

# ANOMALIA

PROFESSIONAL TRAINING & NETWORK IN 3D ANIMATION

HELPING YOU SURVIVE IN THE HARD WORLD OF CG ANIMATION



3D CHARACTER ANIMATION  
**BOOT CAMP**

[www.anomalia.eu](http://www.anomalia.eu)

# ANOMALIA BOOT CAMP 2014

HELPING YOU SURVIVE IN THE HARD WORLD OF CG ANIMATION

Since 2008, ANOMALIA has been the advanced 3D character animation training and networking summer event, during which it brings together CG animation artists and top animation supervisors to maximise their animation capacity and develop further their respective reels, skills, inspiration for advanced creative animation career, forming new collaborations and helping animators to survive in the hard and highly competitive world of CG animation.

**Respected professional animation supervisors** have developed a new advanced program together to help CG animators:

**Mike Belzer** (VALVE)

**Neil Helm** (PIXAR)

**Jason Schleifer** (DREAMWORKS)

**Keith Lango** (VALVE)

**Kenny Roy** (ARCONYX)

Through a series of professional courses focusing on advanced 3D character animation all held at a castle in a beautiful Litomyšl, Czech Republic, ANOMALIA gives talented CG animators and animation filmmakers the opportunity to engage and combine all needed aspects for successful long term growth in just one summer.

★ **Small and effective classes**,  
*relaxing and unlimited time for Work N' Study  
experience with necessary attention.*

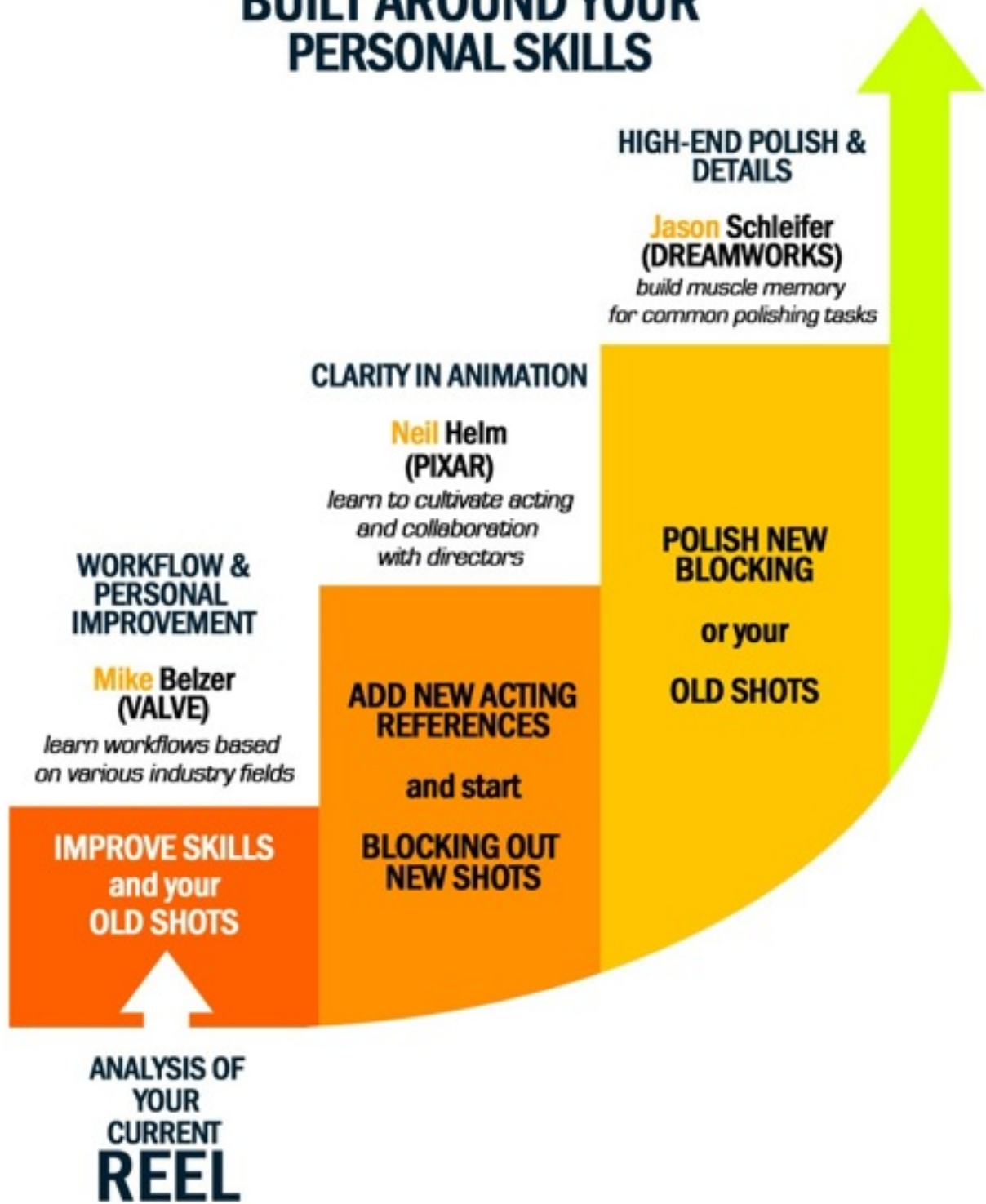
★ **On a personal level with top**  
*animation supervisors from the most successful  
world studios. 1 on 1 collaboration beats the  
online training by any means.*

