ITMO UNIVERSITY

Art & Science Winter School

ANIMATION AND DIGITAL ART

Online

January 23-30

COURSE DESCRIPTION

The course aims to teach students the basics of animation, its history and the creation of students' own 3D art project.
The results can be used in different narrative forms such as the implementation of real-time graphics that can lead to the presentation of their projects into a virtual exhibition or a screening of their works.

REQUIRED PROGRAMS AND SKILLS:

A MID RANGE COMPUTER FOR 3D GRAPHICS, UNITY AND MAYA

NO PROGRAMMING SKILLS NEEDED

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PROGRAM AND DATES

DATES: JANUARY 23 - 30

DURATION: 8 DAYS / 3 HOURS A DAY

- Brief history of animation
- Why turn the inanimate to animate
- Introduction to 3D modeling
- Texturizing
- Basic Rigging
- Animating
- Photogrammetry
- Cinematographic storytelling
- Integration with real/time graphics (Unity)

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THE SPEAKER

ETHAN AVILLA

Born in Mexico City, Ethan has always been attracted to any form of art, which lead him to pursue a bachelor's in Tec de Monterrey, where he completed the Animation and Digital Art program. In 2020 graduated from the Art&Science master's program at ITMO University.
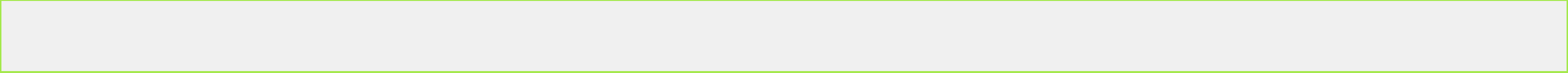Ethan has taken part in several exhibitions since 2016 including Ars Electronica Pangardenia project (2020). He has also made several short films, both animated and live-action, Digital art, and experimental music.

23-30

FEES

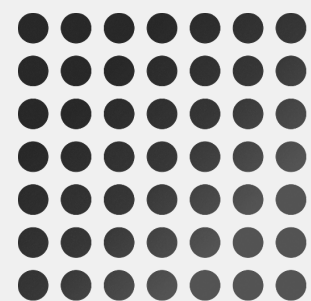15,000 RUR (~ 160 euro)

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QUESTIONS?
COMMENTS?

Join Telegram chat

We created a chat where you can ask your questions and communicate with other participants

You can join the chat via QR code

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