This course will introduce students to creating hard surface modeling such as vehicles and assets for production in Autodesk Maya. The course will consist of demonstrations combined with discussion and tutorials created by the instructor; in-class exercises and an assignment will be given every week. In addition, different lighting scenarios such as interior, exterior, and studio lighting with Arnold renderer will be also covered.
CE-DGART 2093PE, \$350.

Tues., Feb. 5-Apr. 9, 6:00-9:00 pm. #13198

Animation I 30 Hrs

This course will introduce students to animating in Maya. Students will start with the basics and learn about the twelve principles of animation. Some assignment examples will consist of a bouncing ball, walk-cycles, jumping, and kick ball.
CE-DGART 2094PE, \$350.

Thurs., Feb 7-Apr. 11, 6:00-9:00 pm. #13199

MODULE II

Modeling II/Digital Sculpting for Concept and Animation 30 Hrs

This course will introduce students to creating organic characters and sculpture for production using Autodesk Maya, Zbrush, and Mudbox. This course will introduce students to creating hard surface & organic characters and sculpture for production and concept art with Pixologic Zbrush. We will also cover the 3D printing process and print work. The course will consist of demonstrations combined with discussion, and tutorials created by the instructor; in-class exercises and an assignment will be given every week. In addition, students will be given different lighting scenarios such as interior, exterior and studio lighting with Arnold renderer.

CE-DGART 2095PE, \$350.

Tues., May 7-July 9, 6:00-9:00 pm. #13200

Animation II 30 Hrs

As a continuation to Animation, students will now look at creating basic rig setups to more advanced rig setups for characters and assets. Towards the end of this course, the class will focus on the importance of posing and body mechanics for animation.

CE-DGART 2096PE, \$350.

Thurs., May 9-July 18 (skip July 4), 6:00-9:00 pm. #13201

MODULE III

Animation III 30 Hrs

As a continuation to Animation II, students will learn about creating storyboards, animatics, and creating an animation based on their own stories. Each student will create a mini 15 second animation with a pre-rigged character of choice. Students will also be recording their own live video reference, which will help with timing for their animations.

CE-DGART 2097PE, \$350.

Tues., Sept. 17-Nov. 19, 6:00-9:00 pm. #13202

Demo Reel Creation and Exhibition 30 Hrs

In this course, students will use the technical, drawing, and storytelling skills they have learned in the previous courses to produce their demo reel of choice. It is expected that the reel will be of a high degree of finish regardless of the content. In addition, students will investigate survival skills and portfolio practices necessary to work as a professional, freelance, or independent computer graphic artist. Students will exhibit their final work at The Westchester Gallery, Peekskill Extension.

CE-DGART 2098PE, \$350.

Thurs., Sept. 19-Nov. 21, 6:00-9:00 pm. #13203

Exhibition Dec. 2-Feb. 3, 2020.

**Save \$\$ when you register for all six classes during the term for only \$1750.
Savings will reflect when course fees are calculated after enrolling.**