



**ANIMATION MENTOR**  
The Online School of Animation and VFX™



# CATALOG

## THE ONLINE STUDIO SCHOOL

Animation and VFX classes taught by industry professionals.

# Table of Contents

<b>Welcome to Animation Mentor .....</b>	<b>1</b>
<b>Our Mission .....</b>	<b>2</b>
<b>Our Founders .....</b>	<b>3</b>
<b>Our Mentors .....</b>	<b>4-5</b>
<b>How to Begin with Animation Mentor .....</b>	<b>6-8</b>
The Admissions Process .....	6
Student Assessment .....	6
Enrollment .....	6
Notice Concerning Transferability of Credits and Credentials Earned at Our Institution .....	6
Transfer of Articulation Agreements .....	6
Record Retention .....	6
Attention California Residents .....	6
Student Financial Assistance .....	7
Student's Right to Cancel .....	8
Withdrawal from the Program .....	8
Dismissal Policy .....	8
<b>Animation Mentor Policies and Procedures .....</b>	<b>9-11</b>
Administrative Offices .....	9
Holiday Schedule .....	9
Attendance .....	9
Vacation Policy .....	9
Student Progress Monitoring Policy .....	9
Grades .....	10
Minimum GPA .....	10
Student Complaint Procedures .....	10
A Message From The School Director .....	11
<b>Animation Mentor Offerings .....</b>	<b>12-16</b>
Animation Program: Fundamentals .....	12
Animation Program: Character Animation Production Track .....	13
Creature Animation Courses .....	14
VFX Program: Fundamentals .....	15
Workshops .....	16
<b>Schedule and Tuition .....</b>	<b>17</b>
2013 - 2014 Schedule .....	17
Tuition Schedule .....	17

<b>Requirements</b>	<b>18</b>
Operating System	18
Browser	18
Flash Player	18
Internet Connection	18
Processor Requirements	18
Monitor Requirements	18
Software Requirements	18
Quicktime Pro (Required)	18
Language Requirements	18
WebCam (Required)	18
Headphones and Microphones	18
<b>Student Resources</b>	<b>19</b>



## WELCOME TO ANIMATION MENTOR

Animation Mentor offers Animation and VFX programs taught by a team of over 100 working professionals from Pixar Animation Studios, DreamWorks Animation, Weta Digital, and Industrial Light & Magic to name a few. We are a studio school — and for you, this provides the opportunity to learn and experience the process of filmmaking by working on productions.

It all starts with our world-class partnerships with animation and VFX professionals, studios, and software developers. These partnerships — along with our dedicated, industry-focused curriculum — help prepare you for a career in the animation or VFX industries. **This is where you learn how to collaborate to develop films and sequences together with your Animation and VFX classmates around the globe using our state-of-the-art, patent-pending AMP™ studio production pipeline in tandem with professional studio workflows.** We're talking about collaborating and sharing assets with students both within and outside your discipline ... just like the studios do.

That's our story. Now get ready to tell yours.

See you on campus,  
Bobby Beck, Shawn Kelly, and Carlos Baena

CARLOS  
BAENA

Cofounders, Animation Mentor





## OUR MISSION:

### **Move filmmakers to reach their full creative potential.**

In 2005, Animation Mentor was the first to offer a world-class animation education online. Today, more than ever, you can count on that same great experience with our proven mentorship educational model, a global campus that's always on, thousands of hours of educational content, and our commitment to providing you with the most personal and fulfilling learning experience on the planet ... all designed to help you — the filmmaker — reach your full creative potential.

## NO WALLS

Here, we have broken all boundaries and barriers to educational access. No longer are you required to turn your schedule upside down to be personally mentored by a professional animator or VFX artist. Animation Mentor brings top professionals who are currently working or have worked at nearly every major feature animation studio right into your home.

Regardless if you live in Madrid, Calcutta, Albuquerque — or anywhere in between — you suddenly have the same opportunity to learn animation or visual effects as those living next door to the hottest studios in the industry. Armed with a computer, a high-speed Internet connection, and a willingness to learn — you will have access to the best possible animation education with a click of the mouse.





# Our Founders



## **Bobby Beck**

Bobby has worked for Pixar Animation Studios, Tippett Studio, and Walt Disney Feature Animation. His animation credits include: *Finding Nemo*, *Monsters Inc.*, and *The Incredibles*.



## **Shawn Kelly**

Shawn works as a senior animator at Industrial Light & Magic (ILM). He has worked on all three *Star Wars* prequels and created animation for the *Transformers* franchise.



## **Carlos Baena**

Carlos animated for the *Cars* franchise and *Toy Story 3* while at Pixar Animation Studios, and is currently working on new initiatives for the school.





