

AAI

THE
AMERICAN ANIMATION INSTITUTE

CATALOGUE & CLASS SCHEDULE

SUMMER 2015

JUNE 8 - SEPTEMBER 12, 2015

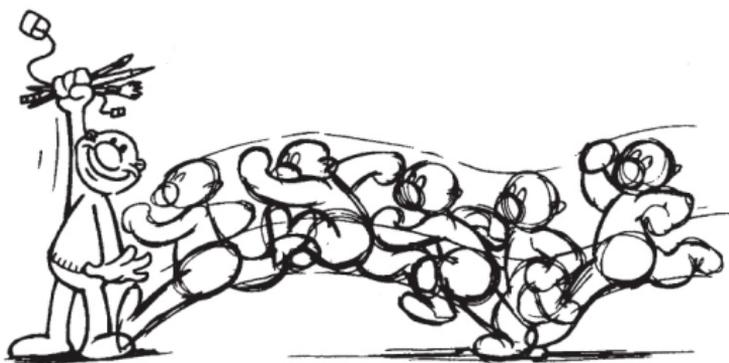


**Information and class reservations:
(818) 845-7000**

Offered by

**THE ANIMATION GUILD
and Affiliated Optical Electronic and
Graphic Arts, Local 839 IATSE**

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What is the AMERICAN ANIMATION INSTITUTE?

The American Animation Institute was founded in 1980 by The Animation Guild and Affiliated Optical Electronic and Graphic Arts, Local 839 IATSE, to further the art of animation through observation, demonstration, training and application. As the demand for computer skills increases, the need for basic artistic and technical skills is ongoing..

To help fill the demand for trained talent, the American Animation Institute offers a wide range of classes in various art disciplines. Unlike many universities and graduate art programs, AAI offers professional instruction in the fundamentals of drawing, composition, animation, storytelling and computer programs. Our goal is to provide a reasonably-priced education in the craft of animation, with classes taught by industry veterans who can offer “real-world” training geared to current industry conditions and demands.

In addition to classes for industry professionals, AAI offers introductory and intermediate classes for persons without previous professional experience who are seeking their first jobs in the animation business.

All of the Institute’s classes are offered at the Animation Guild headquarters building at 1105 N. Hollywood Way in Burbank, California. Our facilities include lecture rooms, an animation work room equipped with lightboards and facilities for photographing and viewing pencil tests, and a fully-equipped studio classroom for art classes.

Prerequisites

You must be eighteen years old and a high-school graduate to take AAI classes.

Accreditation

The AAI is not an accredited school.

Our classes are designed for people interested in animation, to augment their previous or current studies and/or experience in animation, fine arts or film. There is no curriculum of classes; students take as many classes as they wish in the areas of screen cartooning that interest them. Many students take the same classes over again to further sharpen their skills.

High-school graduates should be aware that most persons employed in this field have had some junior-college or college level art training. The Institute encourages college students to take its classes concurrently with their other studies.

Upon request, we will give letters of completion to students seeking employer reimbursement for class fees.

Getting hired

Our classes are neither a guarantee nor a prerequisite for employment. Finding a job in animation depends entirely on skill, talent, perseverance, presentation and luck. Although many graduates of Institute classes have gone on to careers in screen cartooning, the Institute is not a placement service and cannot recommend students to specific employers, Nor do we offer financial aid or housing assistance.

✓ Rebates

Active members in good standing of the Animation Guild qualify for a rebate of \$20.00 on classes marked with a ✓ in the catalogue. In order to receive a rebate you must attend at least ten of the twelve class sessions. Rebates will be mailed within a week after the last class session.

Class registration

Because of the great popularity of AAI classes and our somewhat limited facilities, most if not all of our classes are filled to capacity and closed to new enrollees at least one or two weeks before the first class session. **Do not expect to be enrolled in an AAI class if you have not followed the registration procedures exactly, especially regarding prompt payment.**

Reservations. Reservations for upcoming classes will be accepted by telephone or in person only; reservations will not be accepted by E-mail or U. S. mail. Reservations will be taken only at the dates and times listed on each class page.

The phone number for AAI information class reservations is:

(818) 845-7000

***Animation Guild member reservations:** Active members of the Animation Guild may reserve classes *for themselves only* on **May. 8, 2015** starting at 8:30 am. Inactive Guild members, members of other guilds or unions, and all others must reserve beginning May 11. Members who have not reserved their classes on May 8, must reserve with the non-members. *For information on becoming an Animation Guild member, see page 20.*

When you call, be prepared to give your name, email/telephone number and email address. The operator will not be able to answer questions or conduct any other business when taking reservations. If you have questions, please call (818) 845-7000 before the reservation date.