★ **Unique, intensive and dedicated**  
*cultural place to escape everyday life.*

★ **Sharing and networking** *during  
summer time building personal relationships so  
necessary in the long run.*

# BOOT CAMP

## BUILT AROUND YOUR PERSONAL SKILLS



# 3D CHARACTER ANIMATION BOOT CAMP

with

Mike Belzer (VALVE)

Neil Helm (PIXAR)

Jason Schleifer (DREAMWORKS)



- **WORKFLOW AND PERSONAL IMPROVEMENT class #1**  
**with Mike Belzer (VALVE)**

This class is geared to those who not only want to improve their work but also come to have a better understanding of the animation industry. The various fields of animation require different skills and understanding of what is expected. Whether it is in film, games, commercials, VFX or TV. Too often people learn animation and they have the impression that they are ready for any animation job out there.

The outline of the course [HERE](#)

14 to 25 July 2014.



**PLAY VIDEO**



- **CLARITY IN ANIMATION class #2**  
**with Neil Helm (PIXAR)**

In a professional setting typically the identity of a character has already been determined. However you may not know how to ask questions of a lead/supervisor/director when notes are given to better understand what they are looking for. Once armed with these weapons of describing, visualising, and interpreting information about a character, it will help you better obtain clues that will help you be successful in executing those notes.

The outline of the course [HERE](#)

28 July to 8 August 2014.



**PLAY VIDEO**



- **HIGH-END POLISH AND DETAIL class #3**  
**with Jason Schleifer (DREAMWORKS)**

Give the animators the tools to understand what it takes to finesse and polish a shot - both the technical skill and the art of knowing how far to go.

The outline of the course [HERE](#)

11 to 22 August 2014.



**PLAY VIDEO**





## CARTOON ANIMATION PRODUCTION

with a legendary  
animator, director, producer, lecturer and entrepreneur  
**KEITH LANGO**  
(Valve)



