

ANIMATION STORYBOARDING:

A PRACTICAL COURSE IN TRADITIONAL AND DIGITAL STORYBOARDING

OVERVIEW

This course offers an opportunity for six storyboard artists or animators to develop a thorough understanding of traditional storyboarding practices, and demonstrates how a digital pipeline can help them to speed up working processes and provide greater flexibility in possible outputs.

Over six intensive workshop sessions they will be taught traditional and digital storyboarding skills and learn to use a range of digital tools to both facilitate the storyboarding process and to create basic animatics (moving storyboards) from their boards, enabling them to visually articulate ideas both on paper and on screen. All aspects of storyboard production will be covered including: drawing, artistic interpretation of scripts, software skills using Photoshop and After Effects for the production of animatics, understanding camera angles, film direction and storytelling.

By the end of the course it is intended that participants will have diversified and enhanced their skills base and employment options, as well as producing paper and digital storyboards for inclusion in their portfolios.

Primarily funded by Skillset's Film Skills Fund, the course was designed in response to research indicating that pre-production roles in animation, including storyboard artists, had been identified and prioritised by the industry as an area needing continuing professional development training.

The course comprises a series of six Brighton-based residential workshops run over a period of four months. Training is delivered in the form of structured teaching sessions, hands-on practical tasks and exercises, screenings, industry guest presentations and through constructive feedback received from the tutors, industry guests and other course participants. The programme is structured to encourage collaboration and teamwork, and allows sufficient time for participants to absorb the new skills taught during training, and to produce independent work between sessions.

Additional support will be available to the students through a secure online facility which will enable them to upload work for comment and feedback from the tutors and other participants between training sessions.

Once participants have gained a solid grounding in the processes of traditional and digital storyboarding, an animated feature-length screenplay will be introduced to the course. Simulating a working industry environment, the creative vision of the team behind the project will provide a focus for the remainder of the course, as participants work with the director and other key creatives to produce storyboards and animatics of selected scenes.

The final session ends with a showcase event during which the students will present their work to a specially invited industry audience and have the chance to network with experienced animation professionals.

All workshops will take place at Lighthouse in Brighton. Participants' accommodation and subsistence costs are included as part of the course.

'Animation Storyboarding: A practical course in traditional and digital storyboarding' is primarily funded by the Skillset Film Skills Fund which is the largest fund in the UK dedicated to supporting Film specific training. Over the past four years, the Film Skills Fund has distributed around £7 million in grants every year.

The fund awards grants to organisations to create, deliver or facilitate film specific training. Individuals can benefit directly through screen bursaries and subsidised courses.

The fund was established to support the delivery of A Bigger Future - the UK Film Skills Strategy developed by the film industry in partnership with the UK Film Council and Skillset.

A Bigger Future is a complete training and education strategy for the UK film industry which aims to address the skills shortages exposed by Skillset's research programme and through ongoing consultation with the industry.

WHO THE COURSE IS FOR

Heavily subsidised by the Skillset Film Skills Fund, this course is intended for individuals who are committed to developing their professional skills and broadening their employment options. Applicants must fulfil all of the following criteria:

- Have a basic level of computer literacy, and preferably some knowledge of graphics/animation software packages
- Two years of relevant industry experience, either as a storyboard artist, illustrator or working in animation
- Be a UK resident
- Be able to demonstrate an interest in either:
 - Becoming a fulltime storyboard artist, particularly for animated film**or**
 - Building their skills base to increase their storyboarding proficiency as a way of furthering their broader animation career

COURSE DATES

Deadline for applications	5pm, Tuesday 13th January 2009
Interviews	Monday 19th January 2009 (at Lighthouse in Brighton)
Selected participants informed	Wednesday 21st January 2009
Workshop 1 (3 days)	2nd/3rd/4th February 2009
Workshop 2 (3 days)	16th/17th/18th February 2009
Workshop 3 (2 days)	9th/10th March 2009
Workshop 4 (2 days)	1st/2nd April 2009
Workshop 5 (2 days)	22nd/23rd April 2009
Final Session (1 day)	13th May 2009

It is important that you are available to attend all the sessions in Brighton on the dates above and able to complete assignments between sessions.

