

PART OF ANIMATION

STORYBOARD (112h)

Students will learn the movement, create the general plan, composition of character and object which move to make animatic (draft of VIDEO). Finally, the student ability to make a short video clip with sound and effect also product Animatic in short or long.

LAYOUT (180h)

Students build the capacity of drawing (by hands) Layout presentation/ copy scenery from film/ scenery live (inside or outside house) Old city scenery (Realistic and Fantasy) with characters, by using Photoshop.

TOON BOOM (144h)

Students build the capacity of how to make an animate (Traditional and Cut out) in Toon Boom Program.

PHOTOSHOP (32h)

The aim of this lesson understanding using tool to create color backgrounds from scanned black-and-white drawings. Photoshop is used intensively to apply colors to the drawings, Painting.

COLOR BG (PS) (244h)

This class covers an extended number of managing the layers sketching the background and full fill the colors, create the paper size and using the brush tool. This class covers realistic background, manipulation background with new creation. This class aims to get students to shorting and editing the movie. Also the students a short finished movie. Shorting film project (shooting)/short film project (Editing). Learn and practice how to do coloring with project, all students will learn to use Photoshop with computer

ANIMATION TRADITIONAL (128h)

This class offers an introduction to the basic concepts of animation: the basic mechanisms of movement, movement deconstruction and the analysis of movements. Student have capacity to judge the frame by frame, line movement, character movement, analyzes the character behavior to create a movement.

AFTER EFFECTS COMPOSITING (48h)

This class will attempt to provide an introduction to post-production software with respects for the composition of final images in movies (including a strong focus on visual effects).

SOUND (48h)

Learn the basic of sound software to know about some Tool, and effects like EQ, Compressor, Limiter, Gate, Volume Automation, Send Reverb and Delay... specially practice on Sound editing with project.

ANIMATION (192h)

Learn and practice to create Project Animation, students will use Toon Boom to animate character and made background (color BG).