

## Autodesk MotionBuilder Essentials training course

### Course description

*Autodesk MotionBuilder Essentials* teaches the elements of character animation for games, television film and visualisation.

**Course Duration:** 2 days  
**Courseware provided:** Yes.

### Objectives

To teach the mechanics of MotionBuilder for 3D animation. After completing this course, delegates will be able to:

- Work in a production environment.
- Animate 3D models using a variety of techniques.
- Work with materials to texture your models.
- Use lighting.
- Create animations such as walk cycles.
- Stage a scene and understand cinematography.
- Create output for a variety of uses.

### Who should attend

This course is designed for professionals who are new to MotionBuilder, working in any industry in which animated characters are required, including gaming, television, film and even visualisation.

### Course outline

- Interface basics.
- Keyframing basics & introduction to function curves.
- Introduction to the control rig & pose-to-pose character animation.
- Keyframing & walk cycle.
- Animation re-targeting & using pre-existing animation clips.
- Adding lights & real-time shadows.
- Introduction to shaders & materials.
- Using the particle shader for real-time effects.
- Introduction to cameras.
- Introduction to the story tool & creating camera edits.

**Please note:** Course topics may be modified by the instructor based upon the knowledge and skill level of the course participants.