

ANIMATION

***Training Character Animators & Artists
for Film, TV & Gaming***



LEADERS IN EDUCATION FOR MORE THAN 20 YEARS



SOUTHSEAS
FILM, TELEVISION & ANIMATION SCHOOL

POINTS OF DIFFERENCE

- The school is a **fully equipped film production facility**, and includes a film studio, sound recording suite (incl. ProTools) & Avid editing suites, lighting & audio equipment. These are utilised throughout the training, for filming animation and effects reference, recording character voices, foley & sound fx and even working with editors in post-production, to cut & tweak short animation projects
- We run the **most comprehensive character animation programme in NZ**, with in-depth practical training in character performance and facial animation. We develop & use our own custom 3D rigs
- The course is **taught by industry professionals**, with extensive experience in film, games & television
- We **focus on character and story driven animation & production artwork**
- Limited classes of 16, means **more opportunity for 1-1 with tutors & greater access to resources**



CURRICULUM OVERVIEW

There are 8 modules covering all aspects of animation.

Each module builds on the core skills of Character Animation & Story Art. 'More Kung Fu Panda than Transformers', 'More Ponyo than South Park'

Year 1

- 3D Character animation: Body mechanics, acting, gesture & attitude
- Effects Animation: Fire, Fluids, Smoke, & fundamental FX techniques
- 3D modelling, texture painting & procedurals, lighting & rendering
- Digital image tools, compositing, editing
- Clean-up: digital & final-line drawing, & digital rotoscoping
- Drawing, character design, composition & colour, anatomy

Year 2

Year 2 is all about professional skill development. Training includes:

- Layout & Entertainment Design. Develop design & 3D production art skills
- Story Art & Character: Staging for story, advanced animation shots, facial animation
- Short film project: Work as a team and also develop individual strengths
- Create your own demo-reel. This is your ticket to the industry!
- **Opportunity for internships** Each year we select suitable students for internships



Monster Truck - Ryan Lewin

Character

www.south

“ It’s been great, ...
like living a dream.
Big Thanks!”
- Vincent Kuysadi



Vincent Kuysadi now
at Kinema Studios

CAREER OPPORTUNITIES

- Game Asset Artist:** building characters props & vehicles for games
- 3D Character Animator:** animating characters for films and television & games
- Effects Animator:** animating fx sequences e.g. explosions, fire, water, magic
- 3D Modeler:** create 3D models for characters, creatures, vehicles and props
- 3D Texture Artist:** developing materials e.g. skin, clothing, etc.
- Storyboard Artist:** drawing storyboards for animated tv series & live-action films
- Environment Design or Layout Artist:** key locations for animated films & gaming
- Concept Artist:** concept design for games, animated & live-action film & tv productions
- Flash Animator:** general animation production using Flash for tv & web
- Digital Paint Artist:** painting characters, backgrounds & props
- 2D Character Animator:** hand-drawn animation specialist
- Clean-up Artist:** final line drawing specialist for 2D animation
- Pre-viz Artist:** 3D staging & shot planning for film & television
- ...and many more.

ABOUT OUR GRADUATES

“ They have the focus, attitude and
skillset that is just what our industry
wants and needs.”

- Glen Real, Producer at Yukfoo

All artwork by South Seas students



- William Paton (Now at Yukfoo)

southseas.co.nz

Environment - Trevor Dedekind

“The South Seas Animation course was the best education experience I ever had.”
- Andy Smirnov

Course Aims

1. To provide the animation industry with graduates who have a high level of practical industry recognised professional animation skills.
2. To deliver training modules that incorporate fundamental animation skills with current production procedures, for use in film, tv, gaming and entertainment platforms.
3. To encourage an understanding of how animation tools including increasingly updated software, can be combined with creative skills, to achieve high quality animation.
4. To foster an understanding of the importance of ongoing artistic development, software and technological developments, industry trend awareness, and the need to pro-actively seek and nurture creative inspiration.



Graduate Nick Barber - 3D Animator at Oktobor

Course Entry Requirements

- Course is open to all New Zealand and International students.
- NZ applicants must be 17 years or older and preferably completed secondary school studies.
- International applicants must be 18 years or older, completed the equivalent of secondary school studies and have comprehensive English language skills equivalent to IELTS level 6:0.
- All applicants must complete a course application form, (preferably online) provide necessary documents and submit a portfolio of relevant drawings.

SOUTH SEAS FILM, TELEVISION & ANIMATION SCHOOL

Address: Unit 3/75 Ellice Road, Glenfield, Auckland

Tel: 09-444-3253 Email: info@southseas.co.nz

facebook

www.facebook.com/SouthSeasNZ

NZQA category 1 provider. Student loans & allowances available.

www.southseas.co.nz

