

Professional Training course Visual Effects 2019 at The Animation Workshop, VIA University College

Program:

Week #	Dates	Topic
Week 1	19 to 23 August	VFX Pipeline & Fundamentals
Week 2	26 to 30 August	VFX Pipeline & Fundamentals
Week 3	2 to 6 September	VFX Pipeline & Fundamentals
Week 4	9 to 13 September	VFX Pipeline & Fundamentals
Week 5	16 to 20 September	Tracking
Week 6	23 to 27 September	Compositing 1
Week 7	30 Sept. to 4 October	Asset Building
Week 8	7 to 11 October	Asset Building
Week 9	14 to 18 October	Texturing
Week 10	21 to 25 October	Texturing
Week 11	28 Oct. to 1 November	Scene Assembly & Shading
Week 12	4 to 8 November	Lighting & Layout
Week 13	11 to 15 November	Digital Matte Painting
Week 14	18 to 22 November	Compositing 2
Week 15	25 to 29 November	Compositing 3
Week 16	2 to 6 December	Presentation & breakdowns

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Format of teaching

We do not have any teachers on staff at The Animation Workshop, VIA University College. 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, Arnold/V-Ray, Mari, Photoshop, 3D Equalizer, Clarisse, Substance Painter, and Substance Designer (again, specific software packages are subject to change).

Required skills

Applicants should ideally 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 2019 Expected Teachers

The teachers on the VFX course will be confirmed spring/summer 2019 depending on availability. Teacher film credits are not exhaustive.

Björn Gromoll, DE. Visual Effects TD / Supervisor / Indie Filmmaker. *Cairo Confidential* (2017), *Ender's Game* (2013), *Sherlock Holmes 2* (2011), *Jack the Giant Slayer* (2013)

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).

Josh Parks, UK. Senior VFX Compositor at Important Looking Pirates / Writer at 3DWorld / Nuke Trainer. *Mission Impossible – Fallout* (2018), *Ready Player One* (2018), *Jurassic World: Fallen Kingdom* (2018), *Transformers - the Last Knight* (2017).

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).

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).

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).

Geoffroi Ridet, FR. Senior Digital Matte Painter at Digital Domain 3.0. *Avengers: Endgame* (2019), *Aquaman* (2018), *Ready Player One* (2018), *Thor: Ragnarok* (2017), *Deadpool* (2016), *Pixels* (2015).

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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