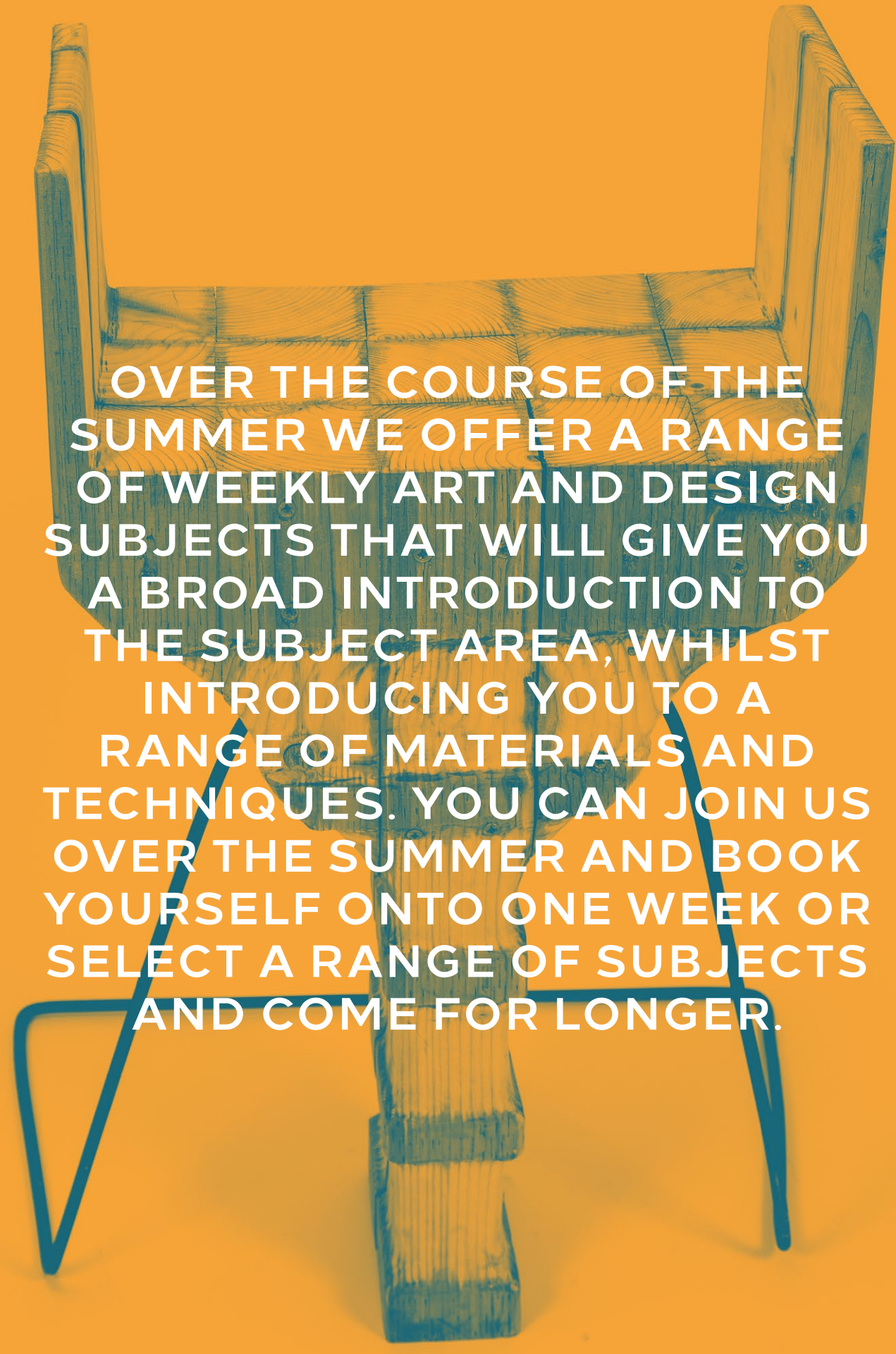




Art & Design Weekly Summer School



OVER THE COURSE OF THE SUMMER WE OFFER A RANGE OF WEEKLY ART AND DESIGN SUBJECTS THAT WILL GIVE YOU A BROAD INTRODUCTION TO THE SUBJECT AREA, WHILST INTRODUCING YOU TO A RANGE OF MATERIALS AND TECHNIQUES. YOU CAN JOIN US OVER THE SUMMER AND BOOK YOURSELF ONTO ONE WEEK OR SELECT A RANGE OF SUBJECTS AND COME FOR LONGER.



THIS NEW AND EXCITING ONE-WEEK COURSE IS IDEAL FOR ANY BUDDING ANIMATOR STARTING OUT WHO WANTS TO DEVELOP THEIR TRADITIONAL AND DIGITAL TECHNIQUES USED IN COMPUTER ANIMATION. OVER THE COURSE OF THE WEEK, YOU WILL UNDERSTAND THE FUNDAMENTAL PRINCIPLES OF CHARACTER DESIGN, LAYOUT AND STORY BOARDING. USING 2D AND 3D CHARACTER ANIMATION, TOGETHER WITH EDITING CONVENTIONS YOU WILL LEARN HOW TO PRODUCED ANIMATED SEQUENCES AND STORIES CULMINATING IN THE CREATION OF A SHORT ANIMATED FILM.

LEARN FROM PROFESSIONALS

This programme will give you the chance to study in central Cambridge in a fun and creative environment led by experienced tutors at CSVPA.

BROADEN YOUR SKILLS IN THE INDUSTRY

Through workshops, group projects and practical tasks, you will become acquainted with the skills and knowledge that will serve as a perfect starting point for future education and possible careers in the animation industry.

Throughout the course you will become familiar with storyboarding, 3D modelling, sculpting, animation and rigging along with relevant software such as Photoshop, Illustrator, After Effects, Premiere Pro, Animate, ZBrush and Blender.

EXPLORE THE UK ANIMATION INDUSTRY

Field trips will form a fundamental part of the course and students will go on one excursion to see a .

DEVELOP YOUR SKILLS IN:

Storyboarding | Character Design | Key frame animation | Rotoscoping | 3D modelling | Character Rigging

DATES AVAILABLE:

- Sunday 12th July 2020 to Sunday 19th July 2020

PROGRAMME OUTCOMES

1. You will learn how to construct narrative using storyboard and character design techniques
2. You will explore how to make an animated sequence using the latest Adobe software
3. You will be introduced to 3D modelling using Sculptris and/or Blender

SAMPLE TIMETABLE

Day	7:15-8:40	9:00-12:00	12:00-13:00	13:00-16:30	16:45-19:00	Social Activities
Sunday						Welcome Meal
Monday	BREAKFAST	Introduction Portrait Morphing Animation Basics • Frame Rates • Dope Sheets	LUNCH	Photoshop Frame Animation • Create Abstract Clip	DINNER	Evening Activities
Tuesday		Adobe Animate • Key Frame • Create 3 Second Sequence • Character/Object Based		After Effects Introduction • Create Puppet using Photoshop or Illustrator • Key Frame • 2D • 3D		Evening Activities
Wednesday		Idea Creation • Synopsis Character Design • Designing Presentation • Create Characters		Storyboarding • Visual Language Presentation • Create Storyboard		Evening Activities
Thursday		3D Modelling • Sculptris • Blender		Blender • Rigging & Animating		Evening Activities
Friday		Create Animate • Animate • After Effects • Premiere		Create Film Clip		Evening Activities

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.