CTAN 320 CINEMATOGRAPHY FOR ANIMATORS

Pre-requisite: CTAN 452 Introduction to 3D Computer Animation (Maya)

Principles of cinematography are critical for all filmmakers to tell their story. The animatic is the moving visual blueprint of any animated film. Learn cinematic language through practical exercises to use in your next film. You will be guided on how to use the virtual camera in Maya to translate your 2D storyboards into 3D animatics and provided tips and tricks used by professionals to immediately to improve your shots. Bring your storyboards to life and prepare them for character animation, the next step in the animation pipeline. Develop a working knowledge of shot types, path of action, continuity, character blocking, camera blocking, camera rigs, editing, optics, lighting and production design.

This course is taught by Yong Duk Jhun, Director at Nickelodeon Animation. He was Head of Cinematography/Layout on Sony Pictures Animation's animated musical *Vivo*. Yong Duk Jhun has previously consulted for Blue Sky and supervised the previs/layout team at DreamWorks Animation for 14 years. His credits include: *Trolls, The Croods, Shrek Forever After, Kung Fu Panda* and *Over the Hedge.* On *The Croods*, Yong Duk collaborated with award-winning cinematographer Roger Deakins and employed live-action cinematic techniques to achieve a precise balance of comedy and action in animated storytelling.