



VFX and Compositing

Classes Starting in November

12-week intensive courses offered at newly opened Santa Monica Campus

Los Angeles, October 6, 2011—Escape Studios, one of the most successful and well-respected CG academies in the world, announced today that it will begin holding classes in Visual Effects and Compositing starting November 7, 2011 at its Santa Monica Campus.

The Visual Effects for Production course is a 12-week intensive program designed for students who want to become professional visual effects artists. Aspiring artists learn key techniques in camera tracking, particle effects, texturing, lighting, rendering and compositing. Students learn to create 3D elements and how to seamlessly integrate them with live action. In addition, they learn techniques in Maya, Photoshop, PFTrack, ZBrush, NUKE, HDR Shop and Pixar's RenderMan Studio™.

The Compositing for Production 12-week intensive course teaches aspiring artists how to composite to cinematic standards using the tools and techniques used by professionals in the industry. Modules include rotoscoping, camera tracking and lighting and software utilized includes Maya and Silhouette.

"We are pleased to continue our close and collaborative relationship with Escape Studios here in the United States," said Ben Hampshire, Managing Director, The Mill, Los Angeles. "We know and trust that Escape will provide students with the proper tools to become immediately useful in visual effects production."

Escape Studios classroom courses are intensive, hands-on programs focused entirely on teaching the tools and techniques used by professionals in today's post production houses. Each course is designed to give students the skills they need to get their first job in the industry and is followed up with unlimited demo reel support.

"The world of CG is full of opportunity and is always in need of good artists," said Dominic Davenport, CEO of Escape Studios. "We've been working hard and for a long time to bring the Escape Studios brand to the US and specifically to Santa Monica, California which lies right in the heart of the visual effects industry. We want to help aspiring artists acquire the

skills and knowledge they need to really make a difference in this growing, fast-paced industry so we are truly excited to be able to say we are starting these courses in November.”

Escape Studios also offers recruitment services to students so they are equipped to enter the workforce after they finish a course. Its approach to recruitment here in the US is modeled after its UK academy where 85% of classroom students get a job within a year of leaving the course.

“When students enroll at Escape Studios, they gain access to our online network of fellow students and exclusive industry contacts. That includes teams of CG artists and people who work at visual effects studios as well as recruitment specialists,” noted Davenport. “And, our advisory board is made up of industry experts. We help our students make the contacts they need to be successful in this market.”

Escape Studios advisory board is made up of influential people from inside the industry who share their knowledge and experience with Escape Studios to help keep training up to date and in line with the latest developments from the forefront of CG.

More Information

For information about course content, prerequisites and costs, please visit:

<http://www.escapestudios.com/intensive-computer-animation-courses/>

About Escape Studios

Escape is one of the most successful and well-respected CG academies in the world. We’re the proving ground for a new generation of computer graphics stars breaking into film, TV, games and commercials. We’re a vibrant community of professional artists. We’re a unique outsourcing resource for leading CG studios. We’re a specialist creative recruitment agency for entertainment, advertising, architecture and manufacturing businesses. We’re an authority on all things CG, offering informed opinions on cutting-edge creative, commercial and political issues. We are all of these things. We are CG. We are Escape Studios.

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