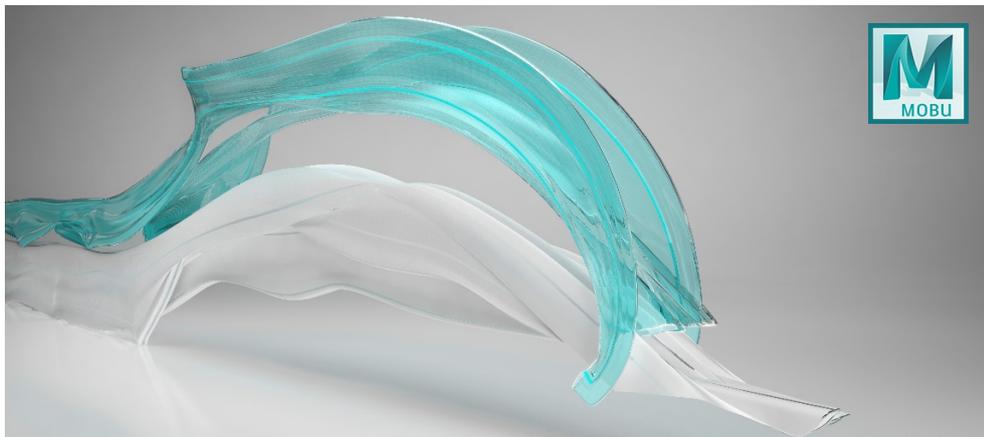# MotionBuilder Essentials
Training course outline

MotionBuilder is real-time 3D animation software for high-volume game animation and character simulations.

MotionBuilder Essentials training provides a thorough grounding for beginners, teaching key techniques for creating impressive animated characters.

Course summary
Teaches the essential elements of character animation, including:
- Working in a production environment.
- Animating 3D models and working with materials to texture your models.
- Using lighting.
- Creating animations such as walk cycles.
- Staging a scene and understanding cinematography.

Duration
Two days.

Who should attend?
This course is ideal for professionals who are new to MotionBuilder, working in any industry in which animated characters are required, such as gaming, television, film and even visualisation.

In-class or live online
You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see: armada.co.uk/live-online-training.

General information
Armada is an Autodesk authorised Training Centre (ATC), and our MotionBuilder Essentials course is accredited by Autodesk.

MotionBuilder courses are hosted by Autodesk Certified Trainers (ACTs) with vast experience of CGI and the MotionBuilder application.

MotionBuilder Essentials training is arranged on-request, i.e. one-to-one training or a course for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect any existing knowledge you have and the work you're going to be doing.

Whilst attending training at our centres, delegates have the use of a computer running licensed MotionBuilder software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate
Delegates receive:
- Comprehensive MotionBuilder training materials
- An e-certificate from Autodesk confirming attendance on an accredited *MotionBuilder Essentials* course.

Method of delivery
Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates learn the techniques taught.

After course support
Following MotionBuilder training, you're entitled to 30 days' email support from your trainer.

Further information
For further details, see armada.co.uk/course/motionbuilder-training/. For a quote and details of our availability, please contact us.

Course syllabus
See over.

Course syllabus

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

AUTODESK®
Authorised Training Centre