

Autodesk Animation Academy

Encourage students to explore their creativity and discover the concepts of 3D animation in an engaging and interactive way.

Inspire secondary school students to explore careers in digital arts, entertainment and visualisation fields by combining interactive and customisable learning content with the 3D technology used by industry professionals around the world.



Developed specifically for secondary schools, Autodesk Animation Academy combines 3D software and a comprehensive arts-based curriculum to help educators inspire students to explore careers in digital arts, entertainment and visualisation fields. The curricula is structured to give students the autonomy to explore; it provides a foundation for learning 3D applications as well as conceptual and applied exercises to explore techniques. Students learn how to visualise and problem-solve through the use of 3D applications while studying a broad range of cross-disciplinary topics.

Key Benefits

- Offers teachers the opportunity to enrich their instruction through curricula that focus on learning technology by approaching technical topics through a series of conceptual and applied lessons.
- Introduces students to the Autodesk 3D toolset using a unique, project-based curriculum that:
 - Encourages creativity, critical thinking and problem-solving
 - Supports achievement in art, design and animation
 - Blends traditional and digital creative learning
 - Aligns to high-demand career paths in games, film, and visual communication
 - Explores industry workflow and processes
- Includes a diverse portfolio of learning resources to further explore a wide range of topics.
- Offers students and educators free* learning and curriculum materials, software for personal use, and discussion forums—all accessible through the Autodesk Education Community at www.autodesk.com/edcommunity with additional interaction with industry leaders at the AREA (www.autodesk.com/area).

The Autodesk Animation Academy includes the following 3D design software products:

- Autodesk Maya
- Autodesk MotionBuilder
- Autodesk Mudbox
- Autodesk 3ds Max

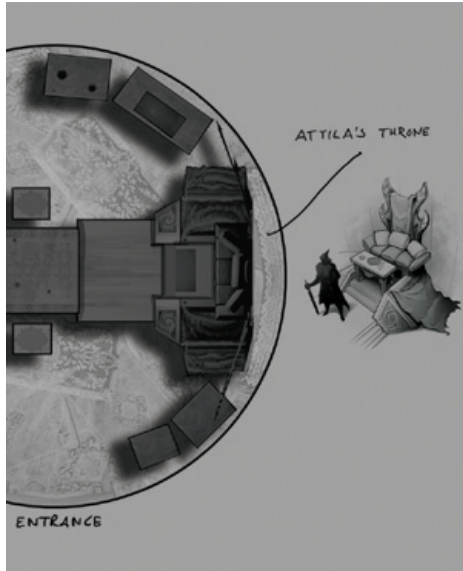
Autodesk Learning Resources for Educators

Integrate Autodesk technology in your classroom with free* resources and lesson plans from the Autodesk Education Community and AREA Community sites. By joining these communities, educators will gain access to a wide range of materials, including curricula, interactive exercises and modular projects for entertainment and games faculties. Created by a global team of industry professionals and leading academics, the new Autodesk Industry Careers Framework covers the following modules:

- **Design:** Assists in teaching students about the idea generation process, colour and composition by approaching design fundamentals through the lens of a camera in 3D.
- **Digital Storytelling:** Explores tools and techniques used by industry artists, animators and directors to create images and animations that tell a compelling story.
- **Anatomy:** Teaches how anatomy affects design and what it takes to model a character and bring it to life.
- **Motion and Animation:** Examines the basic concepts of force and interaction through the physics of motion.
- **Space and Architecture:** Explores contemporary architecture, design and sustainability, challenging students to think about the possibilities for building in the real world as well as the 3D virtual world.
- **Real-time:** Identifies what makes a great game and how to differentiate the roles of the numerous tools involved in game creation.

Learn More or Purchase

Academic institutions can purchase in a variety of configurations with flexible licensing terms designed to help meet the needs of the smallest classroom to the largest local authority. Autodesk offers institutions and schools affordable pricing on Autodesk software, curricula and training, including significant discounts for volume purchases. Autodesk Animation Academy is generally available in both one-year term and perpetual licence forms† Autodesk Animation Academy can be installed using either stand-alone or network licensing.



To purchase Autodesk Animation Academy, contact an Autodesk Education Reseller. Visit www.autodesk.com/reseller to locate the reseller nearest you. Visit www.autodesk.com/animationacademy to learn more about Autodesk Animation Academy.

Autodesk Subscription

Animation Academy is offered with the option of purchasing Autodesk Subscription to gain access to web-based technical support, updates, product extensions, other software entitlements, additional training and learning content. Visit www.autodesk.com/subscription to learn more.

* Free products are subject to the terms and conditions of the end-user licence agreement that accompanies download of the software. The software is for personal use for education purposes and is not intended for classroom or lab use.

† Some suites may not be offered in both term and perpetual licenses in certain regions.

Autodesk, Maya, MotionBuilder, Mudbox and 3ds Max are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2010 Autodesk, Inc. All rights reserved.