After you have called to reserve a place in the class, you must pay in full by the due date to guarantee your reservation and complete the registration process. Otherwise, your reservation will be cancelled.

Once the class is full, we will take names and phone numbers for persons to be put on a waiting list. After the reservation date, you may call (818) 845-7000 to check class availability.

Payment. You are not registered for a class until and unless you have paid for it in full. Do not pay for a class until and unless you have reserved a space by the procedures above.

All payments for Summer 2015 must be received at the AAI office on or before 5 pm on May 22, 2015. If your payment has not been received by the above deadline, your space will be given to the next person on the waiting list.

Payments may be made by mail or in person during office hours (Monday-Friday 8:30 am-5 pm). Payments must be accompanied by the enrolees' name, address, phone number, and the class being paid for.

Payments can be made by cash or check, made payable to the American Animation Institute or AAI; we do not accept credit cards.

Waiting list: After the due date for payment, any openings will be filled by persons who called during the reservation period and were put on the waiting list. We will contact persons on the waiting list in the order they called.

If you fail to follow the above procedures and do not get into a class, you will have to wait until the next semester and re-register to take the class. You must enroll through the AAI office to be accepted into a class. Teachers are not authorized to accept class payments, nor can they make exceptions to class registration or prerequisite requirements, which are not waived under any circumstances. Auditing of classes is prohibited.

Refunds: We will refund payments for twelve-week classes if the request is received before the day of the second class session. For classes of less than twelve weeks, refund requests must be received before the first class session.



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EVIL MANTA
 ANY SON - (CONT) ->

Animation Craft Classes

STORYBOARDING

Karl Gnass 36 hours Fee: \$200.00 ✓

12 Wednesdays, June 10 - Aug. 26, 7 pm-10 pm

To reserve for Storyboarding, call (818) 845-7000:

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

Principals of story structure and visual storytelling for television and feature animation.

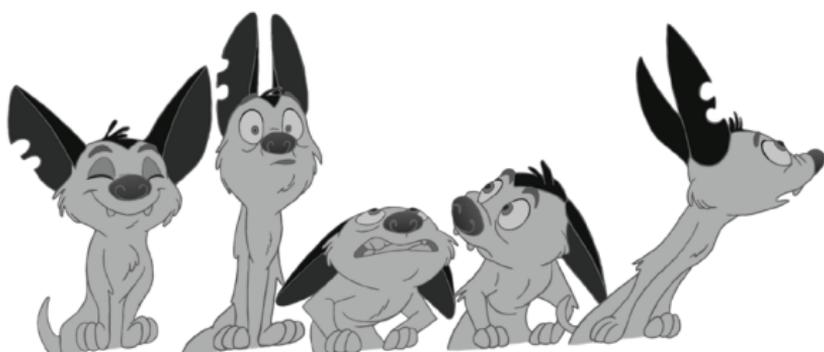
Exercises stress invention and creativity within the context of a given structure, story mechanics, continuity, staging, gag structure, character, etc. Three storyboard assignments cover a complete range of variables a story artist might encounter.

Some understanding of visual perspective is advised.

Materials: The only materials students need to bring to the first class session are a pencil and notebook. The teacher will discuss additional materials, which may be purchased from any local art supply store.

* see page 3

✓ see page 2



TRADITIONAL ANIMATION BASICS 1 AND 2: PENCIL AND PAPER

Alex Topete 24 hours **Fee: \$140.00 ✓**

12 Saturdays, June 13 - Sept. 12, 10 am-noon

Note: no class July 4 or Sept. 5.

To reserve for Traditional Animation Basics 1 and 2: Pencil and Paper, call (818) 845-7000:

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

This combined class focuses on in-between and assistant animation skills, guiding the student through the elements of solid drawing, gesture, silhouette, weight, timing, squash & stretch, overlap, follow-through, dialogue and more. Students of this class will be instructed in the principals of classic traditional (assistant) animation through custom tailored, hand-drawn exercises designed to enrich the skills of artists working or pursuing work in traditional or computer animation techniques and is applicable to CGI, Flash, Stop Motion and any other animation techniques used today and into the future.

* see page 3

✓ see page 2

Art Classes — Evenings

Except as noted, for any AAI art class please be prepared to bring the following materials to the first session: *Drawing board; large pad of newsprint paper; Prismacolor sepia or black pencil; knife or sharpener for pencil; clips for paper.* All of the above items are available at any art supply store.

