

MASTERCLASS

ANIMATION - ACTOR IN FOCUS

12-15 March 2019

MASTERCLASS

Tuesday, 12 March 2019

VENUE: KINO KLAP, FTF VŠMU
PUBLIC LECTURE

10:00 - 13:00

URSZULA ŁUCZAK

CASE STUDY OF ANOTHER DAY OF LIFE, **PART 1**

13:00 - 14:30

LUNCH BREAK

14:30 - 17:30

URSZULA ŁUCZAK

CASE STUDY OF ANOTHER DAY OF LIFE, **PART 2**

Wednesday, 13 March 2019

VENUE: KINO KLAP, FTF VŠMU
PUBLIC LECTURE

10:00 - 13:00

ED HOOKS

ACTING FOR ANIMATORS, **PART 1**

13:00 - 14:30

LUNCH BREAK

14:30 - 17:30

ED HOOKS

ACTING FOR ANIMATORS, **PART 2**

MASTERCLASS

Thursday, 14 March 2019

VENUE: KINO KLAP, FTF VŠMU
PUBLIC LECTURE

DAVID TOUŠEK

10:00 - 13:00

**FUNDAMENTALS OF ORGANIZATION IN 3D ANIMATION
& INTRODUCING ANOMALIA PROGRAM**

13:00 - 14:30

LUNCH BREAK

KEITH LANGO

14:30 - 17:30

**INTRODUCTION OF VARIOUS ANIMATION PROCESSES
& PORTFOLIO CONSULTATIONS**

Friday, 15 March 2019

VENUE: ROOM 109,110, FTF VŠMU
RESERVED FOR SELECTED STUDENTS & PROFESSIONALS ONLY

10:00 - 17:30

DAVID TOUŠEK & KEITH LANGO

ANIMATION WORKSHOP WITH PROFESSIONALS

HOW TO ANIMATE IN 3D

A WORD OF WELCOME FROM APAF

With the **CEEA MASTERCLASS** the Slovak Association of Animated Film Producers (APAF) presents an exciting opportunity to receive training and meet internationally-renowned animated film professionals - for the third consecutive year!

Presented in co-operation with CEE Animation, Academy of Performing Arts in Bratislava (VŠMU), and Fest Anča International Animation Festival, the masterclass continues to **create a bridge** between studying and the professional world - helping students and young professionals navigate their careers.

In 2017 production pipeline experts attended the masterclass, and last year we covered artistic aspects of script development. This year will see a **balance between artistic and practical** - because good animation film-making also needs confident production managers, creative directors and skilled animators.

At this year's **Animation: Actor in focus** we're looking forward to welcoming **Ed Hooks** in Bratislava, who's known for unveiling the mysteries of acting to animators around the globe. Both novice and experienced animators will benefit from discovering how to apply acting techniques to create believable characters in their work.

Both actors and animated characters need a well-organized production to keep a project on track and budget. This is especially true of complicated co-productions, such as last year's winner of the European Film Academy award for best animation: **Another day of Life** that was steered by **Urszula Łuczak**. Aspiring production managers and producers will benefit from this approach.

We also wanted to bring a taste of the excellent **ANOMALIA** training programme run by our Czech colleagues Marek and David Toušek. Every year some of the best senior animators and artists from famous studios (such as Pixar and DreamWorks) come to Central Europe to share their experience at ANOMALIA - creating a huge opportunity for aspiring young 3D animators in the CEE. **David Toušek** and ANOMALIA trainer - 3D animation expert **Keith Lango** - will reveal the full creative and artistic potential of 3D animation software. Ten students and five professionals will also attend a workshop - led by Keith and David and assisted by Slovak 3D artist Marian Villaris - to put theory into practice.

The **CEEA MASTERCLASS 2019** is the place to meet, greet, and learn for production managers, directors, animators and 3D specialists.

