

THE AMERICAN ANIMATION INSTITUTE CATALOGUE AND CLASS SCHEDULE ❖ Fall 2010

September 7-December 4, 2010

Information and class reservations:
(818) 845-7000

Sponsored by the Animation Guild
and Affiliated Optical Electronic and
Graphic Arts, Local 839 IATSE



Tom Sito

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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 the animated cartoon in the United States through educational and other activities.

Despite ongoing uncertainties of employment in the animation field, as the demand for computer skills increases, the need for basic artistic and technical training 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, the Institute offers professional instruction in the “nuts and bolts” of screen cartooning. Our purpose 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.

What does the American Animation Institute offer?

As well as classes geared to industry professionals, the Institute offers introductory and intermediate classes for persons without previous professional experience who are seeking their first jobs in screen cartooning.

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 two 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.

What are the prerequisites for taking AAI classes?

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

Is the Institute accredited? Does the Institute offer degrees or certificates?

No. 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.

Will I be hired at an animation studio after I take the AAI classes?

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.

4 How do the class rebates work?

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.

How do I register for an AAI class?

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 pages 7-19.

The phone number for AAI information class reservations is:

(818) 845-7000

Note that effective summer semester 2008, the reservation and information phone numbers are the same.

***Animation Guild member reservations:** Active members of the Animation Guild may reserve classes *for themselves only* on **August 13, 2010** starting at 8:30 am. Inactive Guild members, members of other guilds or unions, and all others must reserve beginning August 16. Members who have not reserved their classes on August 13 must reserve at the non-members' date and time. *For information on becoming an Animation Guild member, see page 20.*

When you call, be prepared to give your name and daytime telephone number. 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 fall semester 2010 must be received at the AAI office on or before 5 pm on August 27, 2010. 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, in person during office hours, or in our mailslot after hours. Payments must be accompanied by the enrollees' 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. After office hours you can put class payments in the mail slot next to our front door.

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.

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>Academy of Entertainment Technology @ 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>Animation Creations</i>	(818) 501-1203
<i>Sheldon's Art Academy</i>	(818) 706-9444

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.

In addition to the schools listed on page 5, for further information on computer animation training in southern California contact:

Glendale College (818) 240-1000

Gnomon School of Visual Arts (323) 466-6663

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

Studio Arts..... (323) 227-8776

Weynand Training International (818) 995-1719



Check out the websites of these

AAI instructors:

Nicole Duet: nicoleduet.com

Karl Gnass: spirit-of-the-pose.com

Mark McDonnell: cre8tivemarks.com

Jon Messer: jonmesser.com

Rusty Mills: rustymillsanimation.com

Glenn Vilppu: vilppustudio.com

Will Weston: willwestonstudio.com



Animation Craft Classes

STORYBOARDING

Karl Gnass 36 hours Fee: \$180.00✓

12 Wednesdays, September 8-December 1,
7 pm-10 pm

Note: no class November 24

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

Animation Guild members*

..... beginning August 13, 2010

All others beginning August 16, 2010

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:
PENCIL AND PAPER**

Alex Topete 24 hours Fee: \$120.00✓

12 Saturdays, September 11-December 4,
10 am-noon

Note: no class November 27

To reserve for Traditional Animation Basics: Pencil
and Paper, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

This course focuses on in-between and assistant animation skills, guiding the students through the elements of solid drawing, gesture, silhouette, weight, timing, squash and stretch, overlap, follow-through, dialogue and more. Students will be instructed in the principles of classic traditional assistant animation through custom tailored, hand drawn exercises designed to enrich the skills of artists working in traditional or computer animation. Techniques are applicable to CG, Flash, stop-motion and other animation forms used today or into the future.

**ANIMATION ADDICTION - NO CURE
(INTERMEDIATE ANIMATION)**

Alex Topete and Mike Polvani 24 hours

Fee: \$120.00✓

12 Mondays, September 13-November 29, 7-9 pm

Prerequisite: Traditional Animation Basics 1

To reserve for Animation Addiction - No Cure
(Intermediate Animation), call (818) 845-7000 on
or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

Students can continue to refine their skills and develop their 2-D Animation Reel. The class will focus on various hand drawn exercises designed to challenge and enrich the skills of artists working in traditional or computer animation.

The course focuses on advanced in-between, assistant and rough animation, guiding the students through projects concerned with weight, change of expression, metamorphosis, walks, pantomime, dialogue and more. Tools required: paper, pencil, erasers and a mind interested in developing a greater artistic and less technical way of approaching the fine art of traditional character animation.

