

ANOMALIA

PROFESSIONAL TRAINING & NETWORK IN 3D ANIMATION



3D CHARACTER ANIMATION
BOOT CAMP

www.anomalia.eu

ANOMALIA BOOT CAMP 2014

is an advanced 3D character animation training and networking summer event, during which it brings together CG animation artists and top animation supervisors, to maximise their animation capacity and develop further their respective reels, skills, inspiration for advanced creative animation career, forming new collaborations and helping animators **to survive out in the hard world of animation.**

Respected professional animation supervisors have confirmed their participation:

Mike Belzer (VALVE)

Neil Helm (PIXAR)

Jason Schleifer (DREAMWORKS)

Keith Lango (VALVE)

Kenny Roy (ARCONYX)

Through a series of professional courses focusing on advanced 3D character animation all held at a castle in a beautiful Litomyšl, Czech Republic, ANOMALIA gives talented CG animators and animation filmmakers the opportunity to engage and combine all needed aspects for successful long term growth in just one summer.

- ★ *Lectures and exercises built around personal skills/reels of the participants*
- ★ *Small and effective classes, relaxing and unlimited time for Work N' Study experience*
- ★ *On a personal level with top animation supervisors from the most successful world studios*
- ★ *Unique, intensive and dedicated cultural place to escape everyday life.*
- ★ *Sharing and networking during summer time.*

ANOMALIA BOOT CAMP 2014

The programme includes the following courses:

- **WORKFLOW AND PERSONAL IMPROVEMENT class #1**
with Mike Belzer (VALVE)

Focusing on analysis of participants' personal reels/skills, addressing major issues and assigning respected exercises to improve. Lectures on various production scenarios and appropriate workflow choices to address professional understanding and efficiency.

14 to 25 July 2014.



- **CLARITY IN ANIMATION class #2**
with Neil Helm (PIXAR)

The main goal is to cultivate animator's acting chops with a language for describing characters with clear, simple, and SPECIFIC acting. Animators will also work on improving blocking of their shots.

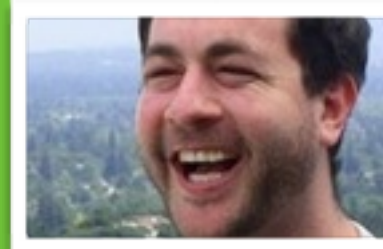
28 July to 8 August 2014.



- **HIGH-END POLISH AND DETAIL class #3**
with Jason Schleifer (DREAMWORKS)

Give the animators the tools to understand what it takes to finesse and polish a shot - both the technical skill and the art of knowing how far to go.

11 to 22 August 2014.



- **CARTOON ANIMATION PRODUCTION lab #4**
with Keith Lango (VALVE)

Join a team of animators and work together with Keith Lango on a short film in 10 days. Learn to think as an independent producer / filmmaker. Keith will deliver lectures on developing appropriate animation style, story development, production, team management and share his 20+ years of experience to show a way for independent filmmakers.

25 August to 5 September 2014.



- **CREATURE ANIMATION course #5**
with Kenny Roy (ARCONYX)

Creature animation pervades the industry. Wild characters from insects to aliens show their snarling faces in animation from TV commercials to feature films and everywhere in between. This course will walk students through the workflow of creating dynamic, exciting creature animation.

8 to 19 September 2014.



ANOMALIA is designed for and open to CG animators, self-taught, animation graduates with 3D character animation foundations, aspiring junior and junior animators, professional animators and trainers from the 27 Member States of the European Union.

PRE-REQUISITE

European CG animators applying for ANOMALIA are expected to have previous experience in 3D Character Animation having working knowledge of Autodesk Maya.

The application deadline is **15 April 2014**.

If you are interested, fill in the application form at www.anomalia.eu/anomalia-courses/register/.

MORE INFO

The course fees and further information available at www.anomalia.eu, while a limited number of scholarships for accommodation and travelling expenses are available for eligible candidates.

ANOMALIA is supported by the **MEDIA** Programme of the EU.



MINISTRY OF CULTURE
CZECH REPUBLIC



