ANIMATIONMENTOR®

The Online Animation School ®

CATALOG
2023 -2024

ANIMATION MENTOR ®
The Online Animation School ®

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Welcome to Animation Mentor

Animation Mentor offers Animation classes and workshops taught by a team of over 100 working professionals from Pixar Animation Studios, DreamWorks Animation, Weta Digital, and Industrial Light & Magic to name a few.

It all starts with our world-class partnerships with animation professionals, studios, and software developers. These partnerships — along with our dedicated, industry-focused curriculum — help prepare you for a career in the animation industry. This is where you learn how to thrive in the studio production environment, using our state-of-the-art, patent-pending AMP™ studio production pipeline in tandem with professional studio workflows.

That's our story. Now get ready to tell yours.

See you on campus,
Bobby Beck, Shawn Kelly, and Carlos Baena

Cofounders, Animation Mentor

Realize Your Dreams

In 2005, Animation Mentor was the first to offer a world-class animation education online. Now, more than ever, you can count on that same great experience with our proven mentorship educational model, a global campus that's always on, thousands of hours of educational content, and our commitment to providing you with the most personal and fulfilling learning experience on the planet—all designed to help you, the artist, reach your full creative potential.

No Walls

Here, we have broken all boundaries and barriers to educational access. No longer are you required to turn your schedule upside down to be personally mentored by a professional animator. Animation Mentor brings top professionals who are currently working at nearly every major studio right into your home.

Whether you live in London, Tokyo, Albuquerque — or anywhere in between — you suddenly have the same opportunity to learn animation or visual effects as those living next door to the hottest studios in the industry. Armed with a computer, an internet connection, and the willingness to learn, you will have access to the best possible animation education with a click of a mouse.

Our Founders

Carlos Baena

While at Pixar, Carlos worked on *Cars*, *Wall-E*, *Ratatouille*, *Toy Story 3*, *The Incredibles*, and more. Currently he's working on independent projects and short films, including La Noria.

Bobby Beck

Before co-founding the school, Bobby worked at Pixar, Tippett, and Walt Disney Feature Animation. He animated for *Finding Nemo*, *Monsters Inc.*, and *The Incredibles*, and is currently the CEO of Animation Mentor.

Shawn Kelly

Shawn currently works a Lead Animator at Industrial Light & Magic, where he's been for more than 20 years! He's worked on *Avengers: Infinity War*, *Jurassic World*, *Pacific Rim*, and *Rango* just to name a few.

Our Mentors

More than 500 Film Credits Combined

Students at Animation Mentor can choose from the most studio-diverse roster of professional animators at any educational institution in the world – we have over 50 mentors on our faculty! Animation Mentor pioneered the concept of mentor-led, online education. Students in our animation program develop one-on-one relationships with experienced professionals who work at the best studios around the globe. Mentors lead instruction in small, intense classes with no more than nine students and provide students with critical, up-to-the-minute insights on the industry, studio best-practices, technology tips and workflows. You don't need to relocate to get an education from world-class animators. Using our cutting edge, proprietary technology, our mentors provide live instruction, offer invaluable feedback, and build lasting relationships with their students.

Choose Your Mentor

Admissions Process and Policies

Note: The Admissions Process and Policies apply to our Animation Program.

The Admissions Process

- Students must complete an admissions application online at https://www.animationmentor.com/character-animation-application/.
- Please allocate 10-15 minutes to complete the application.

Important Notes:

- To be considered for acceptance into Animation Mentor, students must complete the admissions application
- Be at least 18 years of age
- Understand conversational English
- Students must also meet all minimum equipment and supply requirements

Enrollment

Important Notes:

- Class space is limited.
- Students will be enrolled on a first-come, first-serve basis based on class availability. Registration opens approximately 9 weeks prior to the term start. Register early to secure your preferred section day and time.

Notice Concerning Transferability of Credits and Credentials Earned at Animation Mentor

- The transferability of credits you earn at Animation Mentor is at the complete discretion of an institution to which you may seek to transfer.
- Acceptance of the courses you complete you earn in any Animation Mentor offering is also at the complete discretion of the institution to which you may seek to transfer.
- If the courses you complete that you earn at this institution is not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Animation Mentor to determine if your credits or completed courses will transfer.

