

3D Character Animation – Workshop

Animation Masterclass

This training initiative is an integral component of the "**Animation Masterclass**" qualification series offered by the International Academy of Media & Arts (IAMA) in the field of animation.

Drawing upon extensive experience gained through the execution of the European Animation Masterclass, IAMA provides career-oriented training modules in various disciplines such as Storyboard, Modeling, Rigging/Skinning/Texturing, Background and Camera Layout, Animation, and Compositing. Renowned industry experts ensure a comprehensive learning experience, offering ongoing project-specific coaching to participants.

The current workshops within the "Animation Masterclass" series cater to individuals aspiring to breathe life into 3D characters and backgrounds. The "3D Character Animation" workshop specifically delves into the art of animating characters with expressive depth.

Character Animation:

In the realm of 3D animation, animated figures serve as the actors portraying their respective roles, guided frame by frame by animators. The movements possible are determined by the rig – the skeleton of figures with movable joints – provided as the foundation for animation. Animators, with precision, dictate the poses characters assume and modulate their facial expressions to convey emotions. Timing plays a crucial role, shaping frame by frame the performance of characters.

3D animation finds applications in films, series, games, as well as marketing and advertising.

Time and place:

- **May 15th to 17th, 2024 – In-person at the Mitteldeutsches Multimediazentrum, Halle (Saale)**
- **Subsequent Online Phase with 45-minute weekly meetings**
- **June 28th, 2024 – In-person, conclusion presentation, and feedback session**

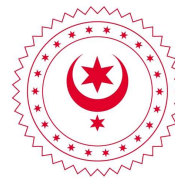
Program:

During the workshop, participants engage in practical tasks, applying their newly acquired knowledge week by week. Experts provide online support.

- Acquisition of theoretical and practical knowledge about animation processes
- Theoretical and practical instruction in animation principles, the foundation of compelling and authentic character animation
- Supervised, shot-based 3D character animation as a practical exercise using Autodesk Maya Animation Software

The workshop comprises a weekend in Halle an der Saale and a six-week online phase with weekly coaching by animation expert Iulian Grigoriu. Participants create character animations for two characters from the "Wormworld Saga" project (<https://wormworldsaga.com>).

The focus is on hands-on learning, demonstrating how different character traits manifest in their movements, such as a brief run. Characters and backgrounds required for this purpose, generated in preceding workshops, along with professional scene preparation for animation, are provided.



Results from all participants will be presented at the end of the workshop, receiving detailed feedback from industry experts.

Target group:

The "3D Character Animation" workshop primarily targets junior artists seeking to enhance their skills in the professional animation field, while also welcoming curious newcomers and those with preliminary experience. Basic knowledge of Autodesk Maya or other 3D animation technologies is helpful. The workshop, conducted in English, accommodates professionals seeking part-time education. No software training will be provided.

Participation requirements:

Prior knowledge of Maya software and basic animation skills are desirable. The workshop serves as a training and qualification opportunity, imparting core competencies in character animation from the basics. **As the workshop is conducted in English, proficiency in the language is required.**

Participants are also requested to bring their own laptops/devices for the in-person days. If a personal laptop/PC is not available, hardware can be provided by us for the workshop period for a rental fee of 60.00 euros.

Experts:

Iulian Grigoriu – Workshop leader

Animation Director

Projects:

- *Ellie (Eagle Eye GmbH)*
- *The Ogglies (WunderWerk GmbH)*
- *Tilda (KiKa)*

<http://megrig.blogspot.com/>

Romy Roof – Head of animation workshops

Free Producer/Consultant Producer

Projects:

- *Die Abenteuer des jungen Marco Polo I & II*
- *Mullewapp I & II*

<https://www.linkedin.com/in/romy-roof-5756432a/?originalSubdomain=de>

Participation fee:

The participation fee is **400.00 euros plus 7% VAT** (428,00 euros gross). The rental fee for a working device (if needed) is 60.00 euros (gross).

The participation fee covers expert materials, provision of software, and catering. Not included are travel and accommodation costs for in-person events in Halle (Saale), as well as the technical provision of hardware. We are happy to recommend hotels.

REGISTER until 5th May 2024 via <https://iama-halle.eu/portfolio/online-anmeldung/>

Please register with a short motivational letter and your CV.