ABOUT APAF AND CEE ANIMATION

APAF represents Slovakia within the international consortium of animated film producer associations from Central and Eastern Europe (that recently rebranded to CEE Animation from Visegrad Animation Forum). APAF leads numerous annual activities under CEE Animation such as the CEE Animation Forum pitching market (formerly VAF), and the CEE Animation Workshop (training for producers). CEE Animation also represents CEE producers at MIFA in Annecy, and promotes tomorrow's animation stars through CEE Animation Talents. CEE Animation's activities are supported by the MEDIA sub-programme of Creative Europe.

APAF is also active in Slovakia - creating opportunities for the animation sector and promoting animation abroad. The CEEA MASTERCLASS - organized with VŠMU and Fest Anča festival - is a training activity supported by the Slovak Audiovisual Fund. The masterclass is held every March at the Academy of Performing Arts in Bratislava (VŠMU) and June at Fest Anča International Animated Festival in Žilina.

URSZULA ŁUCZAK



Urszula Łuczak was a producer at Platige Image (Poland) for over eight years. She started working in the VFX Department with movies such as **Essential Killing**, **Melancholy** and **Uwiklanie**. As a production manager she created stereoscopic scenography for **Polita** (Buffo Theatre) and **Pilots** (Roma Theatre). She also produced animation movies for the Qatar market: **Hero and the message** and **Heroes and the mission**. She was production manager for **Another Day of Life** - the first full-feature animation movie co-produced by Platige Image now being released to festivals.

Since February 2019 she's been working in VFX production at Piximondo (Germany).

Another Day of Life - Case Study

A case study based on this five-country co-production (Kanaki Films - Spain, Platige Image - Poland, Wuste Film and AnimationsFabrik - Germany, Walking the Dog - Belgium, and Puppetworks - Hungary).

The presentation will focus on:

- how co-production plans, budgeting, and financing structures impact 3D animation workflow
- threats and risks of a co-production
- challenges of **Another Day of Life**: making a stylized movie, combining documentary with animation and working with two directors

ED HOOKS



While Ed Hooks is not an animator, he was a New York-trained professional actor for almost 30 years with numerous media-wide acting credits. He also started teaching acting professionally - with acting studios in Los Angeles and San Francisco. Ed was first invited to teach animator in 1996 - at PDI/DreamWorks during **Antz**. This gave him the opportunity to experiment with teaching acting theory to animators rather than stage or movie actors. Being the first to apply his skillset in this way, Ed wrote *Acting for Animators* (Routledge, fourth edition). So what began at PDI/DreamWorks became the tail wagging

Ed, and he has progressed in leaps and bounds to teach hundreds of thousands of animators in over twenty countries.

Acting for Animators

The class is top-loaded - the most challenging acting concepts are introduced early in the day when minds are fresher. The class progressively includes: comedy vs. drama, heroes and villains, character eye-contact, blinking, the nature of conflict-obstacle, the psychological gesture, etc. The class structure is presentation-discussion, combined with analysis and deconstruction of clips from animated and live-action films and sometimes video games too. I aim to guide students towards how to quickly detect and trouble shoot theatrical validity in sequences. Animators are generally and properly trained to see physical movement. *Acting for Animators* helps them understand what lies beneath physical movement.

KEITH LANGO



Keith Lango (Director of CGI/Animation Director) has been an avid explorer and practitioner of CG animation art and technology since the early 1990s. A world-renowned and award-winning animator, he has a specialty for achieving new visual production techniques and pipeline efficiencies - especially on limited-resource projects. Keith has applied these skills on notable projects such as 3-2-1 Penguins!, VeggieTales, G.I. Joe, Mickey Mouse, Willy Wonka, Peanuts, HALO, Portal, Team Fortress 2, TV shows, commercials, interactive, VR, and video game titles. He has also worked on projects for Big Idea Productions, Blur, ReelFX, DNA Productions,

Magnetic Dreams, Fox/Blue Sky, Warner Brothers, Sony, Disney, EA, and Take 2 Interactive. He's been senior animator & technical artist at Valve Corporation for the last nine years, focusing on leading video game titles and interactive media.

