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

Session 8 - VFX
Opening

Share Verbally or in the Chat:

What is a "superpower" that you possess?
Technical Lesson: VFX
What is VFX?

VFX stands for Visual Effects.

It is the integration between actual footage and manipulated imagery to create realistic looking environments. These environments created are either too dangerous to actually shoot in real life, or worlds that just don’t exist. They use computer-generated imagery (CGI), and particular VFX software to make it happen.
Green and blue screens make it possible to separate a character or an object from the background.

Why green and blue? These colors are not contained in human skin tones! Green screens are the most commonly used because digital camera sensors are more sensitive to the green spectrum, capturing more light and making the separation process easier.
Special Effects (SFX) VS. Visual Effects (VFX)
Special effects (SFX) are realized on set — they are things like purposeful and controlled explosions, fake wounds, etc.
Visual Effects (VFX) require a computer and are added in after shooting.
Simulations

Simulations are used to recreate or exaggerate certain elements, like water, fire, particles in the air, crowds of people or the movement of cloth in the wind!

Sometimes simulations are based on actual movements in real life and sometimes, SFX artists need to create those conditions within the computer software.
TAP Film
Frog Legs
Frog Legs: Fire
Frog Legs: Character Integration
Video Demonstration
We just need to tell the particles to use the same material from to emitter.
Advanced Examples
## Career Opportunities

<table>
<thead>
<tr>
<th>Job Roles</th>
<th>Industries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art Department</td>
<td>Movies</td>
</tr>
<tr>
<td>Asset Department</td>
<td>Television</td>
</tr>
<tr>
<td>Animation</td>
<td>Commercials</td>
</tr>
<tr>
<td>Motion Tracking</td>
<td>Architecture</td>
</tr>
<tr>
<td>FX Simulation</td>
<td>Theater</td>
</tr>
<tr>
<td>Lighting Video</td>
<td>Games</td>
</tr>
<tr>
<td>Matte Painting</td>
<td></td>
</tr>
<tr>
<td>Rotoscoping</td>
<td></td>
</tr>
<tr>
<td>Compositing</td>
<td></td>
</tr>
<tr>
<td>Special FX Makeup</td>
<td></td>
</tr>
<tr>
<td>VFX Supervisor</td>
<td></td>
</tr>
</tbody>
</table>
Resources

**Beginner’s Guide to Becoming a Visual Effects (VFX Artist)**
A free complete beginner’s overview on getting started on Visual Effects.

**Nuke Software**
An industry standard program used for Compositing and VFX.

**After Effects**
A paid program from the Adobe Creative Suite. Used for Motion Graphics, Compositing, and VFX.

**tyFlow**
Unofficial replacement for 3Ds Max Particle Flow.
Free Alternative Resources

Darktable  Open source photo editing program; replacement for Lightroom.
Shotcut  Open source video editor; replacement for Premiere.
DaVinci Resolve  VFX and audio post-production software (has free and studio versions); replacement for Premiere and Audition.
Houdini  3D procedural software for lookdev, layout, lighting and tools for configuring destruction and Pyro FX shots.
Autodesk  Maya, 3Ds Max. Free trials or student version available.
Questions & Answers
Frequently Asked Questions

Why are green screens green?

There is no green color in human skin and the camera can capture more light from the green color, making it more visible than other colors.

How do you make an object look bigger on screen?

Slow Camera movements, placing objects closer to the camera, changing the background color, and using different camera effects (lens blur, fish eye etc).
Creative Engagement
Imagine yourself as the star of your own video game. Anything is possible.

Where are you?

What are you doing?

Spend 10 minutes drawing an image of this scene.
Closing

Share Verbally or in the Chat:

What is the title of your image?
Materials needed for next group:

Paper + pencil, markers, crayons, digital drawing tools, etc.
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!

Visit https://www.theanimationproject.org/minyap-neon-summer-edition-faqs for FAQs, group materials, access to slide presentations, and Mental Health Resources.

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