COURSE SOFTWARE

The software packages that will be used during the course are Adobe After Effects and Photoshop.

Interested applicants should note that they will need to have access to the relevant software between workshops in order to be able to complete assignments and to continue to develop their work outside of the training sessions.

If you would like to discuss any aspect of the technical and software requirements, please contact Emily Kyriakides at Lighthouse on 01273 647197 or emily@lighthouse.org.uk.

THE TUTORS

Temple Clark

Temple Clark is one of the UK's leading storyboard artists and has worked closely with directors such as Anthony Minghella and Alfonso Cuarón. His long list of credits includes: 'The Golden Compass', 'Children of Men', 'The Da Vinci Code', 'Cold Mountain', 'The Proposition', 'Girl With a Pearl Earring' and two Harry Potter films.

Giles Thacker

Although best known as the video designer for bands such as Orbital, the Verve and Turin Brakes, Giles Thacker has also directed pop promos, made idents for broadcast, AV installations for museums and content for computer games. Giles recently taught 2D animation on the Digital Moving Image MA at the London Metropolitan University and now teaches on the Digital Media Design BA at the Sussex Downs College.

COURSE FEE

The course fee per participant is £600. This includes accommodation and subsistence throughout the workshops.

Without the financial support of the Skillset Film Skills Fund and other course partners and sponsors the cost would be £7,500 per participant.

Interested applicants should note that they may be eligible for a training bursary from their Regional Screen Agency.

COURSE OUTLINE

Workshop 1 - 2nd/3rd/4th Feb 2009

Tutor: Temple Clark

The first workshop will equip participants with a strong understanding of storyboarding techniques, providing a thorough overview of the different approaches and methods used within traditional live action storyboarding.

Under Temple's expert guidance, they will study fundamental skills and practices including standard technical vocabulary, different aspect ratios and framing heights, storyboard layouts, shot descriptions and abbreviations, how best to depict particular emotions, expressions and

actions, different types of shots and transitions, and how to break down scripts and block out shots.

Teaching will be complemented by intensive hands-on practical training in the form of drawing and boarding exercises, with immediate feedback provided by Temple and the other participants.

A selection of films will be screened during the session and the work of various artists analysed in order to deconstruct and understand different approaches and ways of solving visual problems. The students will also learn about the process of working with a director, exploring how a scene develops from director's notes and research to rough boards, finished boards and finally the finished film.

During the workshop a masterclass will be delivered by an animation professional who will present a case study of their work within a relevant sector of the industry.

Using selected scenes from a live feature-length animation project still in the process of being developed, participants will be given a storyboarding assignment which they must complete before the next training session and which will provide the material for and form the basis of the second workshop.

Workshop 2 - 16th/17th/18th Feb 2009

Tutor: Giles Thacker (+ Temple Clark for final day)

The focus of this workshop will be on software skills rather than conceptual ones. Participants will digitise the drawings they have produced following the first session and then explore how to use a digital workflow to both facilitate their storyboarding process and create a basic animatic. Through hands-on training they will study the skills necessary for building animatics and develop an understanding of their place in the production pipeline.

The software packages that will be used are Adobe After Effects and Photoshop. Other applications relevant to the storyboard/animatic process will also be looked at briefly. Participants will each have their own computer to work on.

Following two days of structured teaching, there will be time during the final day for the students to play more freely and experiment with the software, allowing the opportunity for any areas of difficulty or concern to be identified and a chance for additional one-to-one teaching support from Giles Thacker.

Temple Clark will also be available on the second day for individual sessions with the students in order to assess and discuss the creative development and execution of the scene that they are working on. Participants will be expected to complete their animatics before the next training session.

Workshop 3 - 9th/10th March 2009

Tutors: Temple Clark, Giles Thacker

The third workshop will start with an in-depth critique of the work each participant has produced so far, focusing on both the technical and conceptual aspects of the storyboarding process.

