

AAI

THE
AMERICAN ANIMATION INSTITUTE

CATALOGUE & CLASS SCHEDULE

Fall 2018

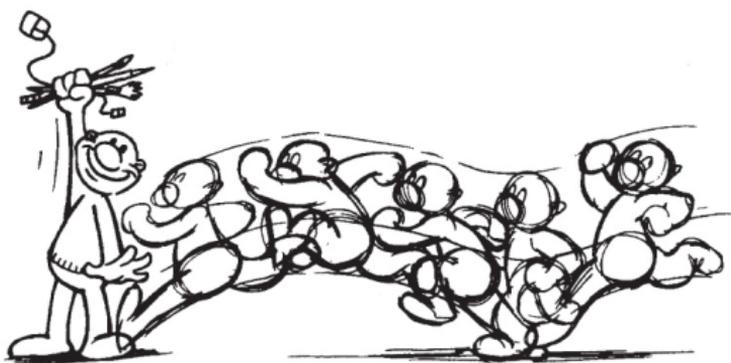
September 10 - December 14, 2018



**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 - NOW ONLINE

Many of the AAI classes are in high demand and quickly fill to capacity once registration opens. **Do not expect to be enrolled in an AAI class if you have not followed the registration procedures exactly, especially regarding prompt payment.**

Reservations: **ACTIVE** members of the **Animation Guild** can reserve classes *for themselves only* by calling our office on **August 10, 2018** starting at 8:30 am.

The phone number for AAI class reservations (for members only, on **August 10**) is (818) 845-7000.

Members who have not reserved classes by August 10th must reserve with the general public through the online registration form.

For the GENERAL PUBLIC, reservations for upcoming classes will now be accepted only through an online registration. The form to register will be available starting at 8:30 am on **August 13th**. This will be the only way to reserve a spot in a class.

The link for AAI class registration will open on **August 13th** (general public) and you can find it on the following website:

Animationguild.org >> Menu Button >>
American Animation Inst. >> Registration

Be prepared with your First and Last Name, Phone Number and Email Address, and the names of the classes you'd like to register for.

Online Registration Information:

You must submit a new form for each class. Once you press submit for your first class, you will see a link to "Submit Another Response", this link will take you to a blank form where you can register for another class. We suggest you create a priority list for classes you're interested in. We anticipate the classes will fill up quickly.

You will receive an email within 10 minutes of submitting your form stating whether you are enrolled in the class or you've been placed on the waiting

list. (Note: If you don't receive a response within 10 minutes, first try refreshing your email program before calling our office.) If you have been enrolled, payments will be due into the office by 5pm on **August 24**. If your payment arrives after this time, we will not be able to accept it and you will lose your spot in the class. Those on the waiting list will be notified by email as space becomes available. Do not pay unless you receive notice from us. Everyone who registers after a class is full will be put on the waiting list. To find out your position on the waiting list, send an email to aai@tag839.org.

Payment. You are not fully enrolled in a class until we receive your payment.

All payments for Fall 2018 are due by 5 pm on August 24, 2018.

Payments may be made by mail or in person during office hours (Monday-Friday, 8-30 am to 5 pm). Payments must be accompanied by the enrollees' name, address, phone number, and the name of the class(es) for which you are paying.

Payments can be made in person by CASH, CHECK or CREDIT CARD. Please make checks payable to the American Animation Institute or AAI. We do NOT take credit cards online.

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.



Animation Craft Classes

THE ART OF STORYBOARDING

David Chlystek 36 hours Fee: \$200.00 ✓

12 Wednesdays, Sept. 12 - Dec. 12, 7 pm - 10 pm

Note: no class Oct. 31, Nov. 21.

Reservations for Storyboarding begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

Storyboarding. It is the lifeblood of film making. An art form unlike any other.

Anyone, from an expert draftsman to someone who can barely draw stick figures can be a great storyteller.

This class will demystify and explore the art of storyboarding. It will explore in depth the skills necessary to crafting a great storyboard.

Composition, Editing, Camera Movement, the Juxtaposition of images, Camera Lenses. It does not matter if the student wishes to work in animation, film or television, ALL of these disciplines are important, vital to the psychology of a scene, the “emotions” of the audience. These essential skills will be covered in depth in this class. Students will learn why a camera move can either make or destroy a “moment” in a film.

Whether you are a seasoned veteran, or interested newcomer. Master draftsman or barely able to draw a stick figure, all will gain from taking this class. One does not have to have a laptop or software to take this class, but it is encouraged to know either Photoshop or ToonBoom, as these are animation industry standards. Lectures will take place on first week, with second week being devoted to critiquing small assignments passed out the week before.

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.

