



The Animation Workshop
VIA University College



Professional Training

SEMESTER COURSES
– HIGH QUALITY TRAINING PROGRAMS



All artwork and text by Christian Beving Andersen

Co-funded by the European Union 

COURSE FACTS

TEACHING LANGUAGE: English
DURATION: 16 weeks, full time training
DATES: runs every Spring
LOCATION: The Animation Workshop/
VIA University College in Denmark
ECTS CREDITS: none

MORE INFORMATION:
Please visit animationworkshop.via.dk for the most current information about course content, schedule, instructors and fees.
CONTACT:
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3D Character Animation

The Professional Training Course in 3D Character Animation takes you through **a series of lectures, assignments, and mini-productions** of increasing complexity in the field of **3D character animation**, from concept to polish. This course will help you **cultivate both technical and artistic skills**, and develop your creativity and personal style while learning from the best.

COURSE CONTENT

With the instruction of international and European animation professionals, you are introduced to the Maya modelling and animation software, and to 3D character animation, through a series of exercises designed to transfer classical 2D animation principles onto a 3D platform. Focus will lie on the basic animation principles, body mechanics, and physical action during basic training, and then move on to the advanced concepts of pantomime acting and dialogue animation. The advanced animation modules are structured as mini-productions. The course culminates in each student's final masterpiece: 20-30 seconds of finished character animation, after which you will be ready and fully equipped to enter the industry as a junior 3D animator.

WHAT YOU GET

- An intensive course developed with the help of industry professionals
- Instructors from the industry who have up-to-date and production-tested knowledge
- Hands-on teaching and practice every day from morning to afternoon
- 24-7 access to your own personal workstation with industry-standard software
- Equipment, art, and didactic materials
- A professional network
- OPTIONAL: Paid bus trip and student accreditation to the Annecy Festival in France

COURSE PLAN

- Weeks 1-2: Introduction to Maya
- Week 3: Rigging
- Weeks 4-7: Animation Basics
- Week 8: Workshop: Acting 1 & Easter holiday
- Weeks 9-10: 3D Animation Advanced - Acting
- Weeks 11-12: 3D Animation Advanced - Dialogue
- Week 13: Workshop: Acting 2 / Final project preparation
- Weeks 14-17: Final Project: a 20-30 second short animated film

EXAMPLES OF INSTRUCTORS

- **Frederick Fassé**, Lead Animation Supervisor at Atomic Cartoons. LEGO Jurassic World, Ratchet & Clank, Escape from Planet Earth.
- **Erik Schmidt**, Animation Supervisor at Sun Creature. Black Panther, Star Trek Discovery, Bolt, Shark Tale, The Road to Eldorado.
- **Mette Tange**, 3D character animator and Partner at Tumblehead Animation Studio. Age of Sail, Captain Underpants, Sing, Minions.
- **Christoffer Andersen**, Senior animator at TeamTO, France. Hotel Transylvania 3: Summer Vacation, Skylanders Academy, season 1 & 2.
- **Robert Bennett**, Acting teacher and director. Director of animated films from Les Gobelins, EMCA etc.
- **Henrik Malmgren**, AV Generalist, CEO and founder of Good Joob Studios.
- **Frederik Valentin Bjerre-Hyldegaard**, Technical animator at IO Interactive.

ADMISSIONS & CRITERIA

The course is open for animators, CG artists, illustrators, designers, architects, and others who would love to learn 3D character animation. Animation experience and/or high technical skills in 3D software are an advantage. When applying for the course, you will be asked to provide a CV, a motivational letter, and a showreel/portfolio. Your portfolio may consist of simple exercises in a variety of formats (2D, 3D, stop-motion, cutout etc).