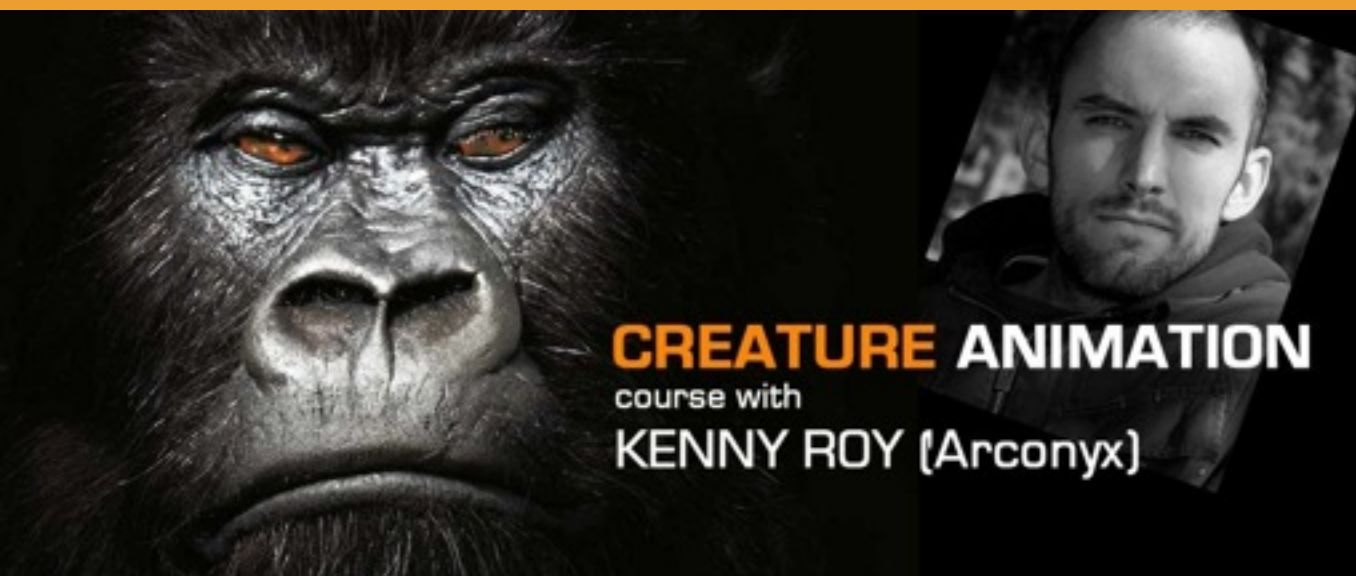
- **CARTOON ANIMATION PRODUCTION lab #4**  
with **Keith Lango (VALVE)**

Join a team of animators and work together with Keith Lango on a short film in 10 days. Learn to think as an independent producer / filmmaker. Keith will deliver lectures on developing appropriate animation style, story development, production, team management and share his 20+ years of experience to show a way for independent filmmakers. Keith will teach professionals how to make smart production choices to produce an independent CG project on a budget, time and under hard limitations.



25 August to 5 September 2014.

▶ [PLAY VIDEO](#)



- **CREATURE ANIMATION course #5**  
with **Kenny Roy (ARCONYX)**

Creature animation pervades the industry. Wild characters from insects to aliens show their snarling faces in animation from TV commercials to feature films and everywhere in between. This course will walk students through the workflow of creating dynamic, exciting creature animation and teaching them how to work with live action plates.

The outline of the course [HERE](#)



8 to 19 September 2014.

▶ [PLAY VIDEO](#)

**ANOMALIA is designed for and open to CG animators:**

- self-taught
- animation graduates with 3D character animation foundations
- aspiring junior and junior animators,
- professional character animators
- character animation trainers

**PRE-REQUISITE**

European CG animators applying for ANOMALIA are expected to have previous experience in 3D Character Animation and having working knowledge of Autodesk Maya.

**SCHOLARSHIPS**

The course fees and further information available at [\*\*www.anomalia.eu\*\*](http://www.anomalia.eu), while a limited number of scholarships for accommodation and travelling expenses are available for eligible candidates.