# Our Mentors



**Aaron Hartline** *Pixar Animation Studios*  
• 14 years experience as an animator for feature films



**Arslan Elver** *Prime Focus*  
• 6 years experience in animation in feature films



**Alan Rogers** *Id Software*  
• 12 years experience animating in feature films, games and other projects



**Alison Sanders** *Freelance Animator*  
• 5 years experience in animation for feature films



**Andrew Park** *WETA*  
• 5 years experience in animating in feature films



**Anthony Wong** *Pixar Animation Studios*  
• 8 years experience in animation for feature films



**Boola Robello** *Warner Bros.*  
• 14 Years experience in animation and visual effects in feature films.



**Brian Mendenhall** *Tippett Studio*  
• 9 years experience as a character animator and lead animator in feature films



**Brian Ward** *Freelance Animator*  
• 7 years experience as a character animator in feature films



**Bryan Engram** *Reel FX Studios*  
• 8 years experience in animation and animation supervision for feature films



**Chad Stewart** *Freelance Animator*  
• 19 years in animation and animation supervision for feature films



**Chris Chua** *Pixar Animation Studios*  
• 11 years experience as an animator for feature films



**Chris Mullins** *Tippett Studios*  
• 15 years experience as an animator for feature films and other projects



**Chris Street** *Rhythm and Hues*  
• 4 years experience as a character animator in feature films.



**Dana Boadway Masson** *Killer Jelly Bean Studios*  
• 11 years experience as an animator and in visual effects for feature films



**Dave Vallone** *Reel FX Studios*  
• 10 years experience as an animator for feature films



**David Tart** *Freelance Animator*  
• 16 years experience animating and directing feature films and other projects



**Dimos Vrysellas** *March Entertainment*  
• 14 years experience in animation and animation supervision for TV and feature films



**Don Kim** *Nelvana Studios*  
• 16 years experience as a character animator, supervision and direction in feature films and other projects



**Drew Adams** *DreamWorks Animation Studios*  
• 11 years experience in animation for feature films



**Elliot Roberts** *Double Fine Studios*  
• 8 years experience in animation for feature films



**Erik Morgansen** *Industrial Light & Magic*  
• 17 years experience in character animation, senior animator & lead animator in feature films & other projects



**Ethan Hurd** *Sony Pictures Imageworks*  
• 14 years experience in animation for feature films



**Greg Kyle** *Laika*  
• 16 years experience in animation for feature films and games



**Greg Whittaker** *DreamWorks Animation Studios*  
• 17 years experience in animation for feature films



**Guido Muzzarelli** *Freelance*  
• 9 years experience in animating in feature films



**Jamy Wheless** *Light Stream Animation Studios*  
• 10 years experience in animation for feature films



**Jason Martinsen** *Freelance Animator*  
• 10 years experience in animation for feature films



**Jason Taylor** *Little Zoo Studios*  
• 9 years experience in animation for feature films



**Jay Davis** *Freelance Animator*  
• 17 years experience in animation for feature films



**Jay Jackson** *Freelance Animator*  
• 19 years experience in animation and animation supervision for feature films and TV



**Jean-Denis Haas** *Industrial Light & Magic*  
• 8 years experience in animation for feature films



**Joe Antonuccio** *Blue Sky Studios*  
• 11 years experience in feature films and consulting



**Jon Collins** *Blizzard Entertainment*  
• 9 years experience in animation for feature films



**John Nguyen** *Disney Animation Studios*  
• 8 years experience animating, lead animating in feature films



**Keith Osborn** *Freelance Animator*  
• 11 years experience in animation in feature film and other projects



**Keith Sintay** *Sony*  
• 17 years experience as an animator and in visual effects for feature films



**Kenny Roy** *Arconyx Animation Studios*  
• 7 years experience in animation for feature films and TV



**Kevin Andrus** *DreamWorks Animation Studios*  
• 6 years experience as a character animator in feature films.



**Kevin Jackson** *Rhythm and Hues*  
• 7 years experience in animating and supervising in feature films



# Our Mentors



**Kevin Koch** *Sony*

- 14 years experience in animation and animation supervision for feature films and documentaries



**Kevin O'Hara** *Pixar Animation Studios*

- 21 years experience in animation, visual effects in various projects and feature films



**Leigh Rens** *Freelance Animator*

- 12 years experience as an animator and in visual effects for feature films



**Lindsay Andrus** *Pixar Animation Studios*

- 6 years experience as a character animator in feature films.



