



**ANIMATION MENTOR PRESENTS “BREAKING DOWN THE ANIMATED SHOT: LIVE & UNCUT”**

School Partners with Autodesk, Inc. to Host All-Day Animation Workshop with Animators from Pixar Animation Studios, DreamWorks Animation, and Tippett Studio

Emeryville, Calif., May 29, 2012 – Animation Mentor, the state-of-the-art online animation school founded by animators for animators, announced today that it has partnered with Autodesk, Inc. to host an all-day animation workshop — highlighted by advanced breakdowns of animated feature film shots — with:

**Pixar Animation Studios:** Victor Navone, Animator

**DreamWorks Animation:** Peer Lemmers, Animator | Robyne Powell, Animator | Sean Sexton, Animator

**Tippett Studio:** Will Groebe, Animation Supervisor | Chris Mullins, Animator

**Autodesk, Inc.:** Marcel de Jong, Concept Designer/Sr. Solution Engineer

These esteemed industry professionals will be featured in the live event — **Breaking Down the Animated Shot: Live & Uncut** — at the Freight & Salvage Coffeehouse in Berkeley, Calif. on Saturday, June 30, 2012, from 8 a.m. to 4 p.m.

**Workshop Summary — Animated Feature Film Shot Breakdowns**

The professional animators will provide advanced breakdowns of their animated feature film shots — vital insights that are invaluable to beginning and skilled animators. These presentations will combine in-depth demonstrations with detailed descriptions of the challenges, solutions, and overall results. Specific topics include planning, staging, blocking, and reference. The professional animators will also present behind-the-scenes studio feedback and director notes from current and past animated features, including *Madagascar 3: Europe's Most Wanted*, *Puss in Boots*, *How to Train Your Dragon*, *Legend of the Boneknapper Dragon*, *Toy Story 3*, and *Monsters vs. Aliens*.

“From day one, we asked ourselves: ‘If we were to start over again, how would we want to learn?’” says Bobby Beck, Animation Mentor’s CEO and cofounder. “We wanted to learn from the *same* people who are creating the animation we love! So it’s amazing for us to gather our peers and to have them share their knowledge and passion for animation! We can’t wait to break it down!”

**Workshop Details**

For complete information on **Breaking Down the Animated Shot: Live & Uncut**, including speaker bios and a working Maya® demonstration from Marcel de Jong of Autodesk, please visit [www.animationmentor.com/seminar](http://www.animationmentor.com/seminar).

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**About Autodesk, Inc.**

Autodesk, Inc. is a leader in 3D design, engineering, and entertainment software — with the last 17 Academy Award winners for Best Visual Effects using Autodesk software to design, visualize, and simulate their ideas. Learn more at [usa.autodesk.com](http://usa.autodesk.com).

**About Animation Mentor**

Animation Mentor is a state-of-the-art online animation school focused on teaching the art and craft of animation. Students learn face-to-face from the same professionals who are animating their favorite characters on the big screen ... not to mention on TV and in the video games they love. Mentors conduct classes online and use the school’s proprietary eCritique® tool to hold one-on-one sessions with students where they can draw directly on the work and offer support, guidance, and feedback. From these comments, students refine their shots for the next review — just like the professionals do in the studios. This real-world approach teaches students to focus on each of the important aspects of animation within the framework of a production environment. By learning to receive and integrate feedback, Animation Mentor students graduate ready to contribute on their first day on the job as real professional animators. For more information, visit [www.animationmentor.com](http://www.animationmentor.com).