STUDENT TESTIMONIALS

"From the organisation, all the way through the professors, classes, facilities and classmates this has been an excellent experience. The course offers the possibility of learning 3D Animation from scratch and creates the perfect environment for the students to develop."
- Alanis Este, 3DCA 2019

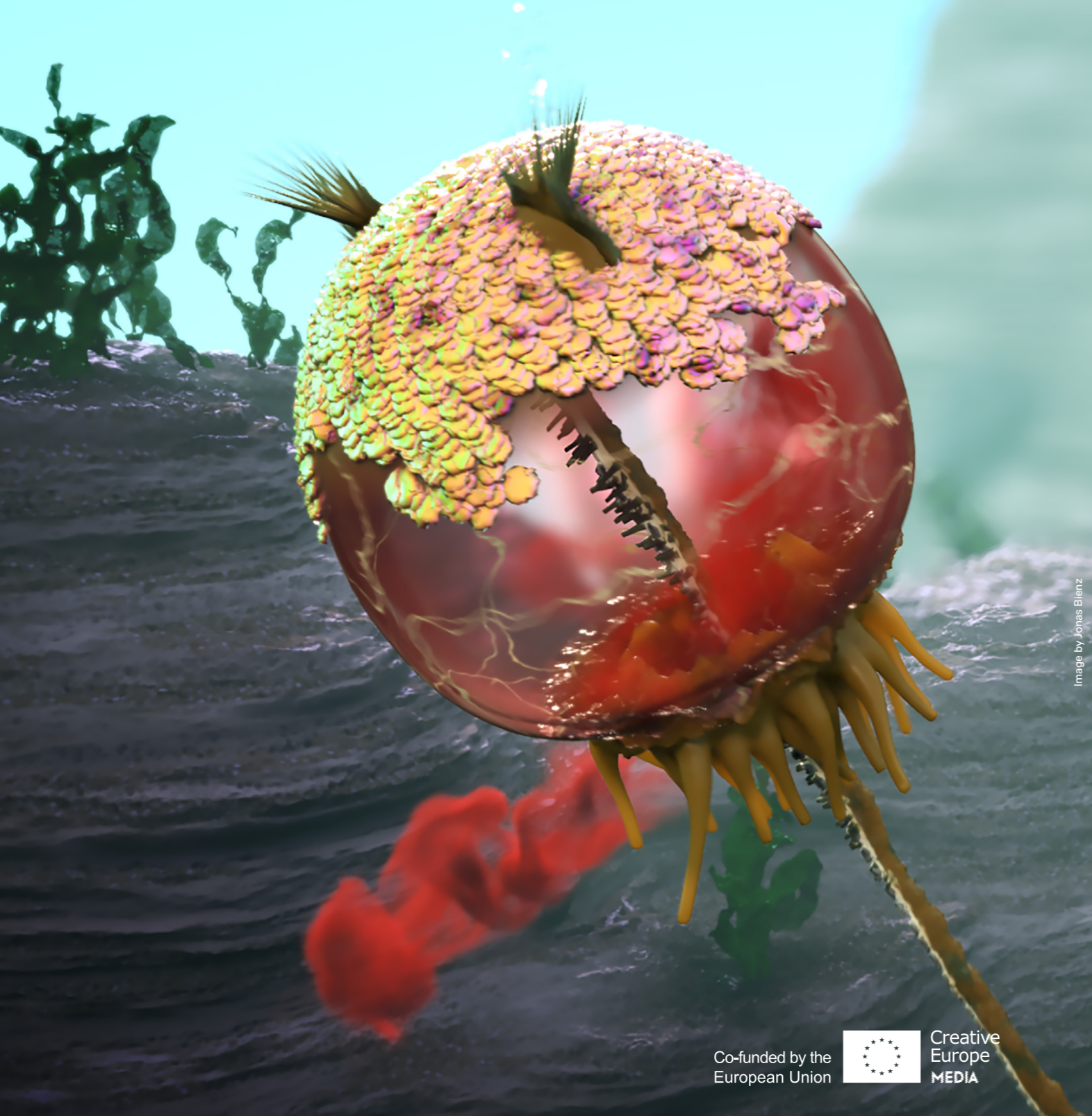


Image by Jonas Blenz

Co-funded by the European Union 

COURSE FACTS

TEACHING LANGUAGE: English
DURATION: 12 weeks, full time training
DATES: runs every Spring, starting in April
LOCATION: The Animation Workshop/VIA University College in Denmark
ECTS CREDITS: none

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Houdini & Simulation

With the study of **Houdini, TouchDesigner, Unity, and coding**, this simulation course teaches the craft of computer simulation in various forms. You will **study and implement graphical, physics-based solvers as well as real-time simulations**, culminating in a presentation-ready showreel piece.

