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Introduction to 3D Animation Summer Camp

June 6-10, 2016

Louisiana State University Digital Media Center

****Registration Closed**--email kjones@lsu.edu if you want to be notified next year when registration opens**

LSU's [Digital Media Arts & Engineering program](#) at the [LSU Center for Computation & Technology](#) is happy to provide a new camp offering this summer, "Introduction to 3D Animation". In this camp you will

- ▶ Receive a crash course in just the basics of using the animation/FX package called "Maya"
- ▶ Understand the difference in a 3D image versus a 2D image.
- ▶ Learn to animate your 3D images.
- ▶ Learn the basics of rendering.

WHO: High School - Grade 9 through 12 appropriate (rising high school freshmen, sophomores, juniors, and seniors, as well as graduating seniors). No experience required. General computer use a plus. Note: Maya software will be used--this is taught at the beginner level.

Which camp should you take? "Gamecrash" is level one for a very beginner level intro. It is taught in 2D software. "Intro to 3D Animation" is level two. It is more complex and teaches FX/special effects and elements using Maya software. "Intro to Video Game Creation" is level three. This course puts all the elements from step 1 and 2 together to finalize a live, playable game using Unity software.

REGISTRATION & COST: \$125.00. Supplies, lunches and snacks are provided during the camp. Participants are responsible for arranging their own transportation to and from LSU's campus. CCT will accept participants on a first-come, first-serve basis. Limited seats available so register early. Registration Closed!

INSTRUCTOR: Ken Wesley is an instructor in the Digital Media Arts & Engineering program at LSU. He has worked for more than 35 years in the animation and VFX industry at companies such as Lucasfilm: Industrial Light & Magic; CafeFX; Sony Imageworks; and the Orphanage. His credits include Harry Potter, Star Trek, Alice in Wonderland, Star Wars and Pirates of the Caribbean to name a few. His specialties include fluid simulations, particle simulations, scripting, lighting, Houdini, Maya, RenderMan (shader writing, plugins), procedural effects, Arnold, procedural modelling, keyframe animation, and camera work.

SCHEDULE: 9:00 AM - 4:00 PM; two snacks and a lunch will be provided each day.

LOCATION: Room #1034, LSU Digital Media Center. [Map it!](#) For questions or special needs, contact Karen Jones at kjones@lsu.edu.

The Digital Media Arts & Engineering Program at LSU is dedicated to producing tomorrow's leaders in the digital media arts field. Located in a new state of the art \$29.3 million facility that is shared with Electronic Arts North American Test Center, you can work with a diverse group of digital artists, technicians and researchers who are here to help you develop your ideas into the future of media.

For all LSU Center for Computation & Technology summer camp information, visit <https://www.cct.lsu.edu/cct-events>. For a listing of other LSU pre-college camp offerings visit: www.lsu.edu/camps.

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