



• KALAMAZOO ANIMATION FESTIVAL INTERNATIONAL •

Kalamazoo Valley Community College

PRESENTS...



KAFI 
ACADEMY

SUMMER WORKSHOPS 2009

All workshops take place at Kalamazoo Valley Community College's Center for New Media Center for New Media • 100 E. Michigan Avenue • Downtown Kalamazoo



KALAMAZOO VALLEY COMMUNITY COLLEGE

**KAFI ACADEMY BROCHURE
SUMMER 2009**

Introduction to Video Game Development (Workshop Number: 109)

June 29- July 2; 9:00 am- 2:30 pm

Instructor: Joe Sparks

Students will learn the fundamentals of video game design and acquire hands on experience with relevant tools including 3D Studio Max (Autodesk), Photoshop (Adobe), and Torque Game Engine Advanced (GarageGames). The course will introduce students to low-poly modeling, texturing, and how to import art assets into a game engine. Students will combine these techniques to create a fully functioning game environment.

Suggested Ages: 14 & up / Fee: \$175

Animation I: Fundamentals (Workshop Number: 209)

July 13- 16; 12:00 – 5:00 pm

Instructor: John Wagner

This class will cover common animation fundamentals such as timing, weight, squash & stretch, and slow-in & slow-out. More specifically, it will teach students to implement these principles into their work with 3DS Max (Autodesk). Animation I will provide the student with a solid knowledge of 3DS Max and prepare them to enter Animation II.

Suggested Ages: 14 & up / Fee: \$175

Animation II: Production (Workshop Number: 309)

July 20- 23; 12:00 – 5:00 pm

Instructor: John Wagner

Part 2 in this series teaches students commonly used techniques for creating 3D characters, environments, props, etc. These techniques will include but are not limited to: 3D modeling, texture creation/implementation and high-poly detailing. When finished with this class, students will have a solid understanding of the production pipeline used for generating 3D scene assets with as little time as possible.

Suggested Ages: 14 & up / Fee: \$175

Animation III: Putting It Together (Workshop Number: 409)

July 27- 30; 12:00 – 5:00 pm

Instructor: John Wagner

The final class in the 3D Animation series allows the student to create up to a one minute animated film using the techniques they acquired in the previous classes. New techniques introduced into this class will be: special effects mapping, particle systems, camera work, lighting, rendering, and adding sound.

July 28 – August 1; 1:00 – 5:00 pm

Suggested Ages: 14 & up / Fee: \$175

Guerilla Filmmaking (Workshop Number: 509)

July 6- 9; 9:00 am – 4:30 pm

Instructor: John Wagner

Participants will learn the basics of shooting and editing for the screen, and how to break down a scene into a series of shots. We will go over the basics of video production, including shot composition, storyboarding, titles, and more. Then, attendees will have the opportunity to create a short video using MiniDV cameras, boom mics, and iMovie software.

Suggested Ages: 11 & up / Fee: \$275

Filmmaking: The Cutting Room Floor (Workshop Number: 609)

July 27- 30; 9:00 am – 4:30 pm

Instructor: Tom Ludwig

Take your video production skills to the next level! Students will learn advanced shooting, lighting, and editing skills that you can use to make your work look great. As part of the workshop, students will learn Final Cut Pro, a professional-level video editing package, and will edit their projects using this software. Students should come on the first day with an idea for a video to be produced during the week.

Suggested Ages: 11 & up / Fee: \$275

Audio Lab (Workshop Number: 709)

June 22- 25; 9:00 am – 1:00 pm

Instructor: Aubrey Hardaway

When there is nothing on the radio, what do you do? Create your own show! During this workshop, we will play and manipulate audio to tell stories, create podcasts, and even make music. Give yourself a

chipmunk voice or turn your voice into a monster's. There is loads of fun to be had in the world of Audio. At the end of the workshop we will create an exhibit that showcases a great audio show!

Suggested Ages: 9 & up / Fee: \$150

Character and Comic Lab (Workshop Number: 809)

June 29- July 2; 9:00 am – 1:00 pm

Instructor: Aubrey Hardaway

What makes a good game, a great movie, a fun comic strip? Characters we enjoy and a great story. In this workshop, students will have the opportunity to create and design characters of their very own. Along with designing how characters look, we will also explore how to create life and personality in a 2D drawing. How does one tell a story in 6 panels? Using some of the great techniques of the professional character developers, each student will develop interesting characters that could very well be in the next great animated feature, video game, or graphic novel. At the end of the workshop, we will showcase our Characters in a special comic strip exhibit.

Suggested Ages: 9 & up / Fee: \$150

Squash and Stretch Lab (Workshop Number: 909)

July 6- 9; 9:00 am – 1:00 pm

Instructor: Aubrey Hardaway

Every great animator started off with a bouncing ball. The joy of seeing your drawings move begins here with this workshop. This workshop is for any young artist who wants to learn how animation works and how to create it using the elements of a ball. Students will learn how to make flip books as well as an animated short in the form of a DVD. It may start off as a circle on a paper, but by the end of the week, it will be a ball that bounces, rolls, and dances.

Suggested Ages: 9 & up / Fee: \$150

Claymation Creation Lab (Workshop Number: 1009)

July 13- 16; 9:00 am – 1:00 pm

Instructor: Aubrey Hardaway

Not all animation is pen and ink or computer animation. Some of it is on tiny little sets with characters made out of clay. During this workshop, students will have the chance to learn how to animate in clay and construct characters like Coraline, Wallace and Gromit, and Jack Skellington, which were all created using this method. At the end of the workshop, each animator will have a copy of their character and its animated short in the form of a DVD.