COURSE CONTENT

The foundation of the course is based on Houdini, but additional software training includes TouchDesigner, game engines (Unreal), and basic programming. On completion, you will showcase highly specialized knowledge of node-based procedural workflows. Participant projects will take the form of well-presented simulations in tandem with case studies targeted towards bringing new ideas into Europe's diverse art and technology markets (film/games/animation/sciences). As a Houdini course graduate, you will be simultaneously skilled in sought after industry solutions as well as software independent to adapt to changes in the highly volatile field. The course instructional method consists of lectures from instructors/industry practitioners, and guided mentorship through notable stages of individualized projects, with biweekly milestone reviews and weekly group critiques. When not lecturing, the teacher is present in the classroom to provide feedback until the end of the afternoon, every day!

COURSE PLAN

- Week 1: Intro, Overview & Software
- Week 2: Research, Planning & Problem Solving
- Week 3-4: Houdini
- Week 5: TouchDesigner
- Week 6-7: Game Engines - Unreal
- Week 8-9: Coding
- Week 10-11: Project Work
- Week 12: Finalization & Marketing

ADMISSIONS & CRITERIA

We will be happy to review your motivations for the course and will be glad to review your application, which should include a CV and letter with descriptions of your background and interests going into the course. Other applicable additions could include a showreel and portfolio, video work, scientific studies, or artistic pursuits.

EXAMPLES OF INSTRUCTORS

- Andrew Lowell** (US), Houdini FX trainer and technical director, main course teacher: Mummy 3, Aliens in the Attic, Invictus, Thor, Sucker Punch, Transformers 3, Jack the Giant Slayer and Ender's Game.
- Jeronimo Maggi** (IT/AR). Character FX Technical Director at Animal Logic, Pipeline TD, Houdini instructor at FXPHD. Fantastic Beasts: The Crimes of Grindelwald, The Christmas Chronicles, Ford v Ferrari
- Adam Funari** (US). Terrain and Technical Artist at Offworld Industries

WHAT YOU GET

- An intensive course developed and taught by active industry professionals
- Hands-on teaching and practice every day from morning to afternoon
- Access 24-7 to your own personal workstation with industry-standard software and didactic material
- 12 weeks immersed in a creative and social environment where you expand your professional network
- You will produce both a well-polished final presentation to industry of a simulation, as well as a case study detailing the process
- Become independent and self-driven as a technical artist
- Access to all extra-curricular activities at TAW, including lectures, sports, workshops, life drawing, social activities, and more

STUDENT TESTIMONIAL

"Overall an amazing course, would definitely recommend. This course and the overall environment was amazing :)"
- **Andrei Zborea, Houdini & Simulation 2019**

"It was the best teaching experience I ever had! I will highly recommend this course to my fellow colleagues"
- **Marta Strazicic, Houdini & Simulation 2019**



Illustration by Mikkel Sammer

COURSE FACTS

TEACHING LANGUAGE: English

DURATION: 16 weeks, full time training

DATES: runs every Spring

LOCATION: The Animation Workshop/VIA University College in Denmark

ECTS CREDITS: 30

OPEN EDUCATION: "Illustration" is an Open Education program. Please go to animationworkshop.via.dk for more details about Open Education.

MORE INFORMATION:

Please visit animationworkshop.via.dk for the most current information about course content, schedule, instructors and fees.

CONTACT:

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Illustration

The Professional Training Course Illustration is a full time course consisting of **workshops on various topics related to illustration**. With this course, you will develop **artistic techniques and digital skills, combined with the art of communicating through illustration** applied on relevant platforms for illustration.

