



3D Animation - Realtime Editing

Summer Semester 2020 | CMIS 4160 | CRN 55730

In this course, students learn Traditional 3D Animation, Rapid Prototyping and Realtime Editing concepts. Students become familiar with animation production using realtime features and tools by utilizing a vast online library of tutorials and then begin retaining interface navigation knowledge and content creation methods. Non-linear animation techniques are discussed and practiced by the introduction to the Timeline and Curve Editor in the Virtual Production environment. Students will also see how to effectively utilize character concept design, scene creation, camera functionality, character animation while implementing online instruction and virtual assessment methods to showcase the knowledge obtained using iCollege.

Learn how to create Realtime Animation: Face - Characters - Cameras - Action



About the Professor:



James C. Martin became the 1st certified trainer in the United States to teach iClone in 2005, Lead Animator and produced over 200 hours of animation for entities such as the OPM-Office of Personnel Management, US Government. Character Animator for Georgia produced "Survivors Remorse" for STARZ network, and worked closely with Jon Stewart for HBO. Motion Capture Lead and Previz Artist on "Replicas" from Lotus Entertainment, starring Keanu Reeves distributed by Entertainment Studios. In the summer of 2019, his team was recruited onto Suicide Squad 2 creating virtual production and previz for James Gunn on location at Pinewood Studios famous Stage 17. Now ...representing Georgia State University and the Creative Media Industries Institute (CMII) as Professor of Practice and Virtual Cinematographer shooting 4DViews Volumetric mocap with HoloSys to create "next-media" content.