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Training Scheme: **Digital Animation Lab**

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### **Industry recognition**

The training scheme is for animators who are currently working full time or freelance within the Animation Industry in Wales. The scheme will provide a three month structured advanced training programme that will focus on the CGI animation Industry in Wales.

'Digital Animation Lab' is run by industry for industry, an exclusive training concept designed by Cyfle to enhance professional animators with the skills to further their career prospects in Wales's growing animation industry.

Aiming to combine traditional animation and new technology, the course will provide quality training in digital animation that meets the needs of the film, television, animation and interactive media industry in Wales.

'Digital Animation Lab' has been developed in association with the animation companies: Calon, Dinamo and Griffilms, to ensure that you are equipped with the creative and technology skills that are needed to respond and contribute to the future market demands.

### **Who are we looking for?**

Experienced animators who already have the essential skills to create an animation, but who have a burning desire to genuinely create an innovative style of animation.

Individuals who seek the opportunity to develop and test new approaches to animation entertainment that combine the craft and technology. Animators who are pro active in wanting to share and collaborate their animation expertise.

### **How will I be trained?**

On a full time basis for three months. The scheme will encourage critical evaluation of creative ideas through 'peer reviews' with an active mentoring network supplied by the local animation Industry. The learning culture will be informative, engaging and relevant. During the scheme you will be trained by professional practitioners working in the Welsh Animation industry. You will gain advanced knowledge of animation software which includes MAYA, After Effects and Flash.

### **What is the structure of the scheme?**

The scheme will run for three months with six placements available. The first two weeks will be themed 'Ideas Generation' - an incubator studio to nurture and support the development of ideas, led by individuals who specialize in 'creative thinking'. The goal is to develop one script ready for production; the six animators will then form a production team akin to a real world animation studio, and will produce the script into an original pilot animation for distribution on various media platforms. Speakers will be invited to lead workshops and master classes that practice and discuss the many aspects that are involved in creating a successful animation.

### **Qualification**

All learning and other outcomes delivered in the course are delivered to meet the required units as set in the Skillset 'National Occupational Standards in Animation'. The units cover the main area competences that are at the heart of animation.

### **'Digital Animation Lab' has been developed to focus on:**

- Providing training for a range of careers in the animation Industry.
- Providing the animation industry with a skilled, knowledgeable, and entrepreneurial workforce.
- Developing the knowledge, understanding and skills of the animation industry.
- Providing you with real "life skills".
- Providing you with professional contacts, mentoring and advice.
- Providing you with entrepreneurial and freelance skills.

## **Professional Skills**

- Synthesis of a range of skills, knowledge and practice relating to animation.
- Application of knowledge and skills to realistic work situations within the animation sector.
- Ability to engage and adapt with unpredictable situations within the animation industry.
- Ability to take responsibility of yourself and to manage the activities of yourself and of others
- Ability to independently research and investigate in order to enhance your own skill set.
- Ability to independently research and investigate new trends, developments and markets within the animation industry.
- Ability to respond to change and multi-task.
- Ability to work effectively as part of a team.
- Ability to innovate

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Training Scheme:     **Digital Animation Training Studio**

Training Positions:    **Animator – 2D Drawn**

**Animator - 3D Computer Generated**

Duration:                **3 months**

Training Allowance:    **£325 per week**

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**Cyfle is an equal opportunities employer. Candidates should be 18 or over. Applicants in Objective 1 areas in Wales only are invited to apply and the ability to speak Welsh is highly desirable.**

'Digital Animation Lab' is a full time, 3 month, vocational training scheme, developed in partnership with Calon, Dinamo & Grifffilms, and will be based in the 'Creative Business Wales' centre, in Cardiff. Training is high quality, "hands on" and will provide you with both specialist digital animation skills and essential management and entrepreneurial

skills, which will assist in furthering your employment in the Welsh animation Industry.  
**This is a unique opportunity for anyone passionate about Digital Animation.**

**We are looking for a person with the following attributes:**

**Key Skills: Animator – 2D Drawn**

- Excellent hand drawn skills.
- Excellent animation skills.
- To be able to demonstrate creative and artistic qualities.
- A feel for movement and timing is necessary.
- Observational skills and acting talent.
- Attention to detail.

**Key Skills: Animator - 3D Computer Generated**

- Working knowledge of a 3D animation package.
- To be able to demonstrate creative and artistic qualities.
- A feel for movement and timing is necessary.
- Good observational essential.
- Attention to detail.

**General Skills:**

- Enjoyment of teamwork, to share knowledge and ideas.
- Initiative, Imagination and enthusiasm.
- An ability to take direction and work quickly, to deadlines, while retaining a high standard of work.
- Interpersonal communication – with work colleagues and especially with Industry clients.
- Good verbal communication skills.

**Overall course structure summary:**

- 3 month intensive training within a creative environment.

- Production of a 'Real world' Industry creative brief.
- Industry standard software training.
- Animation mentorship by Industry professionals.
- Pre, production & post production workshops.
- Emerging animation trends workshops.
- Project and time management workshops.
- Business & marketing workshops.
- Specialist visits from Animators and Animation Studios.
- The candidate will produce a professional portfolio piece of Industry work.