COURSE CONTENT

The course was designed to give students who already have a strong foundation in visual arts a specialized course in illustration that will prepare them well for a career as illustrators in today's media landscape. In the illustration course, you will not only learn art and communication skills on a high level, but also gain valuable insights into the business aspect of working as an illustrator, including information about freelancing and potential work areas.

COURSE PLAN

Module 1 - Drawing:

- Week 1: Drawing – figure drawing and perspective
- Week 2: Drawing – sketchbook
- Week 3: Poster workshop – color and composition
- Week 4: Editorial illustration
- Weeks 5-6: Digital painting and concept art
- Weeks 7-8: Book illustration and layout

Module 2 - Illustration

- Week 1: Visual Development and World Building
- Weeks 2-3: Comic Creation
- Week 4: Editorial illustration – fokus: info graphics
- Weeks 5-6: Animated Illustration/Motion graphics
- Weeks 7-8: Personal Project

ADMISSIONS & CRITERIA

Participants must have solid drawing skills, and have either finished at least two years of study toward a bachelor's degree in visual arts, or have some working experience in the field of visual art. Applicants with a BA in another field may also apply if they have acquired good drawing skills in another way. You need to submit a digital portfolio that represents you as an artist and/or visual communicator.

WHAT YOU GET

- Hands-on teaching and practice in various aspects of illustration
- Instructors are illustrators or other visual artists with a solid experience in their respective field
- Full-day schedule Monday to Friday 9-16
- Software training in Adobe Photoshop, After Effects and InDesign
- Information on how to work as an illustrator
- Didactic material and art materials
- A valuable professional network with the other participants and with the guest teachers – as well as to the rest of The Animation Workshop
- Access to all extra-curricular activities at TAW, including lectures, sports, workshops, life drawing, social activities, and more

EXAMPLES OF INSTRUCTORS

- **Alexis Deacon**, book illustrator and cartoonist (UK)
- **Louise Rosenkrands**, illustrator (DK)
- **Aljoscha Blau**, book illustrator (DE)
- **Simon Væth**, illustrator (DK)
- **Stephanie Wunderlich**, editorial illustrator (DE)
- **Levi Jacobs**, editorial illustrator (NL)
- **Roberto Fernandez Castro**, concept artist (ES)
- **Thomas Wellman**, cartoonist (DE)
- **Joana Mosi**, cartoonist and illustrator (PO)
- **Henrik Malmgren**, AV Generalist (SE)

STUDENT TESTIMONIAL

I took the Illustration course as a semester abroad (I was studying communication design) and must say that was the best decision of my life. The course gave me new perspectives, a whole new view of my abilities and new, well-founded knowledge for my future work. Besides international friendly contacts I was also allowed to stay in touch with some teachers - it was like finding a new little creative family. I felt confirmed and strengthened at every level imaginable.

- Josephine Wolff



COURSE FACTS

TEACHING LANGUAGE: English

DURATION: 12 weeks, full time training

DATES: runs every Fall

LOCATION: The Animation Workshop/VIA University College in Denmark

ECTS CREDITS: 30

OPEN EDUCATION: "Storyboard" is an Open Education program. Please go to animationworkshop.via.dk for more details about Open Education.

MORE INFORMATION:

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Storyboard

This intensive, hands-on course gives students the opportunity to refine and expand their **working knowledge of both script-driven and board-driven storyboarding for 2D and 3D animation, tv-series, and live action VFX films.** During the course, you will build up a portfolio and a set of skills that will significantly improve your chances to be hired as a storyboard artist.

COURSE CONTENT

Storyboard students get the opportunity to refine and expand their working knowledge of storyboarding for 3D and 2D animation, animated television, and live action film, under the guidance of highly experienced industry professionals. The course also contains an introduction to relevant related subjects such as screenwriting, cinematography, and drawing. Additionally, through the contact with the teachers you will get valuable inside information about the industry that will help you when applying for jobs later.