Student's Right to Cancel

- A student has the right to cancel his or her Enrollment Agreement, without any penalty or obligations during the Cancellation Period.
    - The Cancellation Period is outlined in your Enrollment Agreement as any time prior to your first scheduled class.
    - After the end of the Cancellation Period, students also have the right to withdraw from school at any time (see the Withdrawal Section).
    - Cancellation may occur when the student provides a written notice of cancellation by submitting a support request on the Support Portal.
- If the Enrollment Agreement is cancelled prior the student's first scheduled class, the student has the option to HOLD or REFUND his or her funds paid to date.
    - **HOLD:** The school will HOLD all money the student has paid to date
    - **REFUND:** The school will charge all non-refundable fees and then REFUND the remaining money paid to date
- The REFUND will be paid within 45 days of receipt of the student's notice to cancel.

Withdrawal from the Program
Note: Withdrawal Policy may differ per Animation Mentor offering.

- Students may withdraw from Animation Mentor at any time after the Cancellation Period (described above) by filling out a "Withdraw from Class" form.
- After the expiration of the Cancellation Period, tuition and fees are non-refundable.
- Any money the student has paid will be pro-rated and held on account for use by the student within the next two future Terms offered.
- Holds will be pro-rated according to the number of class Sessions attended by the student.
- Students will not be entitled to a HOLD after the completion of 60% of any individual class (Wednesday - 7th Week of the Term).
- Held funds that are not used within the next two future Terms offered, are no longer redeemable.

Dismissal Policy
The institution may terminate a student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; accruing absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to the school.

Animation Mentor Policies and Procedures

Administrative Offices

Animation Mentor is headquartered at 15 W 38th St, 10th Floor, New York, NY 10018. Normal business hours are Monday through Friday, 9:00am – 5:00pm Pacific Time.

Holiday Schedule

While the online aspect of the school is available to students 24 hours a day, the Animation Mentor administrative offices observe holiday in the United States and are closed on the following days:

2023

- Monday, January 2, 2023 - New Year's Holiday
- Monday, January 16, 2023 - Martin Luther King Day
- Monday, February 20, 2023 - Presidents Day
- Monday, May 30, 2023 - Memorial Day
- Monday, June 19, 2023 - Juneteenth
- Tuesday, July 4, 2023 - Independence Day
- Monday, September 4, 2023 - Labor Day
- Monday, October 9, 2023 - Indigenous Peoples' Day
- Friday, November 10, 2023 - Veterans Day
- Thursday - Friday, November 23 - 24 , 2023 - Thankgiving Holiday
- Monday, December 25, 2023 - Christmas Day

2024

- Monday, January 1, 2024 - New Year's Holiday
- Monday, January 15, 2024 - Martin Luther King Day
- Monday, February 19, 2024 - Presidents Day
- Monday, May 27, 2024 - Memorial Day
- Wednesday, June 19, 2024 - Juneteenth
- Thursday, July 4, 2024 - Independence Day
- Monday, September 2, 2024 - Labor Day
- Monday, October 14, 2024 - Indigenous Peoples' Day
- Monday, November 11, 2024 - Veterans Day
- Tuesday - Wednesday, December 24 - 25, 2024 - Christmas Holiday

Please visit the Academic Calendar for in depth information on holidays, registration, and payment deadlines.

Attendance

- Students will be able to access the lectures on their own time at their convenience.

- Each session lecture is viewable an unlimited amount of times after its initial debut until the end of class.

- Students are expected to view the lecture, complete the assignment, and upload it by the allotted due date.

Important Notes:

- Each weekly assignment is due no later than 12:00 p.m. Pacific Time on Sunday of every week.

- New weekly sessions begin on Sunday at 12:00 p.m. Pacific Time.

- Mentor feedback is typically given by the Wednesday of the following week. Attendance in the live Q&A will give students the personal touch of meeting their mentor and fellow students "face-to-face." The live Q&A will take place once each week.

Vacation Policy

If you are planning to miss a Q&A or an assignment, alert and work with your mentor directly regarding any school work. We do not advise taking a vacation during a term.