* see page 3

✓ see page 2

DREAM IT, PLAN IT, MAKE IT: MAKING YOUR OWN ANIMATED FILM

Rusty Mills 18 hours **Fee: \$135**

6 Wednesdays, September 8-October 13, September 8-October 13

To reserve for *Dream It, Plan It, Make It*, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

Wanting to make your own animated film? Need to animate a clip as part of a pitch? Is the software too costly to even get started? Is your schedule too full to work on your film? Do you just need support of other creative people to push you along the way?

Pull out those ideas and come join the Dream It, Plan It, Make It Workshop! We will explore ways that you can make that film through a structured process and with very little cost. Think of this as your film making support group.

Topics we will cover during the workshop.

- Planning my idea
- Streamlining my production pipeline
- Proving the process
- Materials needed
- Little or no-cost software
- Stretch my time to do the film

Participants are asked to bring their own laptop computer. If unable to bring a laptop students are welcome to bring their traditional materials and still receive support and handouts from the workshop.



Art Class — Weekends

DRAWING FOR COMPOSITION

Will Weston 20 hours **Fee: \$120.00**

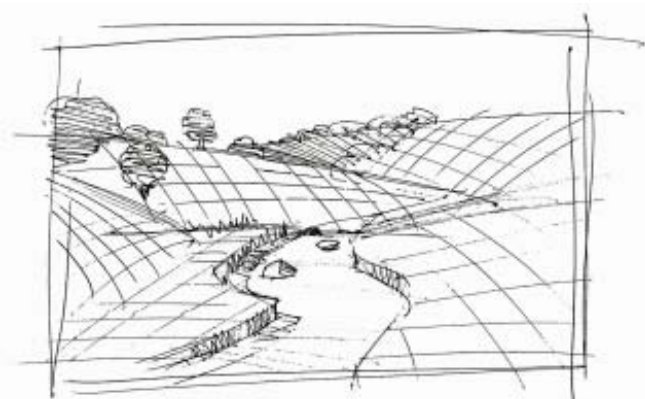
5 Saturdays, September 25-October 23, 1 pm-5 pm

To reserve for *Drawing for Composition*, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

The ability to draw objects (not just characters and figures) is critical to anyone interested in animation or figurative painting. Sketching processes and techniques with perspective are all addressed in the Drawing for Composition workshop, so it is an important course for those interested in developing this critical skill. For people interested in animation careers, this is also a good portfolio-building workshop.

This is an on location drawing class. We meet at the first week at the union to introduce basic drawing processes and discuss materials, then spend the next four class sessions in the field. The weekly progression will be from organic objects to more mechanical objects with each new location. To speed individual development, homework assignments will be suggested but not required. Dress appropriately for outdoor settings, and modest entrance fees are required at most locations.



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: \$180.00✓**

12 Mondays, September 13-November 29, 7-10 pm

To reserve for Advanced Life Drawing, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

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.

GESTURE DRAWING

Mark McDonnell 36 hours **Fee: \$180.00✓**

12 Tuesdays, September 7-November 23, 7-10 pm

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

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

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.

* see page 3

✓ see page 2

PERSPECTIVE

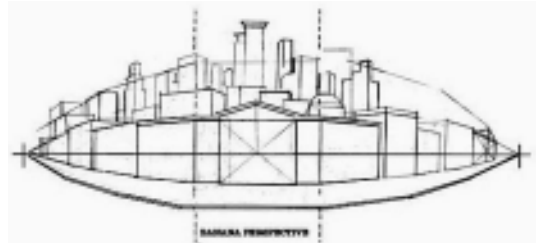
Jon Messer 24 hours **Fee: \$120.00**

12 Tuesdays, September 7-November 23, 7 pm-9 pm

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

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

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 required:** 11"x14" paper, #2 or #2H pencil, 12" 30/60 triangle.



COLOR AND COMPOSITION

Nicole Duet 36 hours **Fee: \$180.00**

12 Wednesdays, September 8-December 1, 7 pm-10 pm

Note: no class November 24

To reserve for Color and Composition, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

A color workshop focusing on the basic visual and aesthetic interactions of color. Topics covered include color perception and intensive practice in mixing color. Special focus on color harmony and learning to use color to create effects of luminosity, depth and atmosphere in a painting. Students may work in their choice of gouache and/or colored paper to create composition studies from master reproductions and photographs. **Call for a supply list.**

LIFE DRAWING

Karl Gnass 36 hours **Fee: \$180.00✓**

12 Thursdays, September 9-December 2, 7 pm-10 pm

Note: no class November 25

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

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

A basic foundation figure drawing class. Emphasis on fundamentals of seeing and describing form. Procedures used in quick sketch, construction and fundamentals of volume and structure. The goal is to develop the ability to draw with skill and imagination.