**Mark Oftedal** *Freelance Animator*

- 20 years experience in animation for feature film and TV



**Marlon Nowe** *Disney Animation Studios*

- 7 years experience in animation and animation supervision for feature films



**Martin Hopkins** *DreamWorks Animation Studios*

- 17 years experience as an animator for feature films



**Mathew Rees** *Aardman Animations*

- 5 years experience in animating games, short films, and commercials



**Matt Garward** *LucasArts*

- 6 years experience in character animation in feature films and games



**Matt Strangio** *Pixar Animation Studios*

- 6 years experience animating in feature films



**Michelle Meeker** *Freelance Animator*

- 17 years experience in animation for feature films, storyboarding and other projects



**Mike Gasaway** *Freelance Animator*

- 11 years experience in animation, directing, and visual effects in TV production



**Mike Stern** *DreamWorks Animation Studio*

- 5 years experience in animation for feature films



**Nate Wall** *DreamWorks Animation Studios*

- 4 years experience animating in feature films



**Nick Bruno** *Blue Sky Studios*

- 6 years experience in animation for feature films



**Nicole Herr** *Freelance Animator*

- 8 years experience in animation and animation supervision for feature films



**Pat Danaher** *Sony*

- 6 years experience in animation and visual effects for feature films



**Paul Allen** *Terminal Reality*

- 15 years experience in animation for games and feature films



**Paul Mendoza** *Pixar Animation Studios*

- 14 years experience in animation for feature films



**Peer Lemmers** *DreamWorks Animation Studios*

- 4 years experience in animation in feature films



**Pete Paquette** *Irrational Games*

- 12 years experience in character animation and storyboarding for feature films



**Peter Kelly** *Industrial Light & Magic*

- 10 years experience in animation and visual effects for feature films



**Ray Chase** *Reel FX Studios*

- 11 years experience in animation, visual effects for TV, gaming and feature films



**Ray Ross** *Blue Sky Studios*

- 13 years experience animating and as a lead animator in games, TV, and feature films



**Richard Fournier** *Blue Sky Studios*

- 7 years experience as a character animator



**Rich McCain** *Reel FX*

- 13 years experience animating in feature films, games and other projects



**Robyne Powell** *DreamWorks Animation Studios*

- 6 years experience in animation in feature films



**Royce Wesley** *Pixar Animation Studios*

- 10 years experience as an animator and animation supervisor



**Ryan Bradley** *Tippet Studios*

- 11 years experience in animation in feature films



**Sandy Christensen** *Backbone Entertainment*

- 16 years experience in animation for feature films and games



**Scott Carroll** *Blue Sky Studios*

- 9 years experience in animation for feature films.



**Scott Lemmer** *DreamWorks Animation Studio*

- 10 years experience in animation and visual effect for feature films and TV



**Sean McComber** *Sucker Punch Productions*

- 6 years experience in animation and supervision in feature films



**Shaun Freeman** *Freelance Animator*

- 8 years experience in animation for feature films, games and TV



**Steve Cady** *Freelance Animator*

- 11 years experience in animation for feature films



**Steve Cunningham** *DreamWorks Animation Studios*

- 17 years experience in animation for feature films



**T. Dan Hofstedt** *Disney Animation Studios*

- 27 years experience in animation, visual effect, animation supervision for Feature Films



**Victor Navone** *Pixar Animation Studios*

- 12 years experience in animation and visual effects for feature films



**Wayne Gilbert** *VanArts*

- 34 years experience in animation, directing and animation supervision for feature films and other projects





## ADMISSIONS PROCESS AND POLICIES

**Note:** The Admissions Process and Policies apply to Animation Fundamentals, Animation Production Tracks, Creature Animation Courses and VFX Fundamentals.

### THE ADMISSIONS PROCESS

- Students must complete an admissions application online at [www.animationmentor.com](http://www.animationmentor.com).
- Students must also complete the Wonderlic Test as required by the California State Bureau for Private Post Secondary and Vocational Education.

#### Important Notes:

- To be considered for acceptance into Animation Mentor, students must complete the admissions application, be at least 18 years of age, have graduated from high school in the United States or its foreign equivalent or have obtained a GED, understand conversational English, and pass the Wonderlic Test. Students must also meet all minimum equipment and supply requirements. See complete admissions requirements.
- For prospective students, we recommend that you assemble all of your information — including education and work history — prior to beginning the application. Please allocate one hour to complete the application.

### ENROLLMENT

- Once accepted for enrollment, students must complete an Enrollment Agreement and pay a \$75.00 Registration Fee per class.

#### Important Notes:

- Class space is limited.
- Students will be enrolled on a first-come, first-serve basis based when their completed Enrollment Agreement and tuition are submitted.

#### Notice Concerning Transferability of Credits and Credentials Earned at Animation Mentor

- The transferability of credits you earn at Animation Mentor is at the complete discretion of an institution to which you may seek to transfer.
- Acceptance of the diploma you earn in any Animation Mentor offering is also at the complete discretion of the institution to which you may seek to transfer.
- If the diploma that you earn at this institution is not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Animation Mentor to determine if your credits or diploma will transfer.

#### Record Retention

- This institution maintains current records for a period of not less than five years at its principle place of business within the state of California.

