

Are you seeking innovative and exciting ways to address learning objectives in your high school curriculum?

Introduce Autodesk Animation Academy next semester and watch your students reach their creative potential.

The Autodesk Animation Academy program is easy to understand, offers measurable objectives for student evaluation, and fulfills my school district's requirements for increased academic integration. My students are reinforcing their knowledge of core subject areas, while at the same time learning valuable career skills.

—Pat Gombarcik, ACI
Department Coordinator,
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Autodesk® Animation Academy

Helping students meet
the future head on.



Image courtesy of Frederic Bennett – Campus Ubisoft

Future career opportunities for today's youth are more varied than ever before, and many students dream of creating the next best-selling video game, designing products that change the way people work and live, or bringing realistic animated characters to life on the big and small screens. A strong knowledge of computer graphics is essential to achieve any of these ambitions. Over the past two decades, 3D graphics and animation have emerged at the forefront of visual communications in industries that extend beyond entertainment to include diverse fields such as architecture, visual arts, science, and medicine.

Expand Their Potential

Many secondary schools now offer new media courses that teach students the latest visual communication technologies. By going a step further and integrating these technologies with core curriculum subjects, educators can bring an exciting new dimension to the classroom. The comprehensive Autodesk Animation Academy curriculum uses industry-leading 3D animation technology to engage students as they learn core subjects, such as science, math, and language arts.

Seeing Is Believing

Autodesk Animation Academy fosters creativity, heightens the desire to learn, and helps develop teamwork and problem-solving skills that will prepare students for future careers. Immerse your students in science, math, language arts, visual arts, and technology using Autodesk® 3ds Max®, Autodesk® Maya

Unlimited, Autodesk® MotionBuilder®, and Autodesk® Mudbox™ software. These powerful 3D graphics and animation applications are used by the world's leading entertainment and design facilities to create realistic animated characters, digital effects, and environments. The innovative Animation Academy curriculum enables you to cover core academic subjects while helping students learn more effective methods to visually communicate technical ideas, explore scientific concepts, and sharpen presentation skills. Imagine learning how food is digested by watching a realistic 3D rendering of the digestive process, or learning about the phases of the moon by watching an animated 3D simulation. With Autodesk Animation Academy, learning is intriguing, compelling, and exciting.

Comprehensive, Visual Learning

The Autodesk Animation Academy provides a standards-based, cross-discipline, six-part curriculum developed specifically for secondary institutions by experienced educators and technical experts. The project-focused environment encourages thoughtful execution as students use visual communication tools and techniques to explore the phases of the moon, architectural reconstruction of the Parthenon, the digestive system, weather systems, and forensics.

Students can then use 3D animation technology in an independent study project to demonstrate what they have learned. Taken together, the first five projects constitute a semester-long general science course, as

well as a full-semester, introductory-level animation program. The independent study course is intended to be a full-semester program for students who want to go further with Animation Academy.

All You Need

Autodesk Animation Academy is easy to use and install, and includes everything you need to introduce students to animation technology and expose them to a variety of demanding learning objectives. The package includes Autodesk 3ds Max, Maya Unlimited, MotionBuilder, and Mudbox software, along with detailed teacher guides that lead you through each module as you help your students sharpen critical thinking, design, and communication skills—skills that will be crucial when students move on to post-secondary education and the workforce. Quick start guides and evaluation aids, as well as cross references between Animation Academy curriculum topics and the corresponding academic subject matters, aid in tracking learning requirements. These modular materials are delivered on DVD so you can easily select the components that match your goals, requirements, and standards for a specific course.

Comprehensive Curriculum

The Autodesk Animation Academy Curriculum DVD includes a comprehensive set of materials that support scientific, mathematic, language arts, technical, and artistic subject matters. Academic, project-based lessons include the following:

- Phases of the Moon
- Architectural Reconstruction of the Parthenon
- The Digestive System
- Tornado Weather Systems
- Forensics through Facial Reconstruction
- Independent Study Project

In addition, Autodesk offers a free Maya Fundamentals module that is available for download on the Autodesk Student Engineering and Design Community. The Maya Fundamentals module guides students through the creation of a short film, focusing on the fundamentals of 3D, storytelling, and the elements and principles of design.