Student Progress Monitoring Policy

Animation Mentor notifies individual students of their academic progress through the provision of ratings on a scale of 1 to 5 on a weekly basis. At the conclusion of each course, the student will recieve a pass or fail rating.

- Students are expected to upload their weekly class session assignments no later than 12:00 p.m. Pacific Time on Sunday for grading.

- To successfully complete a course, a student must complete each class requirement.

Note: Policy extends to all Animation Mentor offerings. (Workshops not included)

Student Complaint Procedures

A student may lodge a complaint directly with Animation Mentor by communicating orally or in writing to any teacher (mentor), administrator, or counselor. The recipient of the complaint shall transmit it as soon as possible to the School Director to resolve complaints. If the student orally delivers the complaint and the complaint is not resolved either within a reasonable period or before the student again complains about the same matter, Animation Mentor shall advise the student that a complaint must be submitted in writing and shall provide the student with this written summary of Animation Mentor's complaint procedures.

If the student complains in writing, Animation Mentor shall, within 10 days of receiving the complaint, provide the student with a written response, including a summary of Animation Mentor's investigation and deposition of the student's complaint. If the complaint or relief requested by the student is rejected, the response will include the reasons for the rejection. The student's participation in the complaint procedure and the deposition of the student's complaint shall not limit or waive any of the student's rights or remedies. Any document signed by the student that purports to limit or waive

the student's rights and remedies is void.

Note: Policy extends to all Animation Mentor offerings.

Visa Services

No student visa services will be provided at this time.

A Message from the School Administration

Prospective students are encouraged to visit the school's website, www.animationmentor.com, and to discuss personal educational and occupational plans with the school's personnel prior to enrolling or Terms and Conditions agreements.

Animation Mentor currently does not have available sponsored programs, government or otherwise, to provide grants or to pay for portions of tuition and fees.

Animation Mentor has never filed for bankruptcy protection, operated as a debtor in possession, or had a petition of bankruptcy filed against it under Federal law.

Additional Rules of Operation and Student Conduct Policy

All students are required to conduct themselves in accordance with Animation Mentor's additional rules of operation and student conduct policy set forth in the Term of Use Agreement that is contained in Animation Mentor's Enrollment Agreement.

ANIMATION MENTOR ®
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Character Animation Courses
12-week courses

AN01
Animation Basics

In Animation Basics, you'll go beyond software to learn how to realistically convey weight, motion and follow through – critical skills on your journey to become a character animator. You'll start the course by learning how to animate a bouncing ball, and then evolve that bouncing ball through the creation of both "vanilla" and "personality" walk cycles.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **5 hours**
Support (Office Hours, Community Q&As, etc.) **10 hours**
Resources (Special Video and General Training, etc.): **10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **120 hours**

AN02
Body Mechanics

In Body Mechanics, dive deep into the physicality of animating full body walks on both human and animal characters with our Stella and Sloan rigs. Begin by honing your observational skills and understanding of human and animal anatomy. Once you understand the source of realistic motion, you are ready to learn how timing and spacing choices can take your animation from realistic to stylized. Finally, finish class with workflow tips on how to add polish and shine to your animation.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **5 hours**
Support (Office Hours, Community Q&As, etc.) **10 hours**
Resources (Special Video and General Training, etc.): **10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **120 hours**

AN03
Advanced Body Mechanics

In Advanced Body Mechanics, you will animate more advanced physicality with your characters. Pick a character and create your own sequence, using cuts to help tell your story. Whether you want to send your character barreling through a wall or jumping out of a plane, Advanced Body Mechanics will teach you the necessary skills to animate physicality and body mechanics believably.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **5 hours**
Support (Office Hours, Community Q&As, etc.) **10 hours**
Resources (Special Video and General Training, etc.): **10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **240 hours**

AN04
Introduction to Acting

In Introduction to Acting, you tackle two of the most challenging aspects of character animation: pantomime acting and animating dialogue. Through pantomime acting, you'll learn to show the audience the character's emotion without narration or dialogue. Advance to the most exciting concept in character animation: dialogue acting. In this class, you'll learn how to use subtlety and subtext to add complexity and depth to your characters.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **5 hours**
Support (Office Hours, Community Q&As, etc.) **10 hours**
Resources (Special Video and General Training, etc.): **10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **300 hours**