#### Attention California Residents

The California Private Postsecondary Education Act (CPPEA) of 2009 requires under section 76215 of CPPEA that Animation Mentor must collect \$.50 (USD) for every \$1,000.00 of tuition for the Student Tuition Recovery Fund (STRF) if a student is:

- (1) A California resident and prepays all or part of the tuition by cash, guaranteed student loans, or personal loans, and
- (2) The total charges are not paid by any third-party payer such as an employer, government program, or other payer unless the student has a separate agreement to repay the third party.

The State of California created the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic losses suffered by California residents who were students attending certain schools regulated by the Bureau for Private Postsecondary Education.

**You may be eligible for STRF if you are a California resident, prepaid tuition, paid the STRF assessment, and suffered**



**an economic loss as a result of any of the following:**

- The school closed before the course of instruction was completed.
- The school's failure to pay refunds or charges on behalf of a student to a third party for license fees or any other purpose, or to provide equipment or materials for which a charge was collected within 180 days before the closure of the school.
- The school's failure to pay or reimburse loan proceeds under a federally guaranteed student loan program as required by law or to pay or reimburse proceeds received by the school prior to closure in excess of tuition and other cost.
- There was a decline in the quality of the course of instruction within 30 days before the school closed or, if the decline began earlier than 30 days prior to closure, the period of decline determined by the Bureau.
- An inability to collect on a judgment against the institution for a violation of the Act.

**You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if either of the following applies:**

- You are not a California resident.
- Your total charges are paid by a third party, such as an employer, government program or other payer, and you have no separate agreement to repay the third party.

**Note:** Animation Mentor will absorb the STRF fee.

## **STUDENT FINANCING OPTIONS**

Animation Mentor offers the following:

### **Animation Fundamentals, Student Financing Options**

- Career Training Smart Option Student Loan – Sallie Mae
- Mountain America Credit Union (U.S. Only)
- Unemployed Students (California Only) — Please call (510) 450-7232 for details
- Brazil Loans — FUNDAPLUB
- UK Student Loans
- Portugal Student Loans
- Singapore Student Loans
- Dominican Republic Loans — FUNDAPEC
- Jalisco, Mexico Resident Grants
- Skills Training Grant Reimbursement Program — The Animation Guild
- Mexico Loans — FINEM

### **Animation Production Tracks, Student Financing Options**

- Career Training Smart Option Student Loan – Sallie Mae
- Mountain America Credit Union (U.S. Only)
- Brazil Loans — FUNDAPLUB
- UK Student Loans
- Skills Training Grant Reimbursement Program — The Animation Guild
- Mexico Loans — FINEM

Please contact our student loan advisor, Amiko Foster at 510-450-7232, with questions or to schedule a pre-loan counseling session. Or email questions to [loans@animationmentor.com](mailto:loans@animationmentor.com).

## **STUDENT'S RIGHT TO CANCEL**



- A student has the right to cancel his or her agreement for a program of instruction, without any penalty or obligations, through attendance at the first class session, or the fifth (5th) day (calendar days) after enrollment, whichever is later. After the end of the cancellation period, students also have the right to stop school at any time.
- Cancellation may occur when the student provides a written notice of cancellation at the following address: 1400 65th Street, Suite 250, Emeryville, CA 94608 or by emailing registrar@animationmentor.com.
- The written notice of cancellation, if sent by mail, is effective when deposited in the mail properly addressed with proper postage.
- The written notice of cancellation need not take any particular form and, however expressed, it is effective if it shows that the student no longer wishes to be bound by the Enrollment Agreement.
- If the Enrollment Agreement is cancelled the school will refund the student any money he or she paid, less a registration or administration fee not to exceed \$250.00, and less any deduction for equipment not returned in good condition, within 45 days after the notice of cancellation is received.

## **WITHDRAWAL FROM THE PROGRAM**

**Note:** Withdrawal Policy may differ per Animation Mentor offering.

Students may withdraw from Animation Mentor at any time after the cancellation period (described above). A registration or administration fee not to exceed \$250.00 will be subtracted from the refund. The refund is to be paid within 45 days of withdrawal.

For the purpose of determining a refund under this section, a student shall be deemed to have withdrawn from a program of instruction when any of the following occurs:

The student notifies the institution of the student's withdrawal or as of the date of the student's withdrawal, whichever is later.

- The institution terminates the student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to Animation Mentor.
- The student has failed to attend class more than two (2) class sessions.

For the purpose of determining the amount of the refund, the date of the student's withdrawal shall be deemed the last date of recorded attendance. For the purpose of determining when the refund must be paid, the student shall be deemed to have withdrawn at the end of the weekly session. New students who enroll during Winter 2013 or later, will not be entitled to a refund after the completion of 60% of any individual class which is 45 days after the start of any given class. (Excluding select workshops which are non-refundable).

If you obtain a loan to pay for tuition, you are fully responsible to repay the full amount of the loan plus interest, less the amount of any refund that is paid back to the lender directly by Animation Mentor.

## **DISMISSAL POLICY**

The institution may terminate a student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; accruing absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to the school.



