

## AIT Spatial Ltd

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## ATC Training: Autodesk Motion Builder 2009

This course has been designed for the professional who wants to animate characters in games, television, film and even visualisation using Motion Builder.

Upon successful completion of this course you will be able to:

- Ø Work in a production environment.
- Ø Understand the mechanics of Motion builder.
- Ø Be able to animate 3d models using a variety of techniques.
- Ø Work with materials to texture you models.
- Ø Understand how to use lighting as an animation.
- Ø Be able to create animations such as walk cycles.
- Ø Stage a scene and understand cinematography.
- Ø Know how to create output for use in a variety of ways.

## Topics Covered

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

**Course Code: EM0615\_MotionB**

**Course Duration: 2 days**

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*Registered at  
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**Autodesk**  
Authorised Training Centre

**Autodesk**  
Approved Instructor

**Autodesk**  
Authorised Certification Centre