

Visual Effects Course 2018

at The Animation Workshop, VIA University College

Course content:

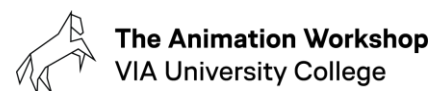
WEEK #	DATES	TOPIC	
Week 1	20 to 24 August	VFX Pipeline & Fundamentals <i>(Tracking/modeling/texturing/shading/matte painting/compositing)</i>	
Week 2	27 to 31 August		
Week 3	3 to 7 September		
Week 4	10 to 14 September		
Week 5	17 to 21 September	VFX ADVANCED	Tracking
Week 6	24 to 28 September		Compositing 1
Week 7	1 to 5 October		Asset Building
Week 8	8 to 12 October		Asset Building
Week 9	15 to 19 October		Texturing
Week 10	22 to 26 October		Texturing
Week 11	29 Oct. to 2 November		Scene Assembly & Shading
Week 12	5 to 9 November		Scene Assembly & Shading
Week 13	12 to 16 November		Lighting & Layout
Week 14	19 to 23 November		Digital Matte Painting
Week 15	26 to 30 November		Compositing 2
Week 16	3 to 7 December		Project Finalization & Breakdowns

Format of teaching

Supported by:



The Animation Workshop / VIA University College
 Kasernevej 5, 8800 Viborg, Denmark
 Phone: +45 87 55 49 00 – taw@via.dk – animationworkshop.via.dk



We do not have any teachers on staff at The Animation Workshop, VIA UC. Instead, we bring in professional artists from studios to teach for a limited number of weeks. In general, the teacher will do lectures/demos in the mornings followed by exercises and project work in the afternoons. Hands-on sessions are accompanied by 1-on-1 feedback or dailies and weeklies with the whole group. The classroom is set up with a computer for each of the participants, and a teacher computer hooked up to a projector, making it easy to switch between demos/lectures and hands-on work.

Course instructional method

- Lectures, demonstrations, walk-throughs, hands-on work, workflow talks, exercises, with critique and advice.
- Dailies, weeklies and assignment presentations.
- All modules will include lectures and extensive hands-on experience. The specific exercises listed below are examples and are subject to change.

Class hours

Normal class hours are 9:00 to 16:30, but evening/weekend homework must be expected.

Software

The VFX course software packages may vary from course to course, depending on the industry and the specific problems that students need to solve in their projects. In general, participants work in: Maya, Nuke, ZBrush, Arnold, Mari, Photoshop, 3D Equalizer, Clarisse, Substance Painter, and Substance Designer (again, specific software packages are subject to change).

Required skills

Applicants should have a solid generalist background in modelling, texturing, lighting/shading and compositing, since all classes will cover advanced topics. Applicants should also have a positive and proactive attitude to solve technical problems. Dealing with technical tasks should not be a hurdle for participants to do your work but instead be part of the bigger picture.

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VFX 2018 Modules & Teachers

(Teacher film credits not exhaustive)

VFX pipeline & Fundamentals – 4 weeks

Teacher: Björn Gromoll, DE. Visual Effects TD / Supervisor / Indie Filmmaker. *Ender's Game* (2013), *Sherlock Holmes 2* (2011), *Jack the Giant Slayer* (2013)

Teacher Assistant: Pierre Ventrilla, IT. Teacher assistant for 3 weeks. Lighting and compositing artist at Augmentedshortfilm. Alumnus from the VFX course 2016. Graduate from the MPC Compositing Academy program of 12 weeks, fall 2017.

Tracking – 1 week

Teacher: Giancarlo Gallinoro, IT. – Freelance Digital Matte Painter and 3D Generalist at Axis VFX, alumnus from the VFX course 2015. *Guardians of the Galaxy Vol.2* (2017), *Thor: Ragnarok* (2017), *Cairo Confidential* (2017).

Compositing 1 – 1 week

Teacher: Hugo Guerra, PT. Director & VFX Supervisor. *Walking Dead: March to War* (2017), *Watch Dogs 2* (2016), *Call of Duty: Ghosts* (2013).

Asset Building – 2 weeks

Teacher: Andrew Hodgson - Senior Hard Surface Modeler at Industrial Light & Magic. *Solo: A Star Wars Story* (2018), *Avengers: Infinity War* (2018), *Star Wars: The Last Jedi* (2017), *Transformers: The Last Knight* (2017), *Guardians of the Galaxy* (2015).

Texturing – 2 weeks

Teacher: Thomas Alfred Jones – Senior Texture Artist at Industrial Light & Magic. *Black Panther* (2018), *Jungle Book* (2018), *The Mummy* (2017), *Ghost in the Shell* (2017), *The Martian* (2015).

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Scene Assembly & Shading – 2 weeks

Teacher: Marc Tingle, AUS. Environment TD at Framestore. *Mowgli* (2019), *Fantastic Beasts: The Crimes of Grindelwald* (2018), *The Junglebook: Origins* (2018), *Thor: Ragnarok* (2017), *Fantastic Beast and Where to Find them* (2016).

Lighting & Layout – 1 week

Teacher: Marc Tingle, AUS. Environment TD at Framestore. *Mowgli* (2019), *Fantastic Beasts: The Crimes of Grindelwald* (2018), *The Junglebook: Origins* (2018), *Thor: Ragnarok* (2017), *Fantastic Beast and Where to Find them* (2016).

Digital Matte Painting – 1 week

Teacher: Geoffroi Ridel, FR. Senior Digital Matte Painter at Digital Domain 3.0. *Ready Player One* (2018), *Thor: Ragnarok* (2017), *Deadpool* (2016), *Pixels* (2015)

Compositing 2 – 1 week

Teacher: Hugo Guerra, PT. Director & VFX Supervisor. *Walking Dead: March to War* (2017), *Watch Dogs 2* (2016), *Call of Duty: Ghosts* (2013).

Project Finalization & Breakdowns – 1 week

Teacher: Leigh Russell, UK. CG Consultant at The Animation Workshop, VIA UC. Leigh Russell has been making digital images for over 25 years. He has been working on projects like *Star Wars*, *Interstellar*, *Hunger Games* and *Harry Potter*.

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