Character Animation Courses

12-week courses

AN05
Advanced Acting

In Advanced Acting, you get your first taste of how to plan and execute your animation in a studio production environment. You'll learn to create shots that cut together correctly, staging your acting in the best way to support the overall story or character arc. Your assignments will focus on two-person dialogue shots and you'll learn how to find the balance of giving each character life without losing the focus on the core beats of your shot.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**34 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**

Total Clock Hours: **59 hours**
Estimated Homework: **300 hours**

AN06
Feature Animation Acting & Polish

In this final course, you'll produce at least 15 seconds of polished feature animation level shots for your demo reel. Learn the best practices for what to include and what not to include on your demo reel, and get valuable insights into the hiring process at top animation studios.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**36 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**

Total Clock Hours: **61 hours**
Estimated Homework: **300 hours**

12 Week Workshops

12-week courses

WCL01
Creature Animation: Locomotion

Start your concentration on animal and creature animation by learning the fundamentals of what makes them unique. Apply those principles by animating an animal locomotion/behavior shot. You will learn the dynamics of creature locomotion.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **120 hours**

WCF01
Creature Animation: Fight or Flight

Pack a punch and push yourself further as an animator than you thought possible. Animate with two characters interacting and integrate with a live-action plate. Learn what makes a good action sequence, with tips on planning and pacing physical animation — and learn how to work effectively with live-action footage. You will also learn to conceptualize and pitch an action sequence with live-action footage.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.)	**10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **240 hours**

WCMOD01
Introduction to 3D Character Modeling

This course teaches beginner and intermediate modelers the best practices and workflows every character artist needs to successfully develop their skill set and portfolio of work. Students will develop core skills within the character creation pipeline, from base mesh to character sculpting, UV character mapping, functionality, texturing, and basic rendering for presentation.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.)	**10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **240 hours**

WCMOD02
3D Character Modeling 02 for Games

This course teaches intermediate and advanced modelers the skills and workflows needed to create high-quality character models for games, based on current real-time technical production requirements. Students will build on their existing skills while learning retopology theory and best practices for real-time, UV workflow and setup, and high quality texture and material creation.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.)	**10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **240 hours**

Workshops

6-week classes

Animation for Beginners

WMAYA01
Maya Workshop: Animation Basics

Maya workshop is designed for beginning animators and will introduce Maya software directing student learning on the specific tools used in character animation. After completing the workshop, students will have the foundational knowledge of Maya to continue your journey of bringing performances to life as a character animator!

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**19.5 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**3 hours**
Resources (Special Video and General Training, etc.)	**10 hours**
Total Clock Hours:	**32.5 hours**
Estimated Homework:	**30 hours**

W2DANIM01
2D Animation for Beginners

The course will teach you the fundamentals of 2D animation, and give you the skills to bring your ideas to life. Through in-class examples and homework assignments, the course will present modern digital workflows and techniques useful to all animators. Whether you're interested in the roots of animation, telling your own story, or enhancing your 3D character animation skills - there's something for you in this course.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**3 hours**
Resources (Special Video and General Training, etc.)	**10 hours**
Total Clock Hours:	**33 hours**
Estimated Homework:	**30 hours**

Intermediate Animation

W2DANIM02
2D Animation: Walk Cycles and Character Movement

This course builds upon the fundamentals of 2D animation and focuses on character locomotion. Students will learn to effectively animate walks, runs, and physical activities to help bring characters to life with proper mechanics. Through in-class demonstrations and homework assignments, students will follow along with their mentor to create believable performances using a mix of traditional and modern animation workflows.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**3 hours**
Resources (Special Video and General Training, etc.)	**10 hours**
Total Clock Hours:	**33 hours**
Estimated Homework:	**30 hours**

ANIMATION MENTOR®
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Workshops
6-week classes

Advanced Animation

WTOON01
Cartoony Animation for 3D Animators

In this workshop you will expand your visual vocabulary and give yourself the tools you need to improve your ability to pose, plan, experiment and learn. You begin with hand-drawn master studies of great animation, which will teach you cartoony tricks that are most efficiently absorbed via drawing. Finally, you will create a simple cartoony animation following the traditional workflow, and when done re-create that animation, and workflow on a 3D character.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **3 hours**
Resources (Special Video and General Training, etc.) **10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