Introduction of various animation processes & Portfolio Consultations

“There’s no ‘right way’ to animate - each scene and project has unique requirements which dictate the best-fit workflow. I’ll demonstrate four ways to animate a scene using various workflows to achieve certain styles and looks.”

DAVID TOUŠEK



After multimedia studies in Seattle (US), David returned to Prague and founded 3BOHEMIANS production with his brother Marek. He then advanced his animation skills and started classes at The Animation Workshop in Viborg (Denmark), led by professional presenters (including from Pixar). There he became artist in residence (and his first credit - the short film **TELE-VISION**), teacher of Maya 3D Basics, and then 3D character animation basics teacher at the Institut de l'image de l'Océan Indien (Réunion). He leveraged this experience to establish the ANOMALIA program in 2008. David usually works on character animation

in short films and advertising (Kofola, Jupík, Sazka, etc.). He also worked on a 13 animated spots advertising campaign for the film **Harvie and the Magic Museum** (Hurvínek a kouzelné muzeum, 2017) for Rolling Pictures Production. He's currently working on an animated spot for a new full-length animated movie.

Fundamentals of Organization in 3D Animation & Introducing ANOMALIA Program

A presentation about the fundamentals of a 3D animation professional's creative and organizational approach. Most standard techniques require intuitive working methods. There is no movement - which is created as a series of pictures - this is the principle of drawing and puppet. No picture is figured automatically, so no movement is created automatically. While 3D programs generate movement automatically with no special effort, strict working process is nevertheless needed to control the creative process. Keith Lango from Valve Studio will also demo various animation processes.



ANOMALIA®
PROFESSIONAL TRAINING IN ANIMATION

ANOMALIA is professional animation training presented by the best industry and studio professionals - such as Pixar, Laika, DreamWorks, and Disney.

With ANOMALIA you can learn from the best, develop your talent in an instructive and supportive atmosphere, network, and find out how to leverage new knowledge in international projects.

ANOMALIA represents a unique opportunity to develop your career through practice and craft. In this way you can upgrade your artistic and technological skills by learning from the best in the business. Seize this chance to develop yourself, your talent, your projects, and your plans in the vibrant animation arena.



The Academy of Performing Arts is the largest artistic educational institution in the Slovak Republic consisting of three faculties: Music and Dance Faculty, Theatre Faculty and Film and Television Faculty. The Academy's objective is to offer deep understanding of the European cultural context as well as the specific qualities of Slovak art and culture. Outstanding artists and teachers have worked at the VŠMU within 70 years of its existence and many generations of renowned personalities of Slovak culture graduated from this Academy. Theatre and dance performances, film screenings, concerts of students and teachers are open to the general public.



Fest Anča International Animation Festival is unique in being the only Slovak multimedia festival focused on animated film targeted mainly at a mature audience. The festival aims to raise awareness about animated film as an autonomous art form, and to educate about its multiple types and aspects. The competitive programme comprises a selection of the stand-out animated films completed in the last two years. Through non-competitive thematic sections and regional focuses, Fest Anča presents artistic and production milestones in the history of animation. The festival includes an international competition of animated short films, music videos, and non-competitive screening sections.



The Academy of Performing Arts in Bratislava participates in the masterclass thanks to the support of the Ministry of Education and its contribution through the project „Increasing Attractiveness and Competitiveness of the Academy in the international context“ aimed at increasing the quality of higher education through internationalization.

VŠMU v Bratislave realizuje masterclass s príspevím dotácie na projekt Zvyšovanie atraktivity a konkurencieschopnosti VŠMU v medzinárodnom kontexte, ktorý bol podporený MŠVVaŠ SR vo výzve z roku 2016 na podporu projektov zameraných na zvyšovanie kvality vysokoškolského vzdelávania prostredníctvom internacionalizácie.