Academic Standards

Autodesk has designed the Animation Academy curriculum to map to the international technology standards of the International Technology Education Association (ITEA). It also meets the science, technology, and math components of the rigorous United States STEM educational standards, including those of the National Council of Teachers of Mathematics (NCTM), the National Council of Teachers of English (NCTE), and the National Council for Science Education Standards Assessment (NCSESA). In addition, the curriculum aligns with the United States National Science Foundation's (NSF) Visualization in Technology Education (VisTE) project materials and Industry Animation Standards. The modular, project-based approach of the curriculum also works well in a technical preparatory environment for vocational training programs.

Teacher Resources

The Autodesk Animation Academy includes the following resources for teachers:

- Syllabi
- Teaching guides that include lecture guidelines, additional project ideas, and student quizzes
- Student guides with detailed exercises
- Evaluation aids
- Quick start guides
- An extensive community for tutorials and peer-to-peer support

Purchase Options

Funding can be a challenge for many schools. That's why Autodesk offers affordable and flexible purchase options for the Autodesk Animation Academy:

Annual Term License—Purchase an annual classroom license to use the Autodesk Animation Academy curriculum, including 3ds Max, Maya, MotionBuilder, and Mudbox software on up to (10) computers, with an eleventh license for the instructor. When the annual license expires, you may purchase another annual license or remove the software and curriculum from the computers without any further commitment.

Perpetual License—Purchase the perpetual right to use the eleven Animation Academy licenses. You may upgrade to future releases as part of an affordable educational discount program, designed for schools with smaller budgets and lab sizes.

Additional Licenses—Add new licenses in single-license increments for larger labs as your program grows.

Autodesk Subscription—Purchase up to three years of Autodesk® Subscription, which includes access to software enhancements, e-learning, web support and more, maintaining your perpetual licenses to keep your applications current. Available only with the purchase of a perpetual license.

About Autodesk Education

Autodesk is committed to supporting students and educators by providing access to powerful 2D and 3D software, innovative programs, and resources designed to inspire the next generation of professionals and help them experience their ideas before they are real. By advancing education in the key areas of science, technology, engineering, language arts, and math, Autodesk is helping students develop critical skills for future academic and career success. Autodesk supports schools and institutions of higher learning worldwide through substantial discounts, subscriptions, grant programs, training, curricula development, and community resources. For more information about Autodesk education programs and solutions, visit: www.autodesk.com/education.

Purchase or Learn More

For additional information about teacher training opportunities, purchase requirements, and pricing, visit www.autodesk.com/animationacademy or email education@autodesk.com.



Image courtesy of Full Sail

About 3ds Max

Autodesk 3ds Max software is a powerful, integrated 3D modeling, animation, and rendering application. The world's top design visualization professionals, game developers, film and video artists, and multimedia designers use Autodesk 3ds Max software to achieve stunning results in short periods of time.

About Maya

Autodesk Maya software is a comprehensive 3D solution for producing professional-quality graphics on desktop PCs or graphics workstations. Maya integrates all of the best tools for 3D modeling, animation, and rendering in a single, production-proven workflow. Maya has an intuitive design that makes it a favorite among film, broadcast, game development, and design visualization artists of all experience levels.

About MotionBuilder

Autodesk MotionBuilder software is the world's leading real-time 3D character animation productivity suite for game, film, broadcast, and multimedia production. MotionBuilder streamlines the game character animation pipeline through a combination of real-time architecture, animation layering, and mixed-media, nonlinear editing functionality.

About Mudbox

Autodesk Mudbox empowers artists and modelers to quickly create highly detailed organic and inorganic assets that can easily be used with popular 3D animation software such as Maya and 3ds Max. Designed by veteran industry professionals, Autodesk Mudbox is a premier digital sculpting application for today's film, games, television, and design projects.