COURSE PLAN

- *Week 1:* Drawing for storyboarding
- *Week 2:* Introduction to storyboarding
- *Weeks 3-4:* Storyboarding for 2D animated tv-series 1
- *Weeks 5-6:* Storyboarding for animated feature
- *Week 7:* Storyboarding for live action combined with 3D animated feature
- *Week 8:* Screenwriting
- *Weeks 9-10:* Storyboarding for 2D animated tv-series 2
- *Week 11:* Portfolio and Career Planning
- *Week 12:* Pitch training, exams, industry day

EXAMPLES OF INSTRUCTORS

- **Giovanna Ferrari:** The Breadwinner, Song of the Sea, The Secret of Kells
- **John Nevarez:** Cars 2, Monsters University, Inside Out, The Angry Birds Movie..
- **Mireia Serra:** My Little Pony, Octonauts, Angry Birds.
- **John Coven:** Captain America: Civil War, X-Men, The Usual Suspects
- **Jakob Worre Foged:** Ninjago, Lego Star Wars, Angry Birds Toons, Ternet Ninja 2

WHAT YOU GET

- An intensive course developed with the help of industry professionals
- Instructors are all active professionals brought in from animation studios around the world specifically for this 12-week Storyboard course. Therefore instructors have updated and production-tested knowledge
- Hands-on teaching and practice every day from morning to afternoon
- Software: Toon Boom Storyboard PRO
- Didactic material and art materials
- A super useful professional network with the other participants and with the guest teachers – as well as to the rest of The Animation Workshop
- Access to all extra-curricular activities at TAW, including lectures, sports, workshops, life drawing, social activities, and more
- 12 weeks immersed in a highly creative and social environment
- Advice and resources for further training
- An (online) industry day where you get to present yourself to relevant company representatives



Still by Andrei Zberea

Co-funded by the European Union  Creative Europe MEDIA

COURSE FACTS

TEACHING LANGUAGE: English
DURATION: 16 weeks, full time training
DATES: runs every Fall
LOCATION: The Animation Workshop/
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ECTS CREDITS: none

MORE INFORMATION:
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Visual Effects

The professional training course in Visual Effects at TAW teaches the **knowledge and skills** to create **photo realistic computer graphics**, and integrate them seamlessly with **live action footage**.

COURSE CONTENT

The Visual Effects course teaches the creation of all kinds of photorealistic graphic elements, including set extensions, vehicles, and other assets, as well as matte paintings and projections. Participants will work within the industry standards for software. Course instruction and exercises will support students' skills as they work on their final project: a short live action scene with integrated CG elements. The instructors will help you define and shape it using recorded live action footage. At the end, we guide you in constructing your shot breakdowns and showreels, and you will be ready to start work immediately as a junior VFX generalist for film or animation studios.

COURSE PLAN

- Weeks 1-4: VFX Pipeline and Fundamentals
- Week 5: Tracking
- Week 6: Compositing 1
- Weeks 7-8: Asset Building
- Week 9: Autumn holiday
- Weeks 10-11: Texturing
- Week 12: Scene Assembly & Shading
- Week 13: Lighting
- Week 14: Digital Matte Painting
- Weeks 15-16: Compositing 2 & 3
- Week 17: Project Presentation & Breakdowns

ADMISSIONS & CRITERIA

The VFX course is designed for and open to CG, compositing, and VFX artists and anybody with an interest in creating visual effects. When applying, you will be asked to provide a CV, a motivation letter, and a showreel or portfolio. Your portfolio may consist of simple exercises.

STUDENT TESTIMONIAL

This course was probably one of the best experiences I have ever had, both teaching and organisation wise. The course is amazing! Really well organised with top level teachers, and a really good study environment."
Carlos Tacón (Participant, VFX course 2018)

WHAT YOU GET

- An intensive course developed with the help of industry professionals and revised continuously
- Instructors are all active professionals with updated and production-tested knowledge
- Hands-on teaching and practice every day from morning to afternoon
- Access 24-7 to your own personal workstation with industry-standard software
- Access to camera equipment
- A professional network
- Access to all extra-curricular activities at TAW, including lectures, sports, workshops, life drawing, social activities, and more
- 16 weeks immersed in a creative and social environment

