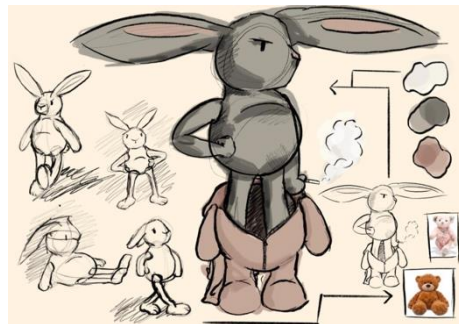
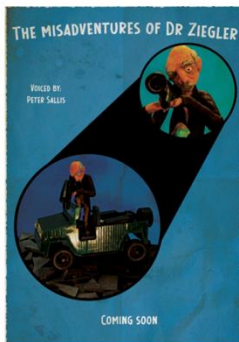


Visual Special Effects and Animation (including Model Making) Level 3

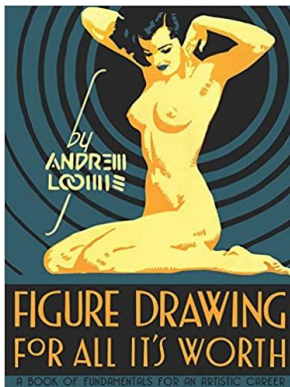


Welcome to the world of secrets, beautiful tales and things that may go bump in the night! You will be joining a course that celebrates comics, animation, concept art, illustration, characters, environments, and stories in the search for new audiences that love to play games, to watch movies with exciting characters and beasts, to read extraordinary books or to display characters. You may create characters that fight vampires, or transform into werewolves, seek out creatures from alien worlds or fly on clouds made of candyfloss – or you could generate the weapons that slay dragons or the invaders that take over Earth or those that transform it with magic or seek out its secrets! This course is built for you to explore and inspire, to experiment and to learn new skills that will help transform the industry and widen the unsuspecting eyes of a new audience in the future!



Preparing to start your course

Books:



If you are aiming to become a *concept artist* or *comic book artist*, then the old book by Andrew Loomis *Figure Drawing for All it's Worth* is still the go to book for many Universities and it includes how to understand muscle, anatomy, angles, and poses.

For innovation in the freelance world of **concept art** like the work by Pierre Lazarevic who integrates 3D digital models into 2D paintings then <https://www.artstation.com/> is a go to portal.

To see who is coming up in the **concept art** industry then go to <https://www.therookies.co>

If **animation** is your aim then the *The Animator's Survival Kit* by Richard E. Williams is a great reference book.



This book on stopmotion is a good starter - Stop Motion Filmmaking: The Complete Guide to Fabrication and Animation by Christopher Walsh.

If you think **model making** is your thing then the website run by David Neat is a great portal for tips, tricks and links to other makers in the industry <https://davidneat.wordpress.com>



For **prop making, SFX makeup and creatures** then Weta workshop based in New Zealand show case amazing work for film and TV having made their name on the Peter Jackson films of the Lord of the Rings (trilogy).

For **model makers and kit bashers** then Adam Savage is the man to go to at <https://www.tested.com>



Materials:

To start this course, you need to have a range of pencils – 2B, 3B, 4B, 6B and a pencil sharpener plus a 10 GB plus a memory stick or hard drive.

You may already have other things like fine liners or Wacom tablets which will help you develop more skills or sculpting tools but if you are yet to finally choose a focus then wait to join and try areas out.

Adobe software licences will be offered free when you join the course so access to industry software will be at your fingertips at home and at college.