## ANIMATION MENTOR POLICIES AND PROCEDURES

### ADMINISTRATIVE OFFICES

Animation Mentor is headquartered at 1400 65th Street, Suite 250 in Emeryville, California. Normal business hours are Monday thru Friday, 9:00am – 5:00pm Pacific Time.

### HOLIDAY SCHEDULE

While the online aspect of the school is available to students 24 hours a day, the Animation Mentor administrative offices observe and are closed on the following days:

- Martin Luther King Day - January 21, 2013
- President's Day - February 18, 2013
- Spring Holiday - March 29, 2013
- Memorial Day - May 27, 2013
- Independence Day - July 4, 2013
- Labor Day - September 2, 2013
- Thanksgiving Day - November 28, 2013
- Friday after Thanksgiving - November 29, 2013
- Day Before Christmas & Christmas Day - December 24 & 25, 2013
- New Year's Eve Holiday - December 31, 2013



If one of the above holidays falls on a Saturday, the school will observe the holiday on Friday. If the holiday falls on a Sunday, the school will observe the holiday on the following Monday.

### ATTENDANCE

- Students will be able to access the lectures on their own time at their convenience.
- Each session lecture is viewable an unlimited amount of times after its initial debut until the end of class.
- Students are expected to view the lecture, complete the assignment, and upload it by the allotted due date.

#### Important Notes:

- Each weekly assignment is due no later than 12:00 p.m. Pacific Time on Sunday of every week.
- New weekly sessions begin on Sunday at 12:00 p.m. Pacific Time.
- Mentor feedback is typically given by the Wednesday of the following week. The live question and answer (Q&A) sessions will usually be set no less than one week in advance by the student's mentor. Attendance in the live Q&A will give students the personal touch of meeting their mentor and fellow students "face-to-face." The live Q&A will take place once per class session.

### VACATION POLICY

- Students should contact Student Care — with as much notice as possible — if they are planning a vacation during a term.

### STUDENT PROGRESS MONITORING POLICY

- Animation Mentor notifies individual students of their academic progress through the provision of grades at the conclusion of each class which is a week in length.



## GRADES

- Students are expected to upload their weekly class session assignments no later than 12:00 p.m. Pacific Time on Sunday for grading.
- Failure to submit an assignment on time will result in one (1) full letter grade off up to one (1) week; thereafter the student will receive a failing grade for that session. A student's final grade for each class will be a composite of all of the class session assignment grades for that class.

**Note:** Policy extends to all Animation Mentor offerings.

### Minimum Grade Point Average (GPA)

- To graduate, a student must complete each class requirement with a grade average of "C" or better.
- Students who fail to achieve a "C" in a class will be required to retake that class to raise their GPA.
- If a student does not raise their GPA in his or her retake, he or she may be terminated.

**Note:** Policy extends to all Animation Mentor offerings.

## STUDENT COMPLAINT PROCEDURES

A student may lodge a complaint directly with Animation Mentor by communicating orally or in writing to any teacher (mentor), administrator, or counselor. The recipient of the complaint shall transmit it as soon as possible to the School Director to resolve complaints. If the student orally delivers the complaint and the complaint is not resolved either within a reasonable period or before the student again complains about the same matter, Animation Mentor shall advise the student that a complaint must be submitted in writing and shall provide the student with this written summary of Animation Mentor's complaint procedures.

If the student complains in writing, Animation Mentor shall, within 10 days of receiving the complaint, provide the student with a written response, including a summary of Animation Mentor's investigation and deposition of the student's complaint. If the complaint or relief requested by the student is rejected, the response will include the reasons for the rejection. The student's participation in the complaint procedure and the deposition of the student's complaint shall not limit or waive any of the student's rights or remedies. Any document signed by the student that purports to limit or waive the student's rights and remedies is void.

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling (888) 370-7589 toll-free or by completing a complaint form, which can be obtained on the bureau's internet web site [www.bppe.ca.gov](http://www.bppe.ca.gov).

**Note:** Policy extends to all Animation Mentor offerings.

## VISA SERVICES

No student visa services will be provided at this time.





## A MESSAGE FROM THE SCHOOL ADMINISTRATION

Animation Mentor's approval to operate in the State of California is based on provisions of the California Private Postsecondary Education Act (CPPEA) of 2009. Animation Mentor under section 94802(a) of CPPEA, will by operation of law, be approved. The Act is administered by the Bureau for Private Postsecondary Education, under the Department of Consumer Affairs.

Institutional approval must be reapproved every three years and is subject to continuing review. Approved are the following programs: Diploma in Advanced Studies in Character Animation and Animals & Creatures: Master Class Certificate of Completion.

California statute requires that students who successfully complete programs of study be awarded appropriate degrees, diplomas, or certificates verifying the fact.

Prospective students are encouraged to visit the school's website, [www.animationmentor.com](http://www.animationmentor.com), and to discuss personal educational and occupational plans with the school's personnel prior to enrolling or Terms and Conditions agreements.

