Welcome to The Made In New York Animation Project NeON Summer Edition!

Session 1 - Intro
Opening

Share your name and one word you would use to describe yourself.
Together On Zoom

We love seeing the imaginative ways people run their work and lives on Zoom. If it makes you happy, it’s happening on Zoom.

Explore OnZoom

Once you’ve signed in, you can go ahead and click over to “My Account.”

One Consistent Enterprise Experience.
The Animation Project (TAP) is a therapeutic workforce development program that supports NYC youth toward careers in the animation industry through software training, personal and professional development. TAP groups are facilitated by professional animators alongside Creative Arts Therapists.
TAP Values
We are a team. The creativity of the group is stronger than an individual working alone.
Imagination is more than an escape; it’s the doorway to the future. We use it to take our work, and our participants into new spaces.
Work!

Animation is hard work. We put all our attention on the task at hand. We know that with great work comes great rewards.
Every success begins with a spark. We value supporting the growth of all of our TAP community members at each stage of the process.
Fun!

Having a good attitude at work, especially in a demanding field like animation, will serve you well.
TAP In-Person Programming
NeON Animation Groups

Participants ages 16-24 meet weekly and work as a team to create an animated video, which is publicly screened at the end of each production cycle.

NeON groups run in all five boroughs of NYC!
NeON group participants may be invited to attend the TAP Animation Lab to further advance their 3D skills.
TAP Intensive Internship
Intensive training in a specific area of the 3D pipeline!
Tours of professional studios!
Guest presentations from industry professionals!
TAP STUDIO

TAP’s very own commercial animation studio!
Graduates from the internship intensive work on professional paid projects under the supervision of industry experts!
And this Spring, for the first time ever, TAP went VIRTUAL!!!
Welcome Aboard!
Schedule
What You Can Expect from the TAP NeON Summer Program

Learn the Basics of the 3D Pipeline!

Creative Exploration!

Guest Speaker Presentations!

Showcase of Creative Work!
TAP Animator Creed: Virtual Learning Edition

1 we show respect
We are a team. We live up to the same expectations as we would in person.

2 we take care of our technology
We respect all equipment. We mute ourselves when we are not speaking. We do not talk over our teammates.

3 we focus
We have a lot to learn. ALL our attention is focused on the class. We do our best to limit distractions around us. We wear headphones if possible.

4 we participate
We speak up; we ask for help when we need it.

5 we own the content
This is our class. This is our opportunity to learn more about the animation field.

6 we attend class
Our voices and ideas are valued. We log into class on time and stay until the end whenever possible.
Incentives Information

What's really important for you to know, though,
Technical Lesson:
Intro to Animation Pipeline
Terminology
What is a production pipeline?

The steps involved in creating an animated film. Similar to an assembly line but for 3d animated video production! It helps a production team stay on schedule and ensure that all team members have what they need to make the best film possible!
Every great story starts with a great idea!

The storyboard is used to take that idea and plan it out, scene by scene. A storyboard lays out each image of the story in sequence in order to visualize the final product, kind of like a map with the destination being the final film! Storyboards are also used for timing out a film and setting camera angles.
Every animated film has a style.

The final look of the project is decided during the design stage; including the concept design, character design, costumes, prop design and environment.
Modeling is the process of building objects and characters in 3 dimensions!

Every object and character you see in an animated film was built by a 3d modeler using specialized computer software programs.
Texturing is the process of creating and applying colors and surface properties to a 3D model.

This takes a flat, smooth 3D model and makes it look more realistic.
Rigging

Rigging is when you add a skeleton to a 3d object or character so that it can move!
Animation

The process of manipulating objects and characters to appear as moving images.
Visual Effects

VFX are used to create enhancements that are impossible to be shown otherwise.

In an animated film, VFX artists create things such as fur, hair, water, cloth, rain or dust.
Lighting in 3D animation is the stage at which the mood of a 3D scene or sequence is created through light.

Lighting in 3D is a powerful storytelling tool because it sets the mood for each scene!
A render is anything that you see on the screen!

In the rendering process, the computer integrates all of the data created throughout the process and combines them to create a final presentation.
Compositing for animation is when visual elements from separate sources are combined together to create the illusion of one complete image!

Compositing in animation can be used to layer parts of characters or backgrounds in order to make it easier to animate moving parts.
The final phase of the pipeline that occurs during post-production.

This phase is like adding toppings to an ice cream sundae! Final touches are added to a film to create a fully polished end product.
TAP Studio
Children’s Services PSA
Advanced Examples
# Career Opportunities in 3D

## Careers
- 3D Modeler
- Animator
- Art Director
- Film and Video Editor
- Graphic Designer
- Video Game Designer
- Animation Director
- Background Painter
- Cartoonist
- Character Animator
- Character Rigger
- Compositing Artist
- Concept Artist
- Digital Painter
- Director
- Independent
- Filmmaker
- Lighting Artist
- Render Wrangler
- Storyboard Artist
- Texture Artist
- Visual Development Artist

## Industries
- Film/Television
- Music Videos
- Advertising/Marketing
- Video Games
- Interior Design
- Architecture
- Healthcare
- Mechanical Design
- Forensics
- Education
- Publishing
- Geology & Science
- Real Estate
Question & Answer
What is one thing you are hoping to get out of this summer program?
Materials needed for next group:

- Paper
- Writing Utensil
If you would like to share your **ARTWORK** and have the chance to have your work featured in our Mega Groups, send submissions to:

submissions@theanimationproject.org

If you have **QUESTIONS ABOUT THE SUMMER PROGRAM** that are not answered on the FAQ page of our website, reach out to:

neonsummer@theanimationproject.org

If you have **QUESTIONS ABOUT INCENTIVES** that are not answered on the FAQ page of our website, reach out to:

tapincentives@theanimationproject.org
Thank you for attending this group!


Check out our social media for more information about the TAP Weekly Challenges!