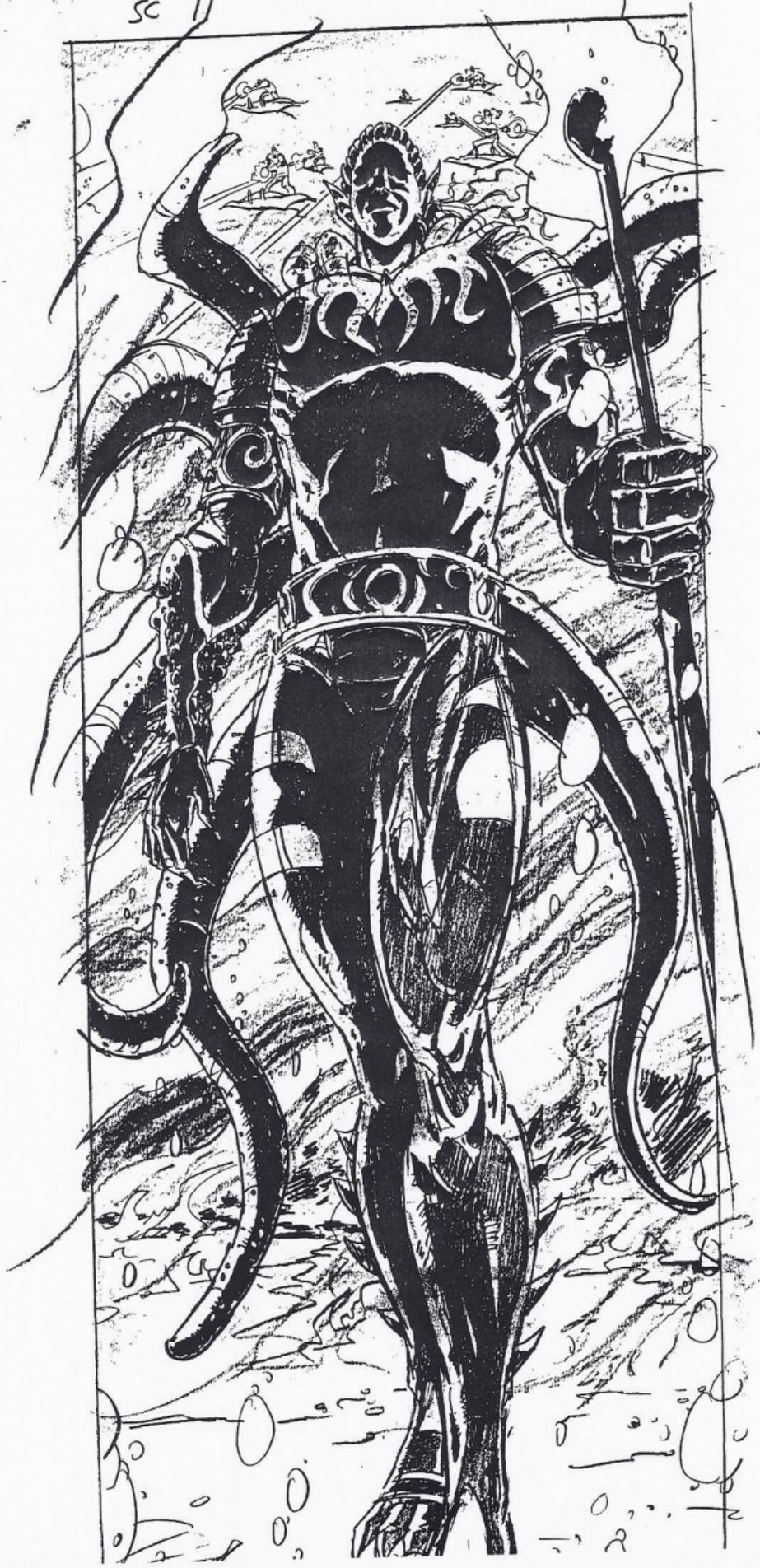
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TRADITIONAL ANIMATION BASICS 1 AND 2: PENCIL AND PAPER

Alex Topete 24 hours Fee: \$140.00 ✓

12 Saturdays, Sep. 15 - Dec. 8, 10 am-noon

Note: no class Nov. 24.

*Reservations for Traditional Animation Basics 1
and 2: Pencil and Paper begin:*

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

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, Sep. 10 - Dec. 3, 7 pm - 10 pm

Note: no class Sept.17.

Reservations for Head, Hands, and Feet Drawing begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

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 the bones and muscles to show how they interact dynamically, creating action and character.

The instructional book, “Head Shot,” by Karl Gnass is a required manual for this class. If you don’t have this book you can purchase it the first day of class from the instructor. It’s also available on amazon.