EXAMPLES OF INSTRUCTORS

- **Andrew Hodgson**, Senior Hard Surface Modeler at Double Negative. Solo: A Star Wars Story, Avengers: Infinity War, Star Wars: The Last Jedi, Transformers: The Last Knight.
- **Josh Parks**, Senior VFX Compositor at Important Looking Pirates / Writer at 3DWorld / Nuke Trainer. Mission Impossible – Fallout, Ready Player One, Jurassic World: Fallen Kingdom, Transformers - the Last Knight.
- **Leigh Russell**, CG Consultant. Star Wars: The Force Awakens, Spectre, Jupiter Ascending, Total Recall, Harry Potter and the Deathly Hallows – Part 1.
- **Gianpietro Fabre**, Texture artist at Framestore, London. Avengers: Endgame, Alita: Battle Angel, Wonder Woman, Guardians of the Galaxy
- **Giancarlo Gallinoro**, Digital Matte Painter and 3D Generalist at Axis VFX. Guardians of the Galaxy Vol.2, Thor: Ragnarok, Cairo Confidential.
- **Marc Tingle**, Environment TD at Framestore. Mowgli, Fantastic Beasts: The Crimes of Grindelwald, The Junglebook: Origins, Thor: Ragnarok, Fantastic Beast and Where to Find them.



Illustration by Simon Tosovsky

COURSE FACTS

TEACHING LANGUAGE: English

DURATION: 12 weeks, full time training

DATES: runs every Fall

LOCATION: The Animation Workshop/
VIA University College in Denmark

ECTS CREDITS: 30

OPEN EDUCATION: "World Building and Concept Art" is an Open Education program. Please go to animationworkshop.via.dk for more details.

MORE INFORMATION:

Please visit animationworkshop.via.dk for the most current information about course content, schedule, instructors and fees.

CONTACT:

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World Building & Concept Art

World Building is a **strong tool for conceptualizing** story worlds as a **foundation for complex visual narratives** known from series like **Star Wars and Lord of the Rings**. This course is maybe the first ever to **combine the practical use of world building with concept art** for films, series, computer games, comics and more.

COURSE CONTENT

Through assignments, talks and lectures the teachers and guest lecturers will inspire and challenge the students over the course of 12 weeks.

The course starts with a solid introduction to the principles and tools of world building including idea development, visual development, research, world writing and story writing, all contributing to the creation of a professional story bible.

As the course progresses, the focus shifts more towards concept art and the development of concrete art skills and illustrations related to presenting the world. During this phase, the students will go deeper into the design of the world, including characters, environments, etc. The last weeks are devoted to producing the actual concept art according to industry standards and using methods of 3D blocking and digital painting. The course will be rounded off by a week focused on targeting audiences, marketing and distribution, and exam presentations (preparing for the exam at the end of the course).

ADMISSIONS & CRITERIA

Applicants must have solid art and storytelling skills and either have finished at least two years of study on a bachelor-degree within visual arts or have some working experience in that field. Applicants with a bachelor degree or higher in a non-art subject may also apply if they have acquired solid art and storytelling skills in another way.

WHAT YOU GET

- An intensive course developed together with industry professionals (our main instructors)
- A solid introduction to the concepts and tools of World Building, and an understanding of its potential
- Time and guidance on developing the concept art for your project, both technically and from the design perspective
- Guidance on how to make your project meet its market, including pitching, marketing and fundraising
- Instructors that are all active professionals with solid experience in their areas of specialization
- The opportunity to focus intensively on the development of a project for a longer period of time
- A professional network
- Access to all extra-curricular activities at TAW: sports, yoga, meditation, evening croquis, lectures, parties etc.
- 12 weeks immersed in a highly creative and social environment
- Assistance with housing and travel advice

EXAMPLES OF INSTRUCTORS

- **Martin Rauff**, Concept Developer, world building consultant for games, tv-series and more
- **Mikkel Mainz**, animation film director and creative producer, co-founder of Sun Creature and Skjald
- **Roberto Fernandez Castro**, Concept artist (Star Wars – The Last Jedi, Avengers – Infinity War and Guardians of the Galaxy).