Animation Mentor currently does not have available sponsored programs, government or otherwise, to provide grants or to pay for portions of tuition and fees.

Animation Mentor has never filed for bankruptcy protection, operated as a debtor in possession, or had a petition of bankruptcy filed against it under Federal law.

### Additional Rules of Operation and Student Conduct Policy

All students are required to conduct themselves in accordance with Animation Mentor's additional rules of operation and student conduct policy set forth in the Site Usage Agreement that is contained in Animation Mentor's Terms and Conditions Agreement.

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education at 2535 Capitol Oaks Drive, Suite 400, Sacramento, CA 95833, [www.bppe.ca.gov](http://www.bppe.ca.gov), toll-free telephone number (888) 370-7589 or by fax (916) 263-1897

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. You are also encouraged to review the School Performance Fact Sheet, which must be provided to you prior to signing an enrollment agreement.



## ANIMATION COURSES: Fundamentals

### AN01 Animation Basics

12 Weeks | Learn the fundamental principles of animation, including an introduction to body mechanics with basic walks using simple characters. Students also will be pushed to not only recognize the more common animation mistakes involving timing, weight issues, and body mechanics, but will learn how to avoid and conquer them. By completing this class you will gain a strong knowledge of the basics in addition to an invaluable appreciation for observational techniques and the art of planning.

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>120 HOURS</b>

### AN02 Animation Body Mechanics Basics

12 Weeks | Learn the core concepts of body mechanics to create believable physical movement. You will also review a variety of locomotion and movements. Lack of good body mechanics is the most common mistake in animation, this course will give you the skills needed to start mastering this complex and critical topic.

*Prerequisites: AN01 or Advanced Placement*

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>120 HOURS</b>

### AN03 Advanced Body Mechanics Classic

12 Weeks | Develop a fuller understanding of fundamental animation principles and more advanced elements of body mechanics. This class focuses on full body performance-based animation that strengthens your solid foundation in body mechanics while bridging performances into the world of acting. You will learn to integrate a new layer of realism and physicality to your work.

*Prerequisites: AN02 or Advanced Placement*

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>240 HOURS</b>

### AN03a Animation Body Mechanics Advanced

12 Weeks | Develop a fuller understanding of fundamental animation principles and more advanced elements of body mechanics. Learn to work collaboratively with your fellow students and resource the AMP studio production pipeline on an action sequence. This includes creating outstanding physical shots with character — and introducing you to a sequence-based learning environment. You will learn to integrate a new layer of realism and physicality to your work.

*Prerequisites: AN02 or Advanced Placement*

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>240 HOURS</b>

### AN04 Introduction to Acting

12 Weeks | Breathe life into your characters through believable, sincere, and entertaining performances. You will also learn to make entertaining, non-cliché acting choices; understand and apply the value of entertainment and contrast within your work; and find your “voice” as an animator. You will learn to take a default character — a literal blank canvas — and infuse a heart, mind, and soul.

*Prerequisites: Either AN03 or AN03a, or Advanced Placement*

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>300 HOURS</b>



## ANIMATION COURSES: Animation Production Tracks

### CHARACTER ANIMATION PRODUCTION TRACK

#### CS01 Introduction to Character Animation and Storytelling

12 Weeks | Learn what makes for compelling stories, strong characters, and memorable performances. Create your own short film pitch and integrate advanced acting techniques in an animated sequence. By exploring acting and story simultaneously, you discover the common thread that links all animation — storytelling. You will develop your own unique short film pitch, and animate a two-character dialogue sequence of shots.

*Prerequisites: AN04 or Advanced Placement*

##### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>360 HOURS</b>

#### CS02 Character Animation and Storytelling Development

12 Weeks | Present the short film pitches created in Introduction to Character Animation and Storytelling — with a single pitch selected to be made into a short film. After this selection, students work as a group to dive into character development animation and pre-visualization to prepare the short film for Character Animation Production.

*Prerequisites: CS01*

##### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	19 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>88 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>400 HOURS</b>

#### CS03 Character Animation Production

12 Weeks | Work together under the direction of a professional animator. Coursework mirrors a production setting to complete animation on the short film. Use world-class pipeline tools to pass along the sequence — if selected — to be surfaced later in the CG production pipeline. You will learn to work in a production-based learning environment to complete animation on a short film.

*Prerequisites: CS02*

##### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	19 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>88 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>400 HOURS</b>



## ANIMATION COURSES: Creature Animation

### Creature Animation: Locomotion

12 Weeks | Start your concentration on animal and creature animation by learning the fundamentals of what makes them unique. Apply those principles by animating an animal locomotion/behavior shot. You will learn the dynamics of creature locomotion.