HEAD, HANDS AND FEET DRAWING

Karl Gnass 36 hours **Fee: \$200.00 ✓**
12 Mondays, June 8 - Aug. 24, 7-10 pm

To reserve for Head, Hands and Feet Drawing, call (818) 845-7000:

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

This class will develop a subtle understanding of the construction of the head, hands and feet. This will include a study of the planes, forms and volumes and the structure of bones and muscle to show how they interact dynamically, creating action and character.



BELOW: Mark McDonnell RIGHT: Jon Messer

GESTURE DRAWING

Mark McDonnell 36 hours Fee: \$200.00 ✓

12 Tuesdays, June 9 - Aug. 25, 7-10 pm

To reserve for Gesture Drawing, call (818) 845-7000:

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

The class will help explain how to design and capture the essence of life through the knowledge of gesture drawing, increase observational skills and use basic design principles that will help to fuel the power of your imagination ... all of which are important and necessary skills to have in the animation, illustration and entertainment industries.



PERSPECTIVE

Jon Messer

24 hours

Fee: \$140.00

12 Mondays, June 8 - Aug. 24, 7 pm-9 pm

To reserve for Perspective, call (818) 845-7000 on or after:

Animation Guild members*

.....beginning May 8, 2015

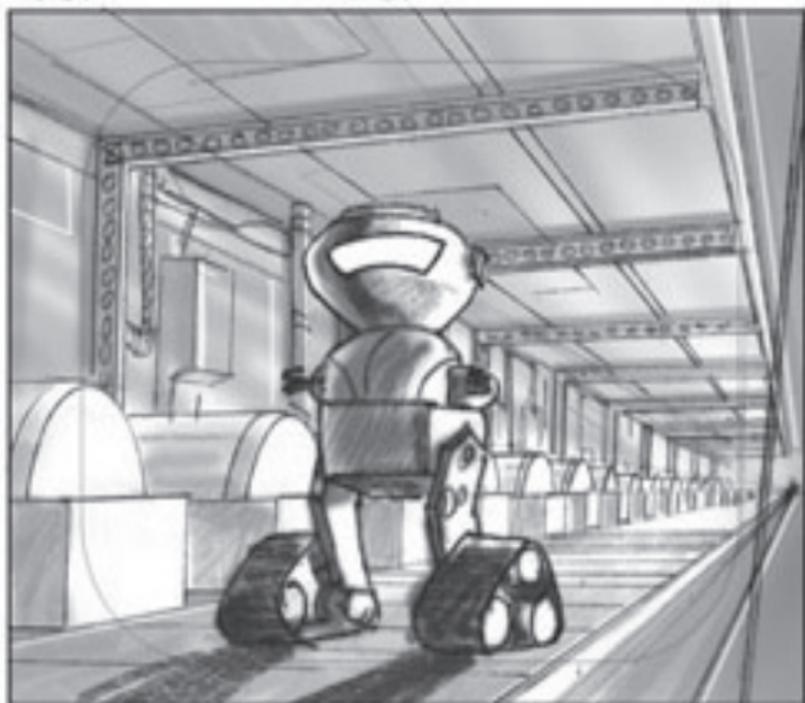
All others.....beginning May 11, 2015

Gain a working knowledge of perspective to enhance your sketching and storyboarding. This is a hands-on course covering quick and useful geometric methods that will help you draw believable and exciting views, objects and figures. Topics will range from the simple to the complex, with an emphasis on proper use of underlying concepts. All concepts will be explained fully, illustrated in class, and applied to interior and exterior scenes.

Materials list: 9"x12" drawing pad, 12" 30/60 degree triangle, Pencil and Eraser.

SC.

CUT BG.