BELOW: Jon Messer RIGHT: Mark McDonnell

PERSPECTIVE

Jon Messer 24 hours **Fee: \$140.00**

12 Mondays, Sep. 10 - Nov. 26, 7 pm - 9 pm

Reservations for Perspective begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

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.



GESTURE DRAWING

Mark McDonnell 30 hours Fee: \$170.00 ✓

10 Tuesdays, Oct. 2 - Dec. 11, 7 pm - 10 pm

Note: no class Nov. 25.

Reservations for Gesture Drawing begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

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.





DRAWING THE FOLDS OF STREET CLOTHES & COSTUME

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

12 Wednesdays, Sep.12 - Dec. 12, 7 pm - 10 pm

Note: no class Oct. 31, Nov. 21.

*Reservations for Drawing The Folds Of Street
Clothes & Costume begin:*

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

We'll be drawing with clear-cut ideas on the active folds, observing and exploring how they work and participate in expressing action. We'll address the confusions, cover the role of passive folds, wrinkles, design and shape, and costume as character.



FUNDAMENTAL FIGURE DRAWING

Karl Gnass

36 hours

Fee: \$200.00 ✓

12 Thursdays, Sep.13 - Dec. 6, 7 pm - 10 pm

Note: no class Nov. 22.

Reservations for Fundamental Figure Drawing begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

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.



BELOW: Will Weston RIGHT: Karl Gnass

COMPOSITION FOR ANIMATION & FILM

Will Weston *15 hours* **Fee: \$100.00**

5 Thursdays, Oct. 4 - Nov. 1, 7 pm - 10 pm

Reservations for Composition for Animation & Film begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

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.



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, Sep. 10 - Dec. 3, 9:30 am - 4 pm

Note: no class Sept. 17.

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

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

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.



BELOW: Glenn Vilppu RIGHT: Karl Gnass

ACTIVE ANATOMY

Glenn Vilppu 50 hours Fee: \$300.00

10 Tuesdays, Sep. 11 - Nov. 13, 10:30 am - 4 pm

Reservations for Active Anatomy begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others..... beginning Aug. 13, 2018

This class will focus not just on the names of the bones and muscles, but also the way their forms change as the figure moves and how to effectively describe this using drawing tools. Each week's lecture will focus on a particular part of the figure applying the lecture and demonstrations in the class drawings. Students will receive weekly email handouts featuring Glenn Vilppu's drawings and videos recorded in class.



FIGURE DRAWING FROM TOP TO BOTTOM

Karl Gnass

72 hours

Fee: \$350.00

12 Fridays, Sept. 21 - Dec. 14, 9:30 am - 4 pm

Note: no class November 23.

Reservations for Figure Drawing From Top To Bottom begin:

Animation Guild members*

..... beginning Aug. 10, 2018

All others.....beginning Aug. 11, 2018

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.



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

Concept Design Academy (CDA).....(818) 669-4657

*Los Angeles Academy of Figurative Art
(LAAFA)*.....(818) 708-9232

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>Los Angeles Academy of Figurative Art</i> <i>(LAAFA)</i>	(818) 708-9232
<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.

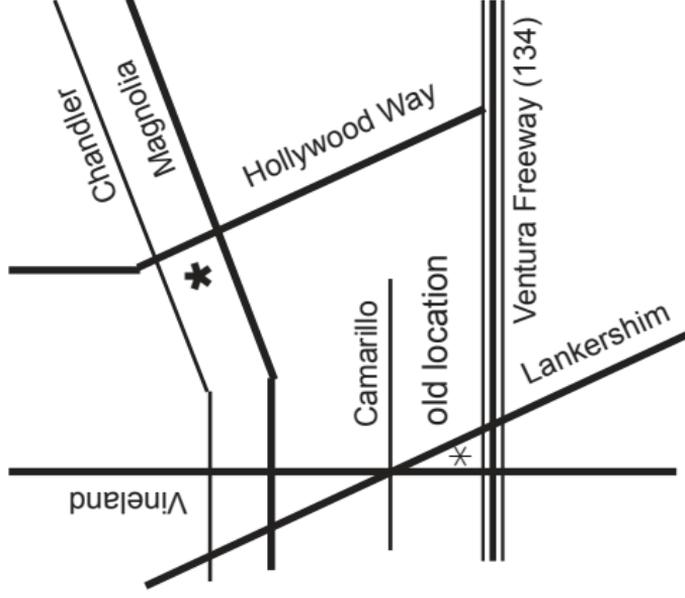
For further information, contact:

**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-hq



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

FALL 2018 AAI CATALOGUE