HANDS-ON
3D ANIMATION WORKSHOPS
4 & 3-Week Short-term Intensive Workshops

The role of the animator in the entertainment industry has radically expanded over the past several decades and the animation workshops at the New York Film Academy reflects these changes. With a focus on immersing students in the fundamentals of 3D animation our award-winning faculty has designed an intensive, hands-on curriculum to prepare the next generation of animators and visual effects artists for an ever-growing and competitive industry, making it one of the best animation schools in the world.

With unparalleled animation courses, the New York Film Academy provides students with state-of-the-art facilities and hands-on experience with the industry standard Maya software and top-notch equipment.

The Four-Week and Three-Week 3D Animation Workshops both cover comparable ground with similar goals, but the Three-Week Workshop is offered exclusively at our location at Harvard University.

OVERVIEW

In the Film Academy's 3D Animation Workshops, classes are held throughout the week. Students learn concepts of story writing, directing, cinematography, and editing as they apply to animation. The bulk of students' time outside of class is spent in supervised labs. Lab time is used to complete and to expand upon assignments, as well as to work on their final animated films. The students' final films are output digitally and projected at a celebratory screening.

The 3D Animation Workshop is designed for individuals who want to learn the basics of high-end 3D computer software but do not have the time required to devote to full-time study as a year-round student. Students in the 3D Computer Animation workshops will write, animate, direct and edit their own computer animated short films. Our animation workshops do not require drawing ability.

This workshop teaches students the principles of animation (movement, timing, weight, character development, etc.) using Maya—the industry standard high-end 3D computer program. Students progress through basic modeling, motion, and rendering exercises en route to the completion of a short 3D computer animated film (with sound) of their own design by the end of the course.

In addition to its top-notch curriculum and facilities, the New York Film Academy is home to a distinguished and accomplished faculty of professional 3D animators and visual effects artists. Each faculty member possesses a unique skill set that helps to shape well-rounded students who are comfortable with the numerous aspects of the animation pipeline.

Please Note: curriculum and projects are subject to change and may vary depending on location.
Students should consult the most recently published campus catalog for the most up to date course information.

" It's kind of fun to do the impossible. **"**

- Walt Disney

Students that enroll in either of the Academy's workshops can expect to take the following classes.

- Introduction to Screenwriting
- Introduction to Storyboarding
- Introduction to Maya Software
- Fundamentals of Polygonal Modeling
- UV Texture Mapping
- Creating Photoshop Textures for Models
- Rigging Models
- Binding and Painting Weights
- Key Framing for Animation
- Lighting
- Rendering

LOCATION

4-WEEK WORKSHOPS

NEW YORK CITY;
HARVARD UNIVERSITY

3-WEEK WORKSHOP

HARVARD UNIVERSITY

Locations are subject to change.
For start dates and tuition, please visit nyfa.edu

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