Course Highlights from this academic year

This year has been very successful with exhibitions in Leonardo House of the MARS awards and group project produced by year one alongside the Dreadful Pie sculptures – all ending in a lovely exhibition on the 10th June. We were able to work on two group

projects for the MARS Equilibrium project as well as visiting EGX Eurogamer at EXCEL in London to see the new games releases and Indie productions for Steam. Those students who wanted to apply for university gained places at, Bournemouth, Bolton, University of the Arts London and Univeristy of Suffolk as well progressing into our own University campus on Graphic Communication – students chose model making, concept art for games, 3D for games, illustration, prop making, animation and comic book art as their areas of study. Students who have moved on to university or graduated are making a difference in this industry and George Rose from FBFX <https://www.fbfx.co.uk/> came to discuss his role as a graduate of our course later studying at Hertfordshire University and is now working in the industry on projects that include Halo and Star Wars. Previous graduates of the course have also been working on a project with Henry Driver called Silhouette <https://www.henrydriverartist.com/work.html> which is a game to be released later this year.



For your summer work, we want you to create your own pirate map! However, this is more about world building than it is treasure hunting. We want you to create an interesting and exciting map, that depicts a strange new world. It could be set on a different planet with it's own unique oceans and physics, maybe it's a world made of sweets and chocolate (like the candy kingdom from Adventure Time), or maybe it's an alternate timeline with humans using steampunk/cyberpunk technology. The point is, you have the freedom to create a world/map of your choosing- so make it something fun.

These maps will help to form your initial projects when you officially start the course in September, so try to make them as detailed and considered as you possibly can. If you're struggling to design the map, here are some references to look into:

Skyrim/Red Dead Redemption 2/ Adventure Time



https://adventuretime.fandom.com/wiki/Land_of_Ooo

<https://seaofthieves.fandom.com/wiki/Locations>

<https://www.thevintagenews.com/2018/01/02/piri-reis-map-of-1513/>

<https://www.youtube.com/watch?v=OR8CjIYwmXM>

<https://mikesrpgcenter.com/zelda3/maps.html> - Zelda

Deadline Date:

29th August 2024

Bring it on the first day of your new course during the Induction days on the 28th and 29th of August.

PIECES OF EIGHT – this is what we will be introducing on the taster day (24th June) – you need to make sure it is also done for the induction in August when you officially join the course.

PIECES OF EIGHT

Colonists in British North America were not allowed to mint money of their own, even though they often ran out of English coins to use in day-to-day business. Instead, they resorted to using whatever coinage they could get their hands on. The most common coin used during this time was the Spanish silver dollar, worth eight "Reales," a unit of currency in Spain.

Back then, coins were valued by their actual weight in gold or silver, not just on what they looked like. Spanish coins were preferred over other currency because they had a milled, or patterned edge, which prevented dishonest traders from shaving slivers off of the coins without being detected.

Unlike today, cutting money was not illegal. In fact, it was expected that to make change people literally cut the coins into eight pieces, or "bits." Hence, the British called the Spanish dollar a "Piece of Eight" (a coin worth eight pieces, or bits), and something valued at "two bits" cost a quarter of a dollar.

NOW WE WANT YOU TO CUT UP AND CREATE YOUR OWN PIRATE CURRENCY!

SELECT PARTS FROM THE PAGES WE'VE GIVEN YOU, CUT THEM OUT AND COMBINE THEM IN ORDER TO MAKE A NEW KIND OF STRANGE PIRATE MONEY!
EXAMPLE:

Cut and pasted back together.

Tracing over them.

CURRENCY TEMPLATES



If you have a Tumblr account, then please make a new blog and call it POEfirstnamesurname if you have not got a Tumblr then please set one up by going to <https://www.tumblr.com/login> and creating an account using a personal email address like your gmail (not a college one). Remember this can be called what you like i.e. Giantspiderblob because you can create new titles for each project inside this.

IMPORTANT – save email and password as if a precious tamgotchi that must be kept safe at all costs or it will starve!

Useful Websites

https://docs.google.com/presentation/d/16uR37r9mDbNL65fB8dmP71s4AGmVppJV_8DhGHKfpe8/edit?usp=sharing On this link are lots of websites or videos that could help you with project work or to decide on the specialism as we move into the course and through the workshops in term 1 and 2!

Staff Contact

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