WPrevis01
Previsalization Basics for Animators

A Previs Artist starts with rough building blocks—just the storyboards or script—which they interpret into a 3D space. In this workshop, you'll learn how animation and camera work are used to help take a project all the way from script to screen! You'll also end up with 15–30 seconds of animation for your demo reel.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **3 hours**
Resources (Special Video and General Training, etc.) **10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

Game Animation

WGA01
Game Animation Fundamentals

In our six-week long Game Animation workshop you'll learn the basics of what it takes to be a successful animator within the games industry. From game animation techniques, to games specific concepts, all the way through in-engine integration within Unreal Engine 4, you'll finish with a good foundation of what it means to be a games animator. This workshop includes two game ready biped character rigs, live animation demos, game animation assignments, and recorded critiques to help you improve.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **3 hours**
Resources (Special Video and General Training, etc.) **10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

WGA02
Game Animation Combat Attacks

In our six-week long Game Animation Combat Attacks workshop you'll learn how to create an effective and engaging combat fight sequence. Using a workflow of Maya to Unreal Engine 4, you'll get a hands on education on the game studio experience. This workshop includes three game ready biped character rigs, live animation demos, game animation assignments, and recorded critiques to help you improve.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.) **6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **3 hours**
Resources (Special Video and General Training, etc.) **10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

Workshops
6-week classes

Storyboarding

WSBOARD01
Storyboarding Fundamentals

Understand the foundation techniques for staging, clarity, emotion and other fundamental principles for telling stories visually. This will be done by studying film and TV examples and breaking down what works and why. Then through weekly assignments you will storyboard situational story moments. And ultimately, you will create a simple short story and board it to completion.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**3 hours**
Resources (Special Video and General Training, etc.)	**10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

WSBOARD02
Intermediate Storyboarding

Go beyond the basics of storyboarding and create your own story. This workshop will build on the fundamentals of visual storytelling and help you refine and advance your storyboarding abilities to the next level! Through in-class demos and hands-on assignments, the course will help you fine-tune your storyboarding techniques and create a foundation for your own portfolio, while preparing you to generate and present your own stories.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**3 hours**
Resources (Special Video and General Training, etc.)	**10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

Concept Art

WDPaint01
Introduction to Digital Painting

The character, creature, environment, and background designs that determine the look and feel of your favorite movies, TV shows, and games all started with a painting! Learn the basics of what makes a successful painting and how to apply these skills to your own career path. Storytelling is essential in any visual medium, and you'll learn to use your digital paint brush to share your own characters and stories.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**3 hours**
Resources (Special Video and General Training, etc.)	**10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

WVisDev01
Visual Development: Principles of Design

Vis Dev Artists—also called Concept Artists—determine the tone and mood for all the characters and environments in a film, TV show, or game. Visual Development Artists have a huge impact across the entire entertainment industry, from animation, to live-action films, to video games, and beyond! In this workshop you'll get started with the basics.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**6 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**3 hours**
Resources (Special Video and General Training, etc.)	**10 hours**

Total Clock Hours: **33 hours**
Estimated Homework: **30 hours**

Appendix A: 2023-2024 Schedule

Term	Application Due	Registration Opens	Tuition Due	Term Starts
Winter 2023	October 28, 2022	October 17, 2022	January 1, 2023	January 2, 2023
Spring 2023	February 3, 2023	January 23, 2023	March 26, 2023	March 27, 2023
Summer 2023	April 28, 2023	April 21, 2023	June 25, 2023	June 26, 2023
Fall 2023	July 28, 2023	July 17, 2023	September 24, 2023	September 25, 2023
Winter 2024	October 27, 2023	October 16, 2023	December 31, 2023	January 2, 2024
Spring 2024	February 2, 2024	January 22, 2024	March 24, 2024	March 25, 2024
Summer 2024	April 26, 2024	April 15, 2024	June 23, 2024	June 24, 2024
Fall 2024	July 26, 2024	July 15, 2024	September 22, 2024	September 23, 2024