#### Time Breakdown By Hours:

Teaching Material ( <i>Lectures, Mentor Q&amp;As, eCritiques, etc.</i> ):	27 HOURS
Special Events ( <i>Guest Lectures and Q&amp;As, Movie Q&amp;As, etc.</i> ):	12 HOURS
Support ( <i>Office Hours, Technical Q&amp;As, Alumni Tutoring, etc.</i> ):	30 HOURS
Resources ( <i>Special Video Training, Training, etc.</i> ):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>120 HOURS</b>

### Creature Animation: Fight or Flight

12 Weeks | Pack a punch and push yourself further as an animator than you thought possible. Animate with two characters interacting and integrate with a live-action plate. Learn what makes a good action sequence, with tips on planning and pacing physical animation — and learn how to work effectively with live-action footage. You will also learn to conceptualize and pitch an action sequence with live-action footage.

#### Time Breakdown By Hours:

Teaching Material ( <i>Lectures, Mentor Q&amp;As, eCritiques, etc.</i> ):	27 HOURS
Special Events ( <i>Guest Lectures and Q&amp;As, Movie Q&amp;As, etc.</i> ):	12 HOURS
Support ( <i>Office Hours, Technical Q&amp;As, Alumni Tutoring, etc.</i> ):	30 HOURS
Resources ( <i>Special Video Training, Training, etc.</i> ):	15 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>84 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>240 HOURS</b>



## VFX COURSES: Fundamentals

### VF01 CG Basics

12 Weeks | Learn the fundamentals of VFX asset look development. Includes an introduction to image acquisition, hard surface modeling, and surfacing — along with basic lighting and compositing for VFX, built on an asset-based workflow. You will integrate CG assets into your own static plate photography.

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>120 HOURS</b>

### VF02 Lighting Basics

12 Weeks | Learn the core concepts of cinematic storytelling with light and work across multiple shots in a production sequence workflow. Includes an introduction to sequence-based lighting using the industry-leading Arnold Renderer.

*Prerequisites: VF01 or Advanced Placement*

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>79 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>180 HOURS</b>

### VF03 Compositing Basics

12 Weeks | Begin your introduction to CG compositing with a history of optical compositing and practical FX. Additional studies center on an introduction to compositing math operations and advanced concepts of color space and color pipeline in VFX. Includes work across multiple shots in a production sequence workflow using the industry standard Nuke compositing package.

*Prerequisites: VF02 or Advanced Placement*

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.):	27 HOURS
Special Events (Guest Lectures and Q&As, Movie Q&As, etc.):	12 HOURS
Support (Office Hours, Technical Q&As, Alumni Tutoring, etc.):	30 HOURS
Resources (Special Video Training, Training, etc.):	15 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>84 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>200 HOURS</b>





## WORKSHOPS

### WMAYA01 Maya Workshop: Animation Basics

6 Weeks | Maya workshop is designed for beginning animators and will introduce Maya software directing student learning on the specific tools used in character animation. After completing the workshop, students will have the foundational knowledge of Maya to continue your journey of bringing performances to life as a character animator!

#### Time Breakdown By Hours:

Teaching Material ( <i>Lectures, Mentor Q&amp;As, eCritiques, etc.</i> ):	19.5 HOURS
Special Events ( <i>Guest Lectures and Q&amp;As, Movie Q&amp;As, etc.</i> ):	3 HOURS
Resources ( <i>Special Video Training, Training, etc.</i> ):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>32.5 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>30 HOURS</b>

### WLightShot01 Lighting Your Shot

6 Weeks | An aesthetic and technical introduction to Lighting and Compositing using Maya and Mental Ray. Topics will include how to work effectively in the CG production pipeline, and adding a new levels of depth to projects through the application of lighting, different lighting techniques, how to effectively use shadows, lighting interior spaces vs exterior spaces, and more advanced topics like global illumination. This combination of aesthetic and technical concepts helps to show the critical role lighting plays in bringing stories to life.

#### Time Breakdown By Hours:

Teaching Material ( <i>Lectures, Mentor Q&amp;As, eCritiques, etc.</i> ):	12 HOURS
Special Events ( <i>Guest Lectures and Q&amp;As, Movie Q&amp;As, etc.</i> ):	3 HOURS
Resources ( <i>Special Video Training, Training, etc.</i> ):	10 HOURS
<b>TOTAL CLOCK HOURS:</b>	<b>23 HOURS</b>
<b>ESTIMATED HOMEWORK:</b>	<b>36 HOURS</b>



## APPENDIX A: SCHEDULE

Term	Status	Application Due	Registration Opens	Tuition Due	Term Starts
<b>Summer 2013</b>	Closed	May 24, 2013	May 6, 2013	Jun 7, 2013	Jun 24, 2013
<b>Fall 2013</b>	Closed	July 26, 2013	Aug 5, 2013	Sept 6, 2013	Sept 23, 2013
<b>Winter 2014</b>	Apply Now	Oct 25, 2013	Nov 4, 2013	Dec 6, 2013	Jan 6, 2014
<b>Spring 2014</b>	Not Open	Feb 14, 2014	Feb 17, 2014	Mar 21, 2014	Mar 31, 2014