The application deadline  
**April 15, 2014**

If you are interested, fill in the application form at  
[\*\*www.anomalia.eu/anomalia-courses/register/\*\*](http://www.anomalia.eu/anomalia-courses/register/)



**Mike Belzer**, first, he made a career in stop motion animating such icons as Gumby and the Pillsbury Doughboy, as well as such films as „Nightmare Before Christmas“ and „James and the Giant Peach.“ Then, in 1993, he got his first taste of CGI at Pixar and LIKED IT!! For almost 12 years, he worked at the Walt Disney Animation Studios on such projects as „Walt Disney’s Dinosaur“, „Kangaroo Jack“ , „Meet the Robinsons“, and „Bolt“. Now, he’s working at the coolest game studio on the planet (VALVE) making games.

**Neil Helm** studied at Savannah College of Art and Design between August 2005 – May 2008. Did an internship at Pendulum Studios, which is a small animation studio producing high-quality game cinematics, commercial, and short films. In June 2008 joined PIXAR Animation Studios where he works on memorable films ever since. His filmography includes features such as UP, Toy Story 3, Cars 2, Monsters University as well as short films Toy Story of Terror, Hawaiian Vacation, Tot Spots and Flight Lessons.



**Jason Schleifer** is currently the Head of Character Animation on Dreamworks Animation’s latest animated film *Mr. Peabody and Sherman*. Previously, he was Head of Character Animation on the 2014 Short film *Rocky and Bullwinkle* and the 2010 animated picture *Megamind* and a Supervising Animator on *Night of the Living Carrots* and *Madagascar: Escape 2 Africa*. Schleifer has animated on *Madagascar*, *The Madagascar Penguins in a Christmas Caper*, *Over the Hedge*, and *Shrek the Third*. Prior to his career at Dreamworks Animation, Schleifer had extensive involvement at Weta Digital beginning as a Creature Technical Director, and later animating on *The Lord of the Rings Trilogy*. Taught courses on character animation and mentored animation students.

**Keith Lango** has worked on icons of childhood (Mickey Mouse & GI Joe), singing vegetables, space traveling penguins, Oscar nominated films, commercials, top tier game cinematics and features. Along the way he has made a few short films. He is also one of the best mentors of animators, and his tutorials that are internationally known & utilised. If you are an Animator you need to know this guy! His experience stretches from studios such as Big Idea, Reel FX, DNA Productions, Blur Studio, and currently Keith is at Valve in Seattle.



**Kenny Roy** started his career in 1998 as a dustbuster on the animated film, *Marco Polo: Return to Xanadu*. From those humble beginnings, he’s gone on to animate some of the most memorable characters on screen. In 16 years, Kenny has animated for TV shows, pilots, commercials, games, web, ride films and feature films, with his most notable credits being *Scooby Doo 2*, *Garfield* and *King Kong*. In 2006 Kenny founded Arconyx Animation Studios, LLC in Los Angeles, Calif. The boutique studio caters solely to character projects, and has found major success pleasing high-profile clients from Mattel to MTV, Nike to Nickelodeon, Saban to Sci-Fi Channel. Along with running Arconyx,

ANOMALIA SHORT FILM ANIMATED IN 10 DAYS IN 2012

[HTTPS://VIMEO.COM/59657957](https://vimeo.com/59657957)