Appendix B: 2023-2024 Tuition

Animation Program	Price Per Class Every 12 weeks	Payment Plan* See Below
Character Animation Program		
Class 01: Animation Basics	**$2,499**	**$625 x 4**
Class 02: Body Mechanics	**$2,499**	**$625 x 4**
Class 03: Advanced Body Mechanics	**$2,499**	**$625 x 4**
Class 04: Introduction to Acting	**$2,499**	**$625 x 4**
Class 05: Advanced Acting	**$2,499**	**$625 x 4**
Class 06: Feature Animation Acting & Polish	**$2,499**	**$625 x 4**
12 Week Workshops		
Creature Animation: Locomotion	**$2,499**	**$625 x 4**
Creature Animation: Fight or Flight	**$2,499**	**$625 x 4**
Introduction to 3D Character Modeling	**$1,299**	
3D Character Modeling 02 for Games	**$1,299**	
6 Week Workshops		
Maya Workshop: Animation Basics	**$699**	
2D Animation for Beginners	**$899**	
2D Animation: Walk Cycles and Character Movement	**$899**	
Storyboarding Fundamentals	**$899**	
Intermediate Storyboarding	**$899**	
Cartoony Animation for 3D Animators	**$899**	
Game Animation Fundamentals	**$899**	
Game Animation Combat Attacks	**$899**	
Introduction to Digital Painting	**$899**	
Visual Development: Principles of Design	**$899**	
Previsualization Basics for Animators	**$899**	

See Payment Plans Details

Important Notes for All Courses:

- Terms and Conditions Apply.

- All classes have a non-refundable $100 registration fee (included in the above prices)

- The Payment Plan option for the $2,499 classes is available to qualified students and requires an initial down payment of $624 and 3 payments of $625

- Please submit a request with the subject line "Payment Plans" for more info on how to qualify for a payment plan. Please note - you must be approved for a payment plan each term, approval does not roll over automatically

Computer System Requirements

Because we are an online school, you must have a computer with an Internet connection and webcam. The webcam allows you to capture images from your sketchbook, record video reference, and participate in class with your mentor and other students. Detailed computer system requirements include:

Windows

- Microsoft Windows 7 (SP1), Windows 8, Windows 8.1, or Windows 10
- Hardware no older than 3 years recommended

Mac

- Apple Mac OS X with an Intel Processor
- 10.8.5, 10.9.x,10.10.x, or 10.15.x.Catalina

Hardware Requirements

- 4 GB of RAM (8GB recommended)
- 64-bit Intel or AMD multi-core processor
- 4GB of free disk space for installing Maya
- Three button mouse (a two button mouse will **not** work with Maya)
- Headset with microphone
- Webcam

If you're unsure that your system meets the required hardware to run Maya, please make sure to look at the **Maya system requirements** as well as **Autodesk's recommended system hardware page**.

We recommend matching to the latest Maya version requirements. This is to ensure that when later versions are supported, your system will be able to run them

Software

- Autodesk Maya

Software - Other Required Software

- Browser: Newest version of Google Chrome or Mozilla Firefox
- **Acrobat Reader**
- **WinZip** or **7Zip**
- **Keyframe MP**
- **VideoPad** Home Edition
- Editing Software: **DaVinci Resolve** or any other editing software you prefer
- Image Editing Software: GIMP or any other image editing software you prefer
- AMP (provided in the Tools section of the AM Campus)

NOTE: AMP is only available to students of the main core Animation Courses and Creature workshops. If you are taking one of the other workshops you will not need those tools.

Connection Requirement

- Broadband Internet: 1 Mbps download and 600 kbps upload or higher recommended*

*Use **Speedtest.net** to check your Internet speed. Be sure to choose the San Francisco server for best results.

Student Resources

Animation Mentor offers a full library of academic resources for our student population. These resources are available through the Animation Mentor student site. All students have 24 hour access to the classroom area and under this header is the Library.

Additional student support programs include:

Peer Buddy Program - The Peer Buddy program connects students with other upper class students and alumni in the Animation Mentor community. Students can sign up and to request an upper class person, student, or alumni to leave comments, feedback on their work, and to offer support and encouragement throughout the term. Upper class students and alumni can volunteer to be a buddy in the program, as well.