



Animation Mentor Virtual Backpack

Get ready for your first day!

We created a checklist for you to help you prepare for your first day of school.

For Your Class with Your Mentor

Get familiar with ZOOM

ZOOM is a video conferencing tool and how you will interact with your mentor and your classmates. The mentor will provide a link for you through the campus prior to the when the Live Q&A starts.

Headset / Webcam

We highly recommend getting a **head set with a mic**. Without a headset, your classmates will hear an echo.

For Your Homework

Autodesk Maya[®] Installed and Ready to Go

[Download the Student Version here.](#)

VideoPad

VideoPad Home Edition is a video editing software you will use to encode your assignment videos to match the video requirements for Animation Mentor. It will also allow you to combine videos for progress reels, demo reels, and other uses.

Notebook

Start keeping an animation journal and making notes of techniques, concepts, and ideas. Come across a cool animation technique, or Maya tool? Jot it down and reference it later.

Sketchbook

Get yourself a sketchbook dedicated to your animation studies. Practice thumbnailing ideas, and doodle in it a bit every day. This sketchbook is your new companion and best friend, keep it with you at all times. You are not trying to become an amazing draftsman, but are trying to hone your skills of visual communication.

Look at Your Syllabus

You will get a syllabus for your class assignments - make sure to look at it before you start your homework! The syllabus will become available on the first day of class.

❑ Watch the Lecture

Be sure to watch the lecture before meeting with your mentor. The lecture will become available on the first day of class.

Resources to Help You

❑ **The Animator's Survival Kit - By Richard Williams**

A great book for every new animator to have on their shelf and nearby for reference. The examples within are very stylized so do not reference them one for one. Instead look at how the ideas are simplified and communicated in just a few drawings (i.e. poses).

❑ **Simplified Drawing for Planning Animation - By Wayne Gilbert**

Not confident in your drawing skills, or looking how to simplify your ideas? This book is just too amazing and helping you to see how to communicate visually. A great companion to have with your sketchbook.

❑ **The Illusion of Life - Frank Thomas and Ollie Johnston**

A must have book for any animator. Read and learn from the masters of modern animation, the legendary 9 old men from Disney.

Look Out For:

❑ **Orientation**

We host a live Orientation to help you onboard onto our proprietary platform. Look out for email invites once you've registered for your class. This typically happens two weeks before the term starts.

❑ **AMP Orientation**

Animation Mentor uses a proprietary asset management system to house your assignments in the "cloud." Look out for emails and how to get you started with AMP. This happens a week before the term starts.

❑ **AM Starter Pack**

Get more in-depth information on [system and software requirements](#) and [more information on how to prepare for class](#).

We're Here to Help You.

[Contact us](#) and let us know if you have any questions, welcome aboard!