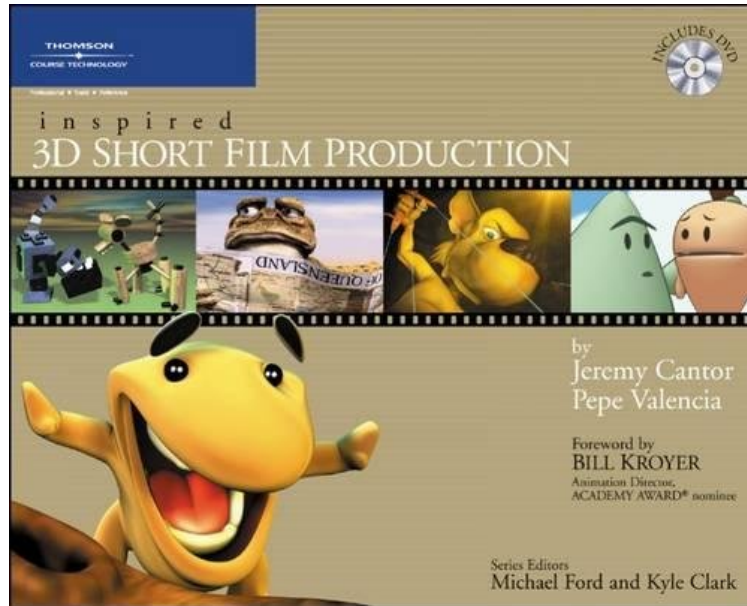


(Download) Inspired 3D Short Film Production

Inspired 3D Short Film Production

Jeremy Cantor, Pepe Valencia

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#1037700 in Books Cantor, Jeremy/ Valencia, Pepe/ Kroyer, Bill (FRW)/ Ford, Michael (EDT)/ Clark, Kyle (EDT) 2004-06-10Original language:EnglishPDF # 1 7.34 x 1.25 x 9.201, 2.90 #File Name: 1592001173470 pages | File size: 28.Mb

Jeremy Cantor, Pepe Valencia : Inspired 3D Short Film Production before purchasing it in order to gage whether or not it would be worth my time, and all praised Inspired 3D Short Film Production:

0 of 0 people found the following review helpful. Five StarsBy CustomerLoved the book very helpful.0 of 0 people found the following review helpful. Must Have for AnimationBy SnowkidsThis was a required book for my sons animation class. That said this is a wonderful book. He will be keeping this for future reference.0 of 0 people found the following review helpful. Five StarsBy Michael W. KendallI'm in college and I have this as my book too.

This book brilliantly guides readers, using colorful images and step-by-step instructions, through all aspects of creating a digital short film, from the development stage (story, character design, animatics), through the production process (animation, camera direction, lighting), as well as the post-production phase (editing, submitting to festivals and contests). By the time readers complete "Inspired 3D Short Film Production", they will have received an overview of all the steps involved in creating a digital short, as well as having witnessed the production of a student's short film from concept through completion. Co-Author Jeremy Cantor's latest CG short film, "Squaring Off" will be featured in "North America's Best Animated Shorts" (DVD collection) scheduled for release this Spring. Co-Author Pepe Valencia is currently lending his character animation skills to "Tadpole," 'Sony Imageworks' second animated CG short. An exciting companion DVD features several student and professional animated shorts, and includes examples performed in the book's tutorials. "Inspired 3D Short Film Production" provides budding filmmakers with the necessary inspiration, examples, and pipeline suggestions to help them turn their story ideas into reality through the medium of the 3D animated CG short.

Introduction 1. Getting Started 2. Story 3. Character Development and Design 4. Art Direction 5. Storyboarding 6.

Case Study 1: Virgil and Maurice 7. Production Planning 8. Case Study 2: Silhouette 9. Vocal Tracks 10. Story Reels and 2D Animatics 11. 3D Animatics, Layout, and Camera Direction 12. Modeling 13. Materials and Textures 14. Character Setup 15. An Interview with Jim McCampbell 16. Animation 17. Case Study 3: Squaring Off 18. Lighting and Rendering 19. Visual Effects 20. Compositing 21. Sound Effects and Music 22. Titles and Credits 23. Case Study 4: Early Bloomer 24. Marketing and Distribution Appendices A: Short List B: Suggested Reading C: Selected Resources D: Full Image Credits E: DVD Contents

About the Author Jeremy Cantor has nearly 20 years of experience as an animator, storyboard artist, rigger, and supervisor in the film and video game industries, having worked at various production houses, including Industrial Light Magic, Sony Imageworks, Tippett Studio, Insomniac Games, and Sega of America. His film credits include Starship Troopers, Harry Potter The Sorcerer's Stone, Transformers 2, Avatar, Super 8, and Rango. Video game credits include Full Spectrum Warrior, Ratchet: Deadlocked, Resistance: Fall of Man, and the original digital pet projects, Catz Dogz. Jeremy has had three short films in touring animation festivals and has taught CG character animation classes at venues such as Calarts, Gnomon School of VFX, The Academy of Art University, M.I.T., and Animationmentor.com. In 2011, Jeremy hung up his production hat and joined the computer animation department of Ringling College of Art + Design in Sarasota, Florida, as a full-time instructor.

Pepe Valencia has been at Sony Pictures Imageworks since 1996 where he was recently supervising the animation on "Charlies Angels 2". Previous projects at Sony include: "Stuart Little", "Stuart Little 2", "Charlies Angels", "Harry Potter the Sorcerers Stone", "Hollowman", "Godzilla", "Starship Troopers", "Snow Falling on Cedars". Before joining Sony, he worked at Cinesite as a Technical Director on Space Jam and at a number of smaller production houses. Previous to that, he spent five years animating and lighting TV Commercials. His independent work has been shown at SIGGRAPH 90, Imagina 92, Art Futura 92, and Cannes 94. He served as a member of the Short Animated Films jury for the 2001 ASIFA Annie Awards and has written articles for "Cinevideo 20" and "Campana". He has lectured at the Reina Sofia Art Center, the Universidad Complutense de Madrid, and taught courses at the Centro Monserrat and the Gnomon School of Visual Effects. In addition to a strong background in both the visual arts and computer technology, he brings to animation a breadth of experience in theater including four years with TEC in Madrid. Pepe teaches the Digital Shorts Workshop at the California Institute of the Arts and is currently lending his character animation skills to Tadpole, Sony Imageworks second animated CG short film.