Suggested Ages: 9 & up / Fee: \$150

Stop Motion Lab (Workshop Number: 1109)

July 20 – 23; 9:00 am – 1:00 pm

Instructor: Aubrey Hardaway

This workshop is intended for young animators who like to think outside the toy box. Each day we will explore different ways to make animated shorts using all sorts of different objects. As a team, we will create stop motion movies using some of our favorite toys. At the end of the workshop, we will showcase our finished project in a feature presentation.

Suggested Ages: 9 & up / Fee: \$150

Graphic Novel and Comic Art Foundations I (Workshop Number: 1209)

June 22-25; 1:00- 5:00 pm

Instructor: Kenjji Marshall

This class explores the foundations of creating comic/graphic novel stories. During this class, students will develop characters, create storylines and character sheets, develop ideas for a short form story, and prepare the ideas for production. Students will go through the creative process of developing a cast for their story, outlining the ideas for a short story, and rendering the styles, costuming and environments for their story. The class will concentrate on hands-on drawing skills and conceiving during class time, and drawing outside of class as well. Students will also prepare their ideas and develop the scripts for producing the comics. Critiques of student work during the class times will help students learn about collaborative process and working with teams. At the end of this class, each student will have a "style guide" for the production of their own comic short form story.

Suggested Ages: 13 & up / Fee: \$150

Graphic Novel and Comic Art Production II (Workshop Number: 1309)

June 29-July 2; 1:00 – 5:00 pm

Instructor: Kenjji Marshall

Students will produce a 4 page story focusing on taking the concepts developed in the first week and

committing them to final form. They will learn traditional comic art methods for penciling, inking, lettering, and introductory computer coloring techniques. Students will work in class and on their own time to complete this short story within the week of this class, so good work habits are a must! The goal is to produce a professional grade story with ideas provided on publishing and self-publishing your work. Suggested Ages: 13 & up / Fee: \$150

KAFI Academy 2009 Instructors

Aubrey Jewel Hardaway returns for her second summer with the KAFI Academy Workshops after having so much fun last year! She is now the Adjunct Instructor at the Center for New Media in the world of media arts and 2D animation. With her own art company, Aubrey Jewel Arts (aubreyjewel.com), she incorporates video, photography, fine art, illustration, and graphic design into an eclectic creative mix. Aubrey also teaches art and technology to kids from the ages of 3 to 14. She has a BFA in Time-Based Media Design from Columbus College of Art and Design and loves to experiment with new ways to be creative.

Tom Ludwig is an award-winning filmmaker and arts educator who has been making films for 39 years, and teaching for 22 years. He has worked as an editor, screenwriter, and director of photography on feature films and commercials in Detroit, Chicago and Los Angeles, and as a producer, director, camera-person, and editor on promotional videos. Tom teaches film and video production for the Education for the Arts program in Kalamazoo Michigan, and Film Interpretation at Western Michigan University. His documentary, *A Long Strange Trip*, premiered last year at The Little Theatre on the Western Michigan University campus.

Kenji Marshall is an award winning illustrator whose works have been featured in the NY Times, the Orlando Weekly, MetroTimes, the Japan Times, and other publications. He recently won a prize in the Grosse Pointe Artists Association's Caricature show, and regularly appears at Metro Detroit's summer festivals. Kenji's art has appeared in art galleries and exhibits worldwide. He has previously taught Cartooning & Caricature at the College for Creative Studies, the Flint Institute of Arts and the YMCA. Currently his work is exhibited at the Flint Institute of Arts. Kenji was recently awarded a grant from the Creative Capital Foundation and previously won a grant from the Xeric foundation for his comic book, *WitchDoctor*. Find more information and art at www.Kenji.com.

Joe Sparks is a faculty instructor at KVCC's Center for New Media in the Animation and Video Game Art department. He has worked as an Art Director at an Advertising Agency in Downtown Kalamazoo. He also participated in the KAFI Cartoon Challenge during the 2002 and 2003 festivals. Joe has a BFA from Savannah College of Art and Design in Computer Animation.

John Wagner is the award winning producer of the documentary "Swarm and Destroy," as well as other short films. He is a native of Kalamazoo, where he currently manages the technology lab for Education for the Arts. John holds a BFA in Digital Cinema from Northern Michigan University and has over 12 years of filmmaking experience.

REGISTRATION INFORMATION:

Registration forms are available at www.gokafi.com/events/summeracademy.php or call (269)373-7934 to have one mailed to you. Follow the instructions carefully for check or credit card payment. KAFI will send your workshop confirmation via email/phone after payment is received. You will receive additional information shortly before the beginning of each registered workshop.

DISCOUNT: If you register for three or more workshops, there will be a discount of \$50 off the total cost of the workshop fees. For example: the individual fees for Animation I, II, & III are \$525, but with a \$50 discount the new total is \$475.

TAKE HOMES & RECEPTIONS: All students will take home their final work in hard copy or on DVD. Every workshop or series ends with a reception and exhibit, screening, or open play of the final project for family and friends.

KAFI Academy, Center for New Media, KVCC

P.O. Box 4070 • Kalamazoo, MI 49003-4070

(269) 373-7934 • FAX: (269) 373-7929

Website: www.gokafi.com/events/summeracademy.php

Email: KafiAcademy@kvcc.edu