

Our Milestones

1

The Wild Adventures of Blinky Bill

Blinky Bill is back along with his best mate and sidekick Jacko, to bring his trademark mischief, mayhem and humour to life.

2

Ready Jet Go

This animated educational television series features a group of children who befriend an alien family from the planet, Bortron 7.

3

Bottersnikes & Gumbles

Follow the adventures of three Gumble heroes, Tink, Bounce and Willi which are full of action, suspense and laughs!

4

Ghost Patrol

Gabi and Spence, and the Spooky Dog, are the "Ghost Patrol", their towns supernatural pest control, but they have never seen a real ghost.

5

Taka & Maka

The series revolves around two Geckos, Taka and Maka. A simple comfortable house to us turns out to be a playground for them, with various and innumerable objects.



About GiantWheel Animation

Welcome to GiantWheel Animation! We are a CGI animation studio that creates high quality animated content across platforms. Founded by experienced professionals, the team boasts of talent spread across the numerous segments within the CGI animation spectrum.

Our company is an artist-lead company comprising of artists who have years of experience in developing animated series and feature films. Our aim is to provide quality animation services at cost effective rates and to develop relations with like-minded companies for co-productions within the children's animation sector.



Need to Study Animation

Animation is one of the best mediums to attract people of all ages, communicate ideas, share knowledge and convey information in today's multi-lingual and multi-cultural world. It plays a major role in most industries, including entertainment, advertisement, education, manufacturing, medical, science and technology, and many more. As the role of animation becomes inevitable in every important sector or industry, the need for professionally-trained animators increases exponentially.

Some of our work



About Product Training

Our production training animation course prepares you to be the leader of tomorrow in the animation industry and shake up the world with your wild imagination. Explore state-of-the-art techniques, equipments and digital tools to create the perfect animation of your dreams. Along with this, you will have direct exposure to live projects and garner experience in project planning and execution.

GiantWheel Animation

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GIANTWHEEL ANIMATION

Get Job Ready Production Training



*Learn all about the 3D
production techniques
through industry experts.*

ENROLL NOW!



“Animation is not the art of drawings that move but the art of movements that are drawn.”

