

# HUNTERDON COUNTY POLYTECH CAREER ACADEMY

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## 3D COMPUTER ANIMATION

3D Computer Animation allows artists to dream up, build, and move objects and/or characters in three-dimensional digital space.

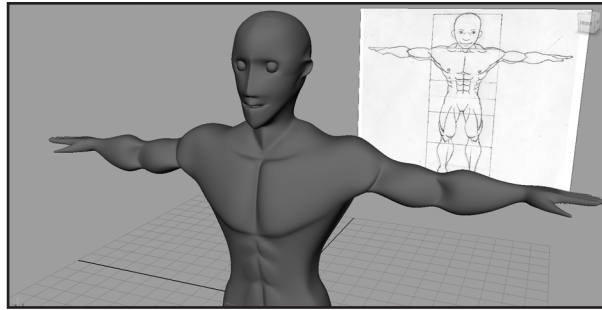
This course will give you both an introduction to animation and a working environment to create your dreams. Utilizing Autodesk's Maya, learn how to model, rig, animate, render, light, and texture. Focus on your drawing skills and developing a portfolio for college or employment as we sketch from live models and animals.

Develop characters, sets, and storyboards and get the chance to see other animators' demo reels while guest artists discuss the opportunities available in the animation field. Portfolio review and interview with instructor is required for admission.

### WHY POLYTECH?

Polytech is the only secondary school in the state of New Jersey to offer a comprehensive program for 3D computer animation. This class is ideal for talented and creative students who desire to be or consider themselves to be artists. The experience they will gain using Maya at Polytech is specialized and unique.

Additionally, there is a focus on anatomy with life drawing and instruction from medical professionals. Students start with the basics and study the principles of animation found in any good animated feature film. Students can earn up to 18 college credits at the Art Institute of Philadelphia.



## CAREER OPTIONS

Students will be exposed to a variety of career options. In preparation, they will research

companies, employment requirements, salaries, and contracts. They will also explore which colleges can offer majors leading to these careers.

3-D Modeler

Animator

Concept Artist

Digital Painter

Effects (FX) Artist/FX Animator

Layout Artist

Lighting TD/Lighter

Match Move Artist

Render Wrangler

Roto Artist

Runner

Storyboard Artist



*3D model by student Efosa Amegor 2010 and  
Character design by student Ellen Strub 2009*

## ALUMNI TESTIMONIAL



**MIRANDA  
DRESSLER**

Disney Channel, *Clean Up*

*"...(this) class was an amazingly different experience, and I wouldn't be exaggerating if I said it truly changed my life.*

*...class is structured like a foundation year of college, ...I first tried out gouache, acrylic paints, drawing from life, different kinds of perspective, color theory and anatomy ...it opened my eyes to all the possibilities that I had never tried in my other high school art classes.*

*...art is fun, but it's also possible to have a real career if you discover what you can do with your art. ...We discussed many different career options, and each student was able to tailor the assignments in the class to his/her own goals.*

*I loved learning about graphic design, advertising, logos and branding, and book illustration, but my favorite assignments were always those dealing with computer generated art, and animation. Ever since I was a kid, I wanted to "work for Disney", but until I took (this) class, I never really understood what that meant. Sure, I knew people drew the cartoons I loved, but I didn't know what their specific jobs were, or how to go about making that my future. Through her class, I learned about the different professions within animation, what kind of degree you needed to have to land these jobs, and even the best colleges to attend.*

*...I was accepted to every college I applied to. I*

*chose to attend the University of the Arts in Philadelphia, and that commercial-art-class-portfolio landed me a \$14,000 a year scholarship! Without Polytech ... to teach me how to create that portfolio, I wouldn't even have been able to afford to attend.*

*As I entered my freshman year at UArts, I realized that I was at a huge advantage ...Thanks to Polytech, I had two years of experience in Photoshop, Illustrator, InDesign and Flash, ...I was able to get ahead quickly, and began to realize that though I loved painting and drawing by hand, I loved the endless possibilities of being a digital artist.*



*University of the Arts was a great school, and I learned so much. Still, I found myself coming back to my binder of Polytech lesson plans I had saved, looking for inspiration and instruction.*

*...After graduation, I moved to Los Angeles... I landed a job as an assistant at the Disney Channel my first week in town! ...I worked first as an assistant, then a production associate, then a coordinator on several animated shows for the Disney Channel, including: Mickey Mouse Clubhouse, The Replacements, Phineas and Ferb and most recently Kick Buttowski. ...Now that we've started season two of Kick, I'm a full fledged artist! It's so awesome to really be working my dream job!*

*...I can trace all this back to Teresa's class: she always encouraged us to try anything and everything! Why do just animation, when you can do apparel and product design, fine art and gallery work too? This is an amazing class, with a truly inspiring instructor ....Without her, and without her class, I know for certain that I wouldn't have my dream job, or be as happy as I am today."*

Above are excerpts from Miranda's letter.

Go to our website to view it in its entirety and to see samples of her work.