

# Andrew Gordon

## 2 Day Animation Master Class

Venue	The Apollo West End Cinema 19 Lower Regent Street London SW1Y 4LR
Duration	2 full days
Times	9.30 - 5pm
Price	£300



**Thursday 10th July 2008**

### **Animation Principles**

A Review of the animation principles as applied to computer animation.

### **Staging and Pose Design**

Lecture on staging for animation and pose design, looking at how to push poses and fix broken poses.

### **Hand Posing**

Hands can be as hard to pose as the body. Andrew Gordon will draw on an interview that he conducted specifically for this lecture, with one of the best animators in the world.

### **Weight and Dynamics**

Detailed exploration of how to create believable weight and physicality in animation, including analysis of good and bad examples.

### **Walks and Runs**

Process analysis of creating character driven walk and run cycles.

### **Acting for Animation**

Exploration of how to make characters emote, including consideration of pantomime, subtle and broad styles.

**Friday 11th July 2008**

### **Gestures in Animation**

Detailed exploration of gestures and ways to make character gestures feel believable, fresh and telling. This will include analysis of examples from live action films and consideration of how gestures compliment character emotions.

### **Scene Planning**

Discussion of the different things required to prepare for a scene - thumbnails, video reference, film reference etc. Analysis of past shots that Andrew has worked on, including what has and has not been effective, and consideration of how the masters like Milt Kahl planned a scene.

Escape Studios  
Shepherds West  
Rockley Road  
London W14 0DA  
United Kingdom

+44 (0) 20 7348 1920  
www.escapestudios.com  
info@escapestudios.com

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### **Blocking**

Lecture on different methods of scene blocking, exploring how to block, get notes, and make changes in an efficient manner. Straight Ahead, Pose to Pose and the Layered approach will all be covered. This lecture will also include an interview with animator Dave Mullins regarding the blocking of Helen in The Incredibles.

### **Facial Animation**

They say that when you are watching a character, most of your time is spent looking at the face. This lecture will explore in detail the aspects of creating great facial animation, including facial acting, subtle eye movements, blinks, lid shaping, cheats and dialogue.



### **High Level Polish Techniques**

Good Polish on a shot can take it the extra 10 percent that it needs. This lecture will include an in-depth discussion of the process of polishing a shot. Topics will include spline work, layering, facial polish, torso polish, cheats, motion blur, detail cams, fleshy-ness and bend-bows.

**Lunchtime Lectures: A variety of never seen before animation lectures will be screened during the lunch breaks on both days.**