ACTION

BELOW: Jon Messer RIGHT: Mark McDonnell

ENVIRONMENT DESIGN AND DRAWING

Jon Messer 36 hours **Fee: \$200.00** ✓

12 Tuesdays, June 9 - Aug. 25, 7-10 pm

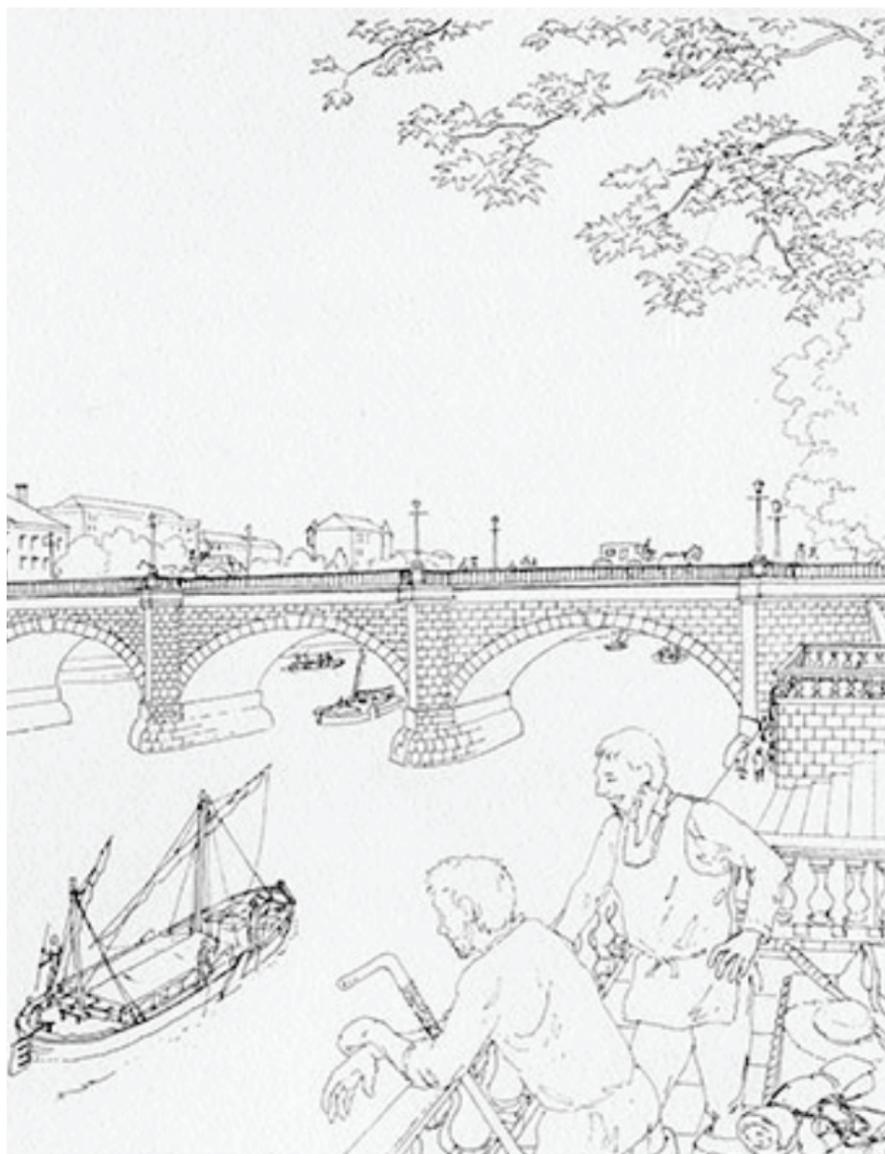
*To reserve for Dynamic Characterization, call
(818) 845-7000:*

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

Conceptual drawing for production design, background design and storyboarding. Subjects to include: fantasy architecture, realistic architecture, interiors and landscapes. basic perspective drawing ability required. Materials req'd: Sketch pad, 30/60 triangle (12"), pencils, eraser, marker (BW).



DYNAMIC CHARACTERIZATION

Mark McDonnell 36 hours Fee: \$200.00 ✓

12 Wednesdays, June 10 - Aug. 26, 7 pm-10 pm

To reserve for *Dynamic Characterization*, call
(818) 845-7000:

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

Growing out of Mark McDonnell's *Costumed Gesture Drawing Class*, "Dynamic Characterization" focuses on pushing the forms and gesture drawing in a more dynamic character-driven way. The focus on a more character specific gesture drawing will put your drawings in a setting that is supported and encompassing the story that is being told as well as a reliance on symbology and iconic shapes drawing the viewer into your drawings. This style of drawing is to help you get in tune with what the Animation and Entertainment Industry requires out of artists today. The primary focus will be centered on how to pull out the character within your design, design the character in a more shape-driven fashion and increase the expertise of understanding what makes a design/drawing appealing. Contact office for Supply List.



BELOW: Karl Gnass RIGHT: Will Weston

FUNDAMENTAL FIGURE DRAWING

Karl Gnass 36 hours **Fee: \$200.00 ✓**

12 Thursdays, June 11 - Sept. 3, 7 pm-10 pm

Note: no class July.2.

