NITEC IN DIGITAL ANIMATION

Core Modules

Drawing for Animation
On completion of the module, students should be able to apply the basic principles of form, composition, shapes and color to create character, key layout and background designs.

3D Modeling
On completion of the module, students should be able to perform 3D asset creation involving modeling, texturing, rigging, lighting and rendering.

Advanced 3D Modeling
On completion of the module, students should be able to produce a digital sculpture, reconstructing it for production with the necessary texture, material, rig, pose and render.

Principles of Animation
On completion of the module, students should be able to apply the principles of animation to the drawing of key poses in action. They are able to animate using key poses for objects and characters and perform lip sync and body movement for the characters.

3D Animation
On completion of the module, students should be able to animate according to a style and a particular staging. They are trained in character animation, body mechanics, acting for animation to create a series of 3D animated shots.

Creative Production
On completion of the module, students should be able to create an animated content applying the concepts of storyboarding and principles of animation. They will learn to bring an idea from conception to realization, incorporating the knowledge and skills learned into this project development.

Portfolio
On completion of the module, students should be able to apply all the acquired knowledge throughout the course to produce a demo reel such as 3D model turntable, character and creature models and animation in their portfolio.

Industry Attachment
On completion of the module, students should be able to apply and integrate the technical, social and methodological competencies in carrying out related industry project and handle project management, perform production-related tasks within a given deadline.