

# „Fundamental concepts in animation and a new look at the classic principles”

17. Oktober 2015 mit dem Regisseur von  
„The Minions“ Kyle Balda in Berlin



Quelle: <https://www.youtube.com/watch?v=8TWLjg5lzBk>

Fundamental concepts in Animation: Here we discuss the animator’s role in the storytelling process and the outline the goals of the class.

A new look at the Classic Principles: the question of how computer animation has altered the way we think about the classical principles while discussing some new ones that have been discovered over the years.

## **PHYSICALITY**

Kinesiology and Character Set-up: this module takes a non-technical approach to character set-up and how animators should handle the controls of the model.

Physically Based Animation: Animating from the Inside Out: How to deal with weight and action based animation?

Walk Cycles: Here we take a step-by-step look at the walk cycle and begin to understand how the body moves in space.

## **ACTING**

Thinking and Feeling: Through the examination of various clips, a deep exploration of story beats will take place to clearly communicate what characters are thinking and feeling. We will discuss the

positive and negative reversals characters go through in the story telling process and how animators can show these changes to progress the story. As well, we discuss what it means for the audience to effectively be ahead or behind the story.

Subtext: The most elusive principle in acting. How does the animator elevate their performances from simply being clear to the lofty heights of entertainment?

Animating the Eyes: The eyes are the window to the soul of the character. Here we take a very detailed look at the subtle mastery of eye animation as this is where the audience is looking and connecting to our characters.

Staging: The single most vast principle of animation, in fact staging is an art form all to itself. In this module we will discuss how to lead the audience's eye on screen and dealing with multiple characters within a shot. As well we will explore some basic cinematography that animators should know in order to maintain good character staging and Silhouette.

### **Zeit und Ort:**

Samstag, den 17.10.2015 von 9 Uhr - 18 Uhr

Wyndham Garden Berlin Mitte Hotel

Osloer Straße 116 a

13359 Berlin Die Veranstaltung wird von der Missing Link Software Solutions GmbH veranstaltet.

### **Kosten:**

Die Teilnahmegebühr beträgt 299.- Euro brutto (Studenten 249.- brutto). Fragen Sie nach unseren Firmenrabatten, bei Mehrfachanmeldungen. Im Preis sind Mittagessen und Kaltgetränke enthalten. Jeder Teilnehmer bekommt ein Teilnahmezertifikat.

Anmeldung unter <http://www.missing-link-software.de/sitecontact/seminare.aspx>

### **Exklusives Kombiticket: Seminar + animago AWARD & CONFERENCE**

Da Kyle Balda am 16. Oktober auch Referent bei der animago AWARD & CONFERENCE [www.animago.com](http://www.animago.com) ist, können Sie hier direkt ein exklusives Kombiticket Seminar + animago award&conference (63,70.- anstatt 98.- inkl. MwSt.) erwerben.

### **Referent: Kyle Balda – Director**

Short CV: (Director) The Minions, (Co-Director) The Lorax, (Head of Layout) Despicable Me, (Animation Director) Toy Story 2, (Animation) Monsters Inc & A Bogs Life.

**Filmography:** [http://www.imdb.com/name/nm0049633/?ref =nv\\_sr\\_1](http://www.imdb.com/name/nm0049633/?ref =nv_sr_1)

### **Anmeldung und Fragen:**

Per E-Mail an, Thomas Gronert [tgronert@missing-link-software.de](mailto:tgronert@missing-link-software.de)

Online Registrierung unter <http://www.missing-link-software.de/sitecontact/seminare.aspx>