This session will also see the introduction of a specially selected feature-length screenplay along with the director whose creative vision for the project will provide a guide and focus for the remainder of the course. Following a thorough briefing from the director regarding the overall story, characters and creative direction of the animated film, the participants will spend an intensive day working with Temple and Giles on a particular scene. Once they have produced their

own versions they will be shown the actual storyboards which have been created for the relevant section in order to see how the director has chosen to visually articulate the scene.

The workshop will end with the participants each being allocated specific scenes to focus on for the remainder of the course. By the next session they will be required to produce hand drawn thumbnails and character design studies which will later be worked up into full storyboards and animatics to present to industry professionals at the end of the course.

Workshop 4 - 1st/2nd April 2009

Tutors: Temple Clark, Giles Thacker

During the fourth workshop participants will continue to receive detailed feedback on the work they have produced so far and assessed on how accurately they have articulated and realised the director's vision. One-to-one sessions with both Temple and Giles will help the participants both to fine tune the visual storytelling of their scene and to ensure they are clear on how to proceed with the digital process and development of their animatics.

An industry expert will also be invited to lead a session regarding the animation pre-production process including character development and design, and relevant films will be screened during the two days for analysis and discussion.

For the next session participants will continue to work on their scenes, based on outcomes and feedback received during the workshop, and must finalise their drawn boards as well as starting work on the animatic.

Workshop 5 - 22nd/23rd April 2009

Tutors: Temple Clark, Giles Thacker

The fifth workshop will start with each participant receiving detailed feedback from the director of the project regarding the creative development and progress of their allocated scenes. They will also have the opportunity to meet with other members of the core team behind the project to learn more about its development and pre-production process, and the responsibilities of different roles, departments and individuals within the production team.

The second day of the workshop will then be spent incorporating any changes required following the director's feedback with a view to the final boards and finished animatics being ready for the final session.

Final Session - 13th May 2009

Tutors: Temple Clark, Giles Thacker

On the final day of the course the participants will have the morning to polish and collate their work, make final preparations and adjustments ahead of the industry panel presentation and receive last minute advice from the tutors on how best to present their work.

The afternoon will consist of an industry showcase and networking event at which all six students will present their work to specially invited guests, all professionals and experts working within the animation industry.

The presentations will be followed by a drinks reception which will allow the participants to network, form contacts and further discuss their work with the guests. Their work will be on display and easily accessible during the reception so as to further showcase their talents.

APPLICATION PROCESS

The deadline for applications is 5pm, Tuesday 13th January 2009.

Please note that late applications will not be considered.

It is essential that you have read and understood the guidelines before completing the application form.

To be considered for the course, you must submit **three hard copies** of the following:

- a completed Application Form (please note incomplete applications will not be considered)
- a CV
- supporting visual material/showreel showing your previous work (please specify your role)
- a one-page storyboard
- an explanation of why you feel you would benefit from the course and how it fits into your current career plan and overall professional development
- a completed diversity monitoring form (only one copy required)
- contact details of two referees who have worked with you in a professional capacity

The selection panel will assess the applications on the basis of the quality of previous work and the perceived potential of the applicant.

Due to limited resources we are unable to return submitted supporting materials unless you enclose an SAE with your application. Please ensure you provide the correct amount of postage – Lighthouse does not accept responsibility for returned materials lost in the post.

Please send your **hardcopy** application to:

Emma Bassett
Animation Storyboarding Course
Lighthouse Arts & Training
28 Kensington Street
Brighton BN1 4AJ

Interviews will be held on **Monday 19th January 2009** at Lighthouse in Brighton. Successful candidates will be notified by telephone by **Wednesday 21st January 2009**. We regret that we are unable to provide feedback to applicants who are not selected.

Applications are invited from all sectors of the community. We are able to facilitate access for deaf and disabled people.

All information is available in large print format. Please download copies from www.lighthouse.org.uk/forms/storyboard_guidelines or contact Emma Basset on 01273 647197.

If you need any additional help with or clarification of any part of these guidelines please contact Emily Kyriakides or Emma Basset at Lighthouse on 01273 647197 or info@lighthouse.org.uk

To find out more about Lighthouse please visit www.lighthouse.org.uk