Materials: *see page 12*

COMPOSITION FOR ANIMATION AND FILM

Will Weston 15 hours **Fee: \$90.00**

5 Thursdays, September 16-October 14, 7 pm-10 pm

To reserve for Composition for Animation and Film, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

This class addresses visual storytelling techniques and compositional requirements for animation, childrens' books and graphic novels. Students often take the seminar more than once, so it functions as an introductory and intermediate course simultaneously. This seminar uses lectures, presentations, assignments and in-class critiques. Reasonable drawing skills are suggested. **Supply list available at www.willwestonstudio.com.**



DIGITAL PAINTING WITH PHOTOSHOP

Will Weston 12 hours Fee: \$80.00

4 Thursdays, October 28-November 18, 7 pm-10 pm

To reserve for Digital Painting With Photoshop, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

This seminar introduces students to Photoshop painting and to concepts required to compose and design the lighting for a painting. Photoshop is simplified to accommodate the beginning Photoshop painter, providing a solid foundation from which to expand as experience allows. Handouts with examples providing guidance for continued learning after the seminar are provided. Students must have access to a computer with Photoshop loaded. Laptops may be brought to class, but are not required.

General working knowledge of Photoshop is required, as is general knowledge of composition and drawing. **Supply list available at www.willwestonstudio.com.**



Art Classes — Weekdays

All weekday classes include a thirty-minute lunch break. **Materials for weekday classes: see page 12**

HEAD AND FIGURE PAINTING

Karl Gnass 72 hours Fee: \$300.00

12 Mondays, September 13-November 29,
9:30 am-4 pm

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

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

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.

BASIC FIGURE DRAWING AND ANATOMY

Glenn Vilppu 60 hours Fee: \$280.00

12 Tuesdays, September 7-November 23,
10:30 am-4 pm

To reserve for Basic Figure Drawing and Anatomy, call (818) 845-7000 on or after:

Animation Guild members*
..... beginning August 13, 2010
All others beginning August 16, 2010

Classical figure drawing, with discussions of the application of anatomy to drawing.

BELOW: Nicole Duet RIGHT: Karl Gnass

PAINTING THE STILL LIFE

Nicole Duet 48 hours Fee: \$240.00

12 Thursdays, September 9-December 2, 10 am-
2:30 pm

NOTE: No class November 25

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

Animation Guild members*

..... beginning August 13, 2010

All others beginning August 16, 2010

Painting from the still life is one of the most quietly rewarding ways for students of all levels to develop the skills of a painter. This class covers fundamentals of paint handling and color mixing, and how to create the illusion of light, form and atmosphere. Students learn to see the setup with the eyes of a painter; as a world of color, value, shape, and edge relationships. Special emphasis will be given to the study of color harmony, composition, and the effects of colored light sources. Experimentation and the development of individual vision and expression is encouraged. This class offers five hours of painting per day and can provide either an in depth introduction to oil painting or a deepening of the student's understanding as a painter. Demonstrations and individual attention will be given. **Call for supply list.**



FIGURE DRAWING FROM TOP TO BOTTOM

Karl Gnass 72 hours Fee: \$300.00

12 Fridays, September 10-December 3, 9:30 am-
4 pm

NOTE: No class November 26

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

Animation Guild members*

..... beginning August 13, 2010

All others beginning August 16, 2010

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.



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:

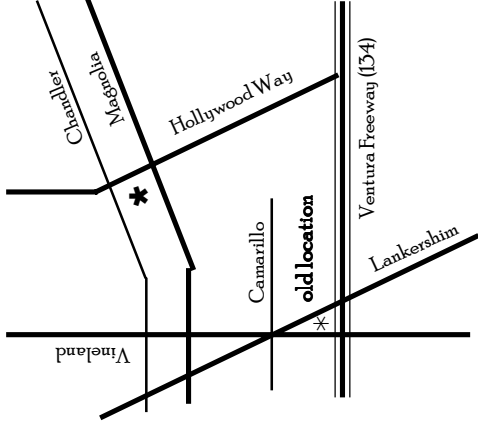
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info@animationguild.org
http://www.animationguild.org

THE AMERICAN ANIMATION INSTITUTE

***1105 N. Hollywood Way**
Burbank, CA 91505

between Chandler and Magnolia

Interactive map: tinyurl.com/new-tag-hq



American Animation Institute
1105 N. Hollywood Way
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FALL 2010 AAI CATALOGUE

First Class Mail
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