*To reserve for Fundamental Figure Drawing, call
(818) 845-7000:*

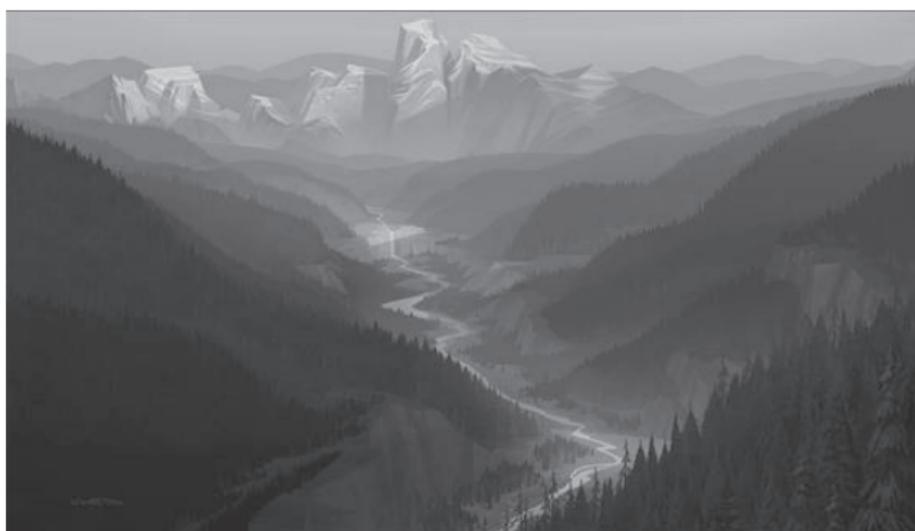
Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

A basic foundation class featuring figure drawing mechanics. Emphasis on description of form, quick sketch gesture and construction of volume and structure. The goal is to develop the ability to draw with skill and imagination. With lectures, demos and personal attention.





COMPOSITION FOR ANIMATION *WITH* INTRODUCTORY PHOTOSHOP PAINTING

Will Weston *21 hours* **Fee: \$130.00**

7 Thursdays, June 18 - August 6, 7 pm-10 pm

Note: no class July.2.

*To reserve for Composition for Animation with
Introductory Photoshop Painting, call (818) 845-
7000:*

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

1) This course combines a 4week of composition for animation class with a 3 week Photoshop Painting class. Students not interested in Photoshop may do an additional composition and still gain proficiency with lighting, atmosphere, and other issues related to painting.

2) We first address composition for animation. Critical film composition issues: character placement, depth, lighting, and emotion for story purposes are explained and practiced. Film composition applies to animation, game design, graphic novels, children's books, landscape painting and many forms of illustration. Well-designed compositions are the foundation of Photoshop painting.

3) Week 5, Intro Photoshop painting starts. Students paint using a simple professional Photoshop process that promotes individual growth as students become experienced. Students learn tone, color, atmospheric perspective, lighting and rendering techniques. It's

not critical for students to have experience with Photoshop, and students needn't be advanced in any way.

4) Students should have access to a computer with Photoshop. Students do not need a laptop. You will see how things are done in class and work at home. Any version of Photoshop is OK, and laptops are allowed in class.

Art Classes — Weekdays

All weekday classes include a thirty-minute lunch break.

HEAD AND FIGURE PAINTING

Karl Gnass 72 hours **Fee: \$350.00**

12 Mondays, June 8 - Aug. 24, 9:30 am-4 pm

*To reserve for Head and Figure Painting, call
(818) 845-7000:*

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

Close attention will be given to the fundamentals of anatomy, structure and form followed with emphasis on character, mood and action. We will examine and explore different theories of color, the value scale, direct and indirect light and procedures used by various artists throughout history. Finally, a discussion of personal approach, inviting the student to challenge established norms and limitations.



FIGURE DRAWING FROM TOP TO BOTTOM

Karl Gnass 72 hours **Fee: \$350.00**

12 Fridays, June 12 - Sept. 4, 9:30 am-4 pm

Note: no class July 3.

To reserve for Figure Drawing From Top To Bottom, call (818) 845-7000:

Animation Guild members*

.....beginning May 8, 2015

All others.....beginning May 11, 2015

Featuring fundamental to advanced techniques using various materials from Conte to brush-and-ink. We will cover key fundamental drawing concepts, structure, observing and organizing form, procedures and approaches, quick sketch, line of action, gesture drawing, line and contour, figure construction and anatomy, figure lay-in/compositional sketches, form and tone, understanding and describing difficult parts, the draped figure, advanced figure - long poses using the basic theories of modeling form, analysis of the old masters - composition and drawing techniques. With lectures, demos and personal attention.







