

Day-to-day programme										
Summer School in 3D Character Animation										
10-july	11-july	12-july	13-july	14-july	Weekend	17-july	18-july	19-july	20-july	21-july
Opening Speech	Masterclass 1	Lecture	Masterclass 2	Lecture		Morning Welcome	Masterclass 3	Masterclass 4	Masterclass 5	Work Presentation and feedback
3:00-4:00 Welcome!	3:15-4:45 Walk cycle BLOCKING	3:00-5:30 Storytelling	3:15-5:45 Walk cycle BLOCKING	3:00-4:30 Pitch training		3:00-3:30 Lecture	3:00-5:30 Walk cycle BODY MECHANIC	3:00-5:30 Walk cycle SPLINING	3:00-5:30 Walk cycle POLISHING	3:00-6:00 Work Presentation & Feedback
Cécile Blondel Francis Y Brown Lecture	Nicolas Benoit	Methodology	John Coven	John Coven		3:30-5:00 Introduction Character Animation in Game Art	Andrea Rania	Animation	Animation	Sithembiso Mphehle, Razahk Issaka, Pratik Purkavastha
4:00-5:30 Introductory course on Methodology & research Razahk Issaka	Lecture 4:45-6:15 Global Market in Animation Mounia Aram	Cecile Blondel	Nicolas Benoit	Lecture 4:30-6:00 Global Market in Animation Mounia Aram		Lecture 5:00-6:00 Career Talk Lesego Vorster	Samy Fecih	Nicolas Benoit	Nicolas Benoit	
30 min Break						30 min Break				
Lecture	Workshop	Workshop	Lecture	Workshop		Workshop	Workshop	Workshop	Workshop	
6:00-7:00 Video & reference studies Razahk Issaka	6:00-9:00 Individual Reference Analysis under Tutors guidance	6:00-9:00 Exercise Development & Personal Tutoring	6:00-7:30 Introduction to Cinematography Francis Y Brown	6:00-9:00 Exercise Development & Personal Tutoring		6:00-9:00 Exercise Development & Personal Tutoring	6:00-9:00 Exercise Development & Personal Tutoring	6:00-9:00 Exercise Development & Personal Tutoring	6:00-9:00 Exercise Development & Personal Tutoring	
Workshop			Workshop							
7:30-9:00 3D Animation Exercise Tutors			7:30-9:00 Exercise Development & Personal Tutoring on blocking Tutors							