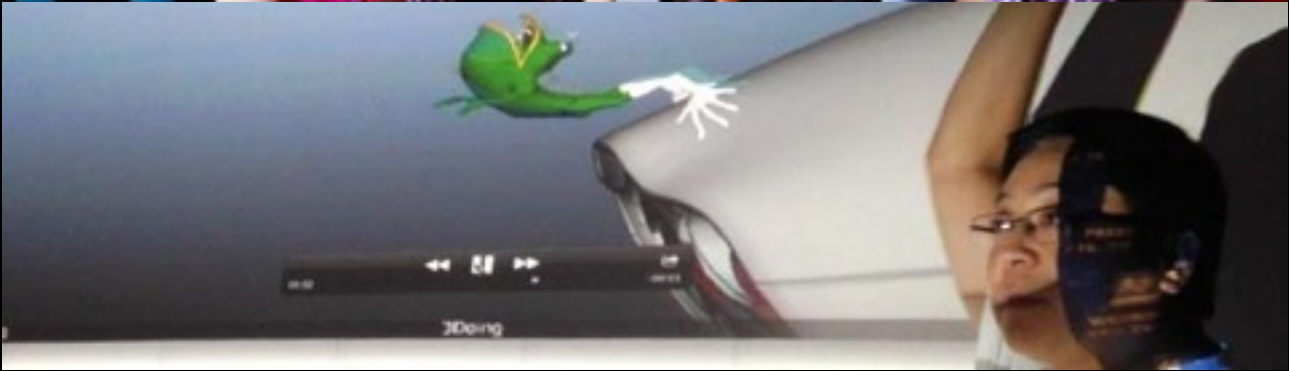


DOCUMENTARY FILM COVERING SUMMER 2012

[HTTPS://VIMEO.COM/61470166](https://vimeo.com/61470166)







# TESTIMONIALS

## SINIŠA MATAIČ, CROATIA

I'm an animator from Croatia. My area of expertise is 2D animation, so that's why I decide to attend ANOMALIA, so I can learn and work in 3D field. I have to say that animation as a growing industry is getting more and more demanding and animators have to get able to easily move from one position to another.

That's why I had wonderful experience working with the best professionals in the industry in ANOMALIA courses. Learn from their experience, but also meet other professionals from Europe that attended the course, connect with them and make a larger network for possible future jobs.

I have to put special attention on Short film making class, where real studio environment was created. I personally worked on eight short films, but I never had this kind of learning experience in short amount of time. It was a unique experience and I harvested a lot of animation, but also story telling skills, which I am transferring on all of my new tasks.

Every animator who wants to work in this highly competitive, highly demanding industry of animation, needs to prepare himself the best he can, and that's what ANOMALIA is offering. From particular advance topics to real stressful work environment. I would recommend this courses for everyone who wants to compete with the best in the industry.

## CARLO LOFFREDO, ITALY

ANOMALIA production course is a unique experience that merges the feeling of a real production pipeline with the fun of sharing ideas and obstacles along the way of making a short film with fellows instructors and animators. It is like being part of a family that aims to reach top level quality of work.

Positive attitude, dedication and passion are keys to keep the creative process going.

For me it was an important step in my animation career, being inspired by instructors lectures and other animator's work. Sharing, that is the key.

ANOMALIA production course gave me an opportunity to literally test myself about how I behave under a deadline pressure, late nights work and mostly fun.

I felt very motivated on job seeking after ANOMALIA, it helped me to really believe in myself.

Sometimes you get discouraged and thinking about giving up all of your goal career and dreams.

## JAMES THOMPSON, UK

Ever wanted to be trained by Pixar or Valve animators/ TD's!, well at ANOMALIA you can for 2 weeks! and at a great price.

I went last year for advanced rigging and it was amazing. You're taught for 2 weeks in a small group of about 20 so this isn't some big conference where you're getting a lecture sat at the back of a big hall, this is 1 on 1 help!

It is set in the beautiful town of Litomyšl which will become your home for 2 weeks where you can play sports and eat at some great places with your instructors and students! so not only is this a great place to learn your profession but you get the unique chance to socialise with these incredibly talented people and students who by the end will be good friends.

Czech is a great place to visit and the food and accommodation are very affordable. Most online courses would be a few hours a week, only online interaction and calls a large amount, while at ANOMALIA you get 1 on 1 help from the industry's best, beautiful environment, 2 weeks of intensive learning and all for a very affordable price!

(The flight, 4 days exploring Prague, 2 weeks accommodation and food in Litomyšl actually cost less than if i was to stay at home)

So check it out now as its a life changing opportunity

**Bohemian Multimedia spol. s r.o.**

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**producer**

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**3BOHEMIANS**  
WHAT IS YOUR STORY??

Autodesk  
A|W Graph