## APPENDIX B: TUITION

ANIMATION PROGRAM	Price Per Class Every 12 weeks	Price Per Month Every 4 weeks
<b>Animation Fundamentals</b>		
Class 01: Animation Basics	\$2,074	\$499
Class 02: Animation Body Mechanics Basics	\$2,874	\$699
Class 03: Animation Body Mechanics Advanced	\$2,874	\$699
Class 04: Introduction to Acting	\$2,874	\$699
<b>Character Animation Production Track</b>		
Class 01: Introduction to Character Animation and Storytelling	\$2,074	\$499
Class 02: Character Animation and Storytelling Development	\$2,874	\$699
Class 03: Character Animation Production	\$2,874	\$699
<b>Creature Animation Courses</b>		
Creature Animation: Locomotion	\$1,999	
Creature Animation: Fight or Flight	\$1,999	
<b>Animation Workshops</b>		
Maya Workshop: Animation Basics	\$599	
Lighting Your Shot Workshop	\$699	

VFX PROGRAM	Price Per Class Every 12 weeks	Price Per Month Every 4 weeks
<b>VFX Fundamentals</b>		
Class 01: CG Basics	\$2,173	\$499
Class 02: Lighting Basics	\$2,973	\$699
Class 03: Compositing Basics	\$2,973	\$699

### Important Notes for All Courses:

- Terms and Conditions Apply.
- \$75 Registration Fee per class: Animation Fundamentals, Animation Production Tracks, Creature Animation Courses, VFX Fundamentals.
- Pay per month option requires an initial payment.
- Please email all payment plan questions to [loans@animationmentor.com](mailto:loans@animationmentor.com)

### For VFX Program Only:

- Classes begin with Summer 2013 term. Applications open now!
- \$99 Lab Fee per class includes in-class access to cutting-edge visual effects software: MARI, KATANA, and NUKE from The Foundry, and the Arnold renderer from Solid Angle.



## COMPUTER SYSTEM REQUIREMENTS

Because we are an online school, you must have a computer with an Internet connection and webcam. The webcam allows you to capture images from your sketchbook, record video reference, and participate in class with your mentor and other students. Detailed computer system requirements include:

### Windows

- Windows 7 32-bit or 64-bit
- Hardware no older than 3 years recommended

### Mac

- Mac OS X with an Intel Processor
- 10.6 or higher

## ADDITIONAL COMPUTER REQUIREMENTS

- 1 GB RAM (2 GB recommended)
- Preferred Browser:
  - Latest Chrome, Safari, or Firefox
  - Supported, Internet Explorer 8.0
- Flash Player 11
- Acrobat Reader
- WinZip
- QuickTime 7 Pro
- Broadband Internet: 50 kbps download and 30 kbps upload to Animation Mentor servers; 1 mbps download and 600 kbps upload or higher (as purchased through an ISP) recommended\*
- HD-capable webcam
- Headphones and headset-mounted microphone

\*Use the [Speakeasy Speed Test](#) to check your Internet speed. Be sure to choose the San Francisco server.

## VFX FUNDAMENTALS

- Windows 7, 64-bit. **Note:** Mac is not supported
- A graphics card with at least 512 MB of video memory and driver support for OpenGL 2.0
- A display with at least 1280 x 1024 pixel resolution and 24-bit color
- 5 GB disk space available for caching and temporary files

## LIGHTING YOUR SHOT WORKSHOP

- Windows 7, 64-bit or Mac OS X with an Intel Processor
- Certified hardware-accelerated OpenGL graphics card; see [Autodesk Certified Hardware](#)



## STUDENT RESOURCES

Animation Mentor offers a full library of academic resources for our student population. These resources are available through the Animation Mentor student site. All students have 24 hour access to the classroom area and under this header is the Library. Specific Library support areas include:

- Maya training
- Student Workflow
- 3D Assignments
- Layouts
- Sets
- Short films
- Reference material
- Props
- Short film examples
- Q&A replays
- Staff introductions
- Recommended reading

### Additional student support programs include:

**Office Hours** - A weekly opportunity to have questions, issues or concerns answered by Animation Mentor staff.

**Alumni Tutoring** - Weekly Alumni tutoring is available in a group format for all current students.

**Peer Buddies** - This is a volunteer program that partners up students with upper classmate for support and classroom help. The student initiates the process and works directly with Student Care.

**1:1 Success Coaching** - Students have available to them a certified life coach for one on one coaching sessions helping them address any roadblocks they might encounter while attending Animation Mentor.

**The Bridge Program** - A self- guided workshop focusing on time management, goal setting and setting realistic expectations.

**Career Services Assistance** - A job board along with resume and cover letter review are available to all graduates of all qualifying programs.