- NORMAN MCLAREN

Our Courses

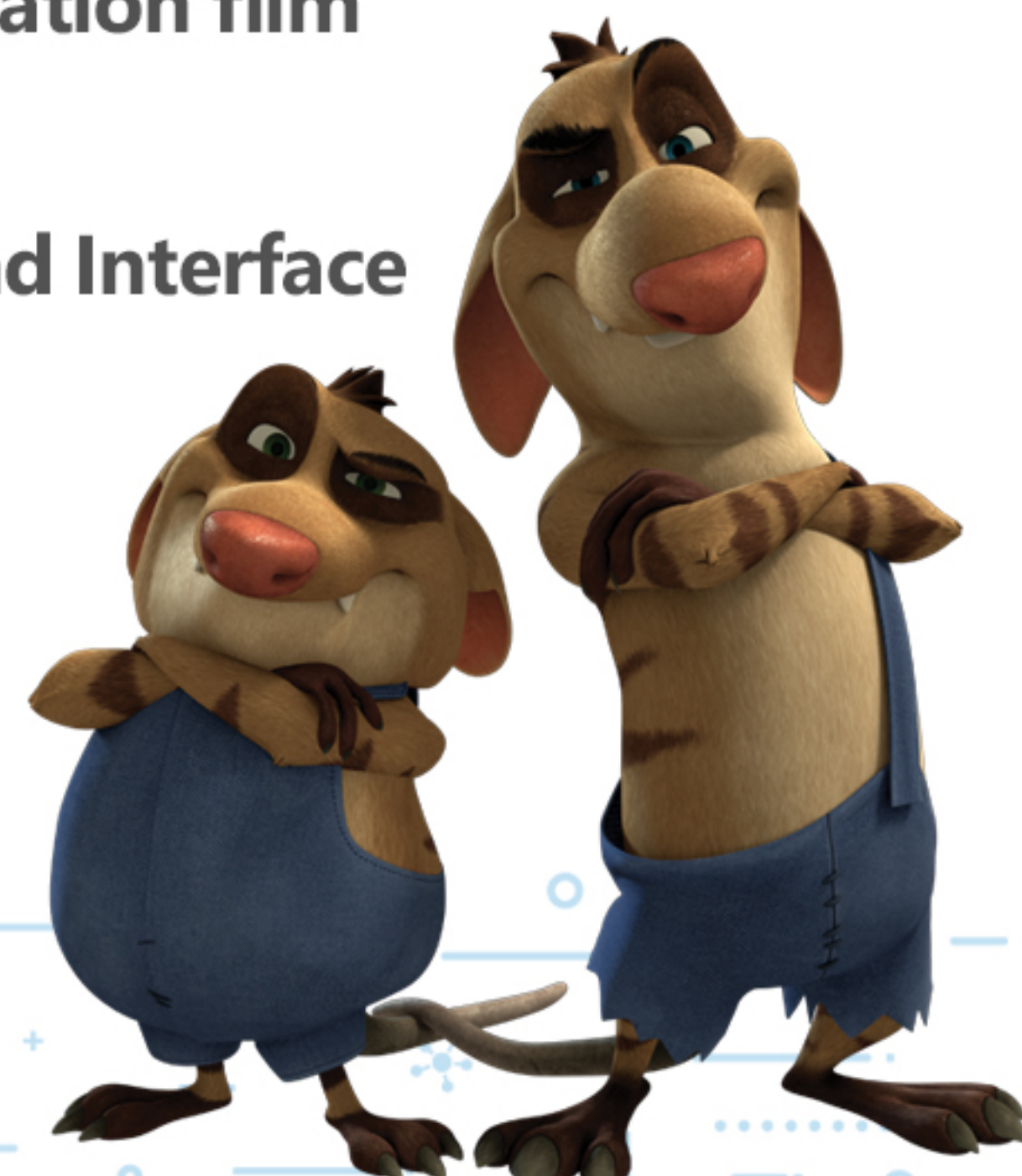
ORIENTATION FROM SCRIPT TO SCREEN



1 Month

Module: Autodesk Maya, Adobe Photoshop

- ✓ Session 1: Introduction to 3D animation film making process
- ✓ Session 2: Introduction to Maya and Interface
- ✓ Session 3: Modeling to Animation
- ✓ Session 4: Lights, camera & render



SPECIALISATION STRAIGHT FROM THE EXPERT



3 Months

Module: Autodesk Maya, Adobe Photoshop, Mari, Nuke

The sessions comprise a brief analysis of the inputs received in various forms. Learn to compose 3D Animation film making in great detail. Learn Modeling, Texturing, Lighting, Rigging, Animation, CG camera tracking, multipass render, layer render, colour correction and grading. The course helps consolidate your knowledge of the complete process of visual effects and 3D film making with the aid of case studies.

Note: People with prior basic knowledge of 3D animation or those who have completed the 'Orientation' course provided at our studio are ideal candidates for this course.

PRODUCTION DETAILED COURSE



6 Months

Module: Autodesk Maya, Adobe Photoshop, Mari, Nuke

- ✓ Session 1: Introduction to Maya
- ✓ Session 2: The User Interface

Modelling

- ✓ Session 3: Understanding the topology
- ✓ Session 6: Nurbs & Polygons modeling
- ✓ Session 8: Deformers



Texturing

- ✓ Session 9: Understanding shaders and texture mapping
- ✓ Session 11: Knowledge on Light Rigs theory
- ✓ Session 12: Texture painting with Mari Rigging
- ✓ Session 13: Anatomy - Biped & quadruped
- ✓ Session 14: Creating bone setup and controls
- ✓ Session 15: Dynamics - Cloth, fur & hair
- ✓ Session 16: Scripting with MEL

Layouting

- ✓ Session 17: From storyboard to scene setup
- ✓ Session 18: Working with camera and different angles

Animation

- ✓ Session 19: Studying principles of animation
- ✓ Session 20: Practicing the mechanics of biped walks, runs, head turns, gestures
- ✓ Session 21: Methods of lip-syncing to sound breakdowns
- ✓ Session 22: Posing and animating characters in scene
- ✓ Session 23: Practicing the mechanics of quadruped walks, runs, gallops, bird movement & flight.

Lighting and Rendering

- ✓ Session 24: Understanding the theories of light directions
- ✓ Session 25: Practicing the techniques of mental ray and software lighting and rendering
- ✓ Session 26: Pre-process of rendering and render-passes

Compositing

- ✓ Session 27: Navigating Nuke: Introduction to UI
- ✓ Session 28: Practicing with layer and node based compositing
- ✓ Session 29: Color grading, keying and rotoscoping
- ✓ Session 30: Final output