BELOW: Karl Gnass

Where can I receive computer animation training?

Many artists seeking careers in computer-related fields have found our classes helpful in polishing their basic artistic and craft skills. Even with the industry emphasis on computer animation, most animation employers would rather hire a skilled and talented artist than a “computer virtuoso” lacking in basic artistic ability.

For further information on computer animation training in southern California contact:

Gnomon School of Visual Arts(323) 466-6663

LA Valley College - IDEAS Workshop
.....(818) 947-2453

Computer Graphics Master Academy (CGMA)
.....(800) 959-0316



Check out the websites of these AAI instructors:

- Karl Gnass: spirit-of-the-pose.com*
- Mark McDonnell: cre8tivemarks.com*
- Jon Messer: jonmesser.com*
- Alex Topete: elgrupoanimation.com*
- Glenn Vilppu: vilppustudio.com*
- Will Weston: willwestonstudio.com*



What other schools in southern California teach animation?

Virtually every southern California college with a fine arts and/or film production program offers animation classes. The AAI does not endorse or recommend any particular program.

The Animation World Network has the most comprehensive worldwide listings of animation schools, online at <http://schools.awn.com>.

Among the accredited college-level programs in the area are:

<i>Art Institute of Hollywood</i>	(818) 299-5100
<i>Art Institute of Los Angeles</i>	(310) 752-4700
<i>Art Institute of Orange County</i>	(714) 830-0200
<i>California Institute Of The Arts</i>	(661) 255-1050 x2242
<i>Cal State Long Beach</i>	(562) 985-4352
<i>Cal State Northridge</i>	(818) 677-2242
<i>Chapman College</i>	(714) 997-6765
<i>Laguna College of Art + Design</i>	(949) 376-6000
<i>Loyola Marymount University</i>	(310) 338-3033
<i>Mount San Antonio College</i>	(909) 594-5611
<i>Otis College of Art & Design</i> <i>Digital Media</i>	(310) 665-6989
<i>Academy of Entertainment Technology @</i> <i>Santa Monica College</i>	(310) 434-3700
<i>UCLA Animation Workshop</i>	(310) 206-8441
<i>University of Southern California</i>	(213) 740-3986
<i>Woodbury University</i>	(818) 767-0888

We also recommend contacting the junior colleges in your area for information on basic art classes such as life drawing.

Local schools that offer high-school-level classes in animation, cartooning and/or visual arts include:

<i>Rowland High School</i>	(626) 965-3448 x294
<i>Sierra Vista High School</i>	(818) 355-4908
<i>University High School</i>	(310) 914-3500
<i>Sheldon's Art Academy</i>	(818) 706-9444

What is the Animation Guild? How do I become a member?

The Animation Guild and Affiliated Optical Electronic and Graphic Arts, Local 839 IATSE, is a labor union representing the writers, artists, craftspersons and technicians involved in the making of animated cartoons and motion picture computer graphics. The Animation Guild administers the American Animation Institute.

The Guild has contracts with all the major animation studios in Los Angeles County. These contracts guarantee fair wages, hours, benefits and working conditions for Guild members.

To become a member of the Guild, you must get a job with one of the studios with which the Guild has a contract. It is not necessary to join the Guild as a prerequisite for getting a job at a unionized animation studio. A list of Guild shops is available on the Guild's website, or you can call the Guild office for a copy.

The initiation fee is two weeks' scale wages in the job category in which you are first hired. Dues are charged quarterly. When you are hired at a Guild shop, the studio will notify us and we will send you a statement with your initial balance, representing the initiation fee and dues for the current quarter. It will not be necessary to pay the entire amount at once; we will allow you to make reasonable payments towards the balance.

For further information, contact:

**The Animation Guild Local 839 IATSE
1105 N. Hollywood Way
Burbank, CA 91505-2528
phone (818) 845-7500 • fax (818) 843-0300
info@animationguild.org
http://www.animationguild.org**

THE AMERICAN ANIMATION INSTITUTE

1105 N. Hollywood Way
Burbank, CA 91505

between Chandler and Magnolia
Interactive map: tinyurl.com/new-tag-



*American Animation Institute
1105 N. Hollywood Way
Burbank, CA 91505-2528*

SUMMER 2015 AAI CATALOGUE

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