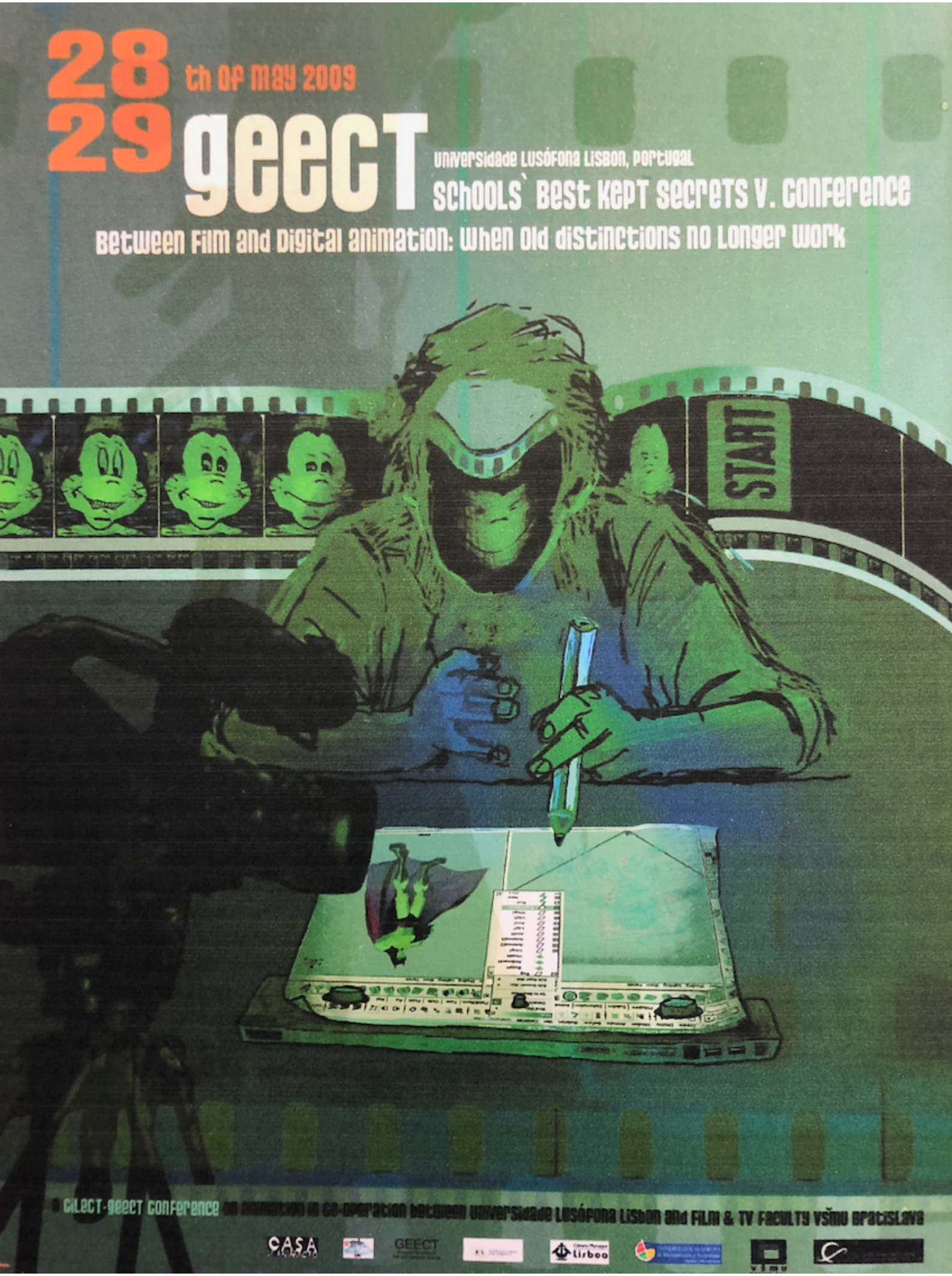

28
29
th of May 2009
geect
Universidade Lusófona Lisbon, Portugal
Schools` Best Kept Secrets V. Conference
Between Film and Digital Animation: When Old Distinctions no Longer Work
START
GILECT-geect conference
in co-operation between Universidade Lusófona Lisbon and FILM & TV FACULTY VŠMU Bratislava
CASA
GEECT
Lisboa
VŠMU

Index

1. Sumary

2. Programme

3. Participants

4. Main topics under discussion

5. Promotional and didactic Materials

1. Summary

Universidade Lusófona de Humanidades e Tecnologias, Film, Video and Multimedia Department (Lisbon, Portugal) and VSMU - The Academy of Music and Performing Arts (Bratislava, Slovakia) have partnered to organize GEECT's Fifth "Best Kept secrets' Conference" this time on the topic of animation. Twelve major European film and media schools that include animation courses in their programs (see: participants) have gathered in Lisbon between the 27th and the 29th of May 2009 to reflect and discuss the major transformations animation training is going through, not only in the context of a profoundly changing media environment, but also in the context of the radical reforms European higher education is facing.

The event was divided in three main activities: round tables intended for schools to present their views on the different topics under discussion, present their works and propose new strategies to deal with some of the issues under discussion; project show cases and films presentation intended for schools to have a better insight into some of the state of the art developments happening in the fields of animation and visualization technologies that blur traditional frontiers between for instance film and animation; workshops that allowed schools representatives to have hand's on contact with some of the new technologies being used for training in animation.

This intensive two days of discussions and training were complemented with more relaxed moments of social interaction where new and hopefully fruitful contacts were developed between all school's representatives present at the event.

2. Programme

geect Schools' Best Kept Secrets V. Conference

Between Film and Digital Animation: When old distinctions no longer work

GEECT seminar on Digital Film and Animation

"Between Film and Digital Animation: When old distinctions no longer work"

Universidade Lusófona [Portugal] and Best Kept Secrets V [Bratislava]

27th of May 2009

7.00 pm - Welcoming session at the hotel

8.00 pm - Dinner

28th of May 2009

9.30 am - 10.30 am - Opening Event Presentation / Welcome guests and Schools

10.30 am - 11.00 am - "Views", Schools and their views on the use of digital technology for animation training

11.00 am -11.30 am - Coffee Break

11.30 am - 1.00 pm - - "Methods", School's case study presentation on how its developing its own methodology approach to the use and training new technology.

1.00 pm - 2.30 pm - Lunch

2.30 pm - 4.30 pm -. "Challenges", School's presentation views on the challenges facing European Film and Animation Schools when considering a changing media

landscape and profound transformation in film value chain and use and consumption patterns by audience.

4.45 pm - 6.00 pm - Curriculum and future prospectives

8.00 pm - Dinner

29th of May 2009

10.0 am - 12.30 am - Project Show case - "U2 3D" - Film projection in stereoscopy and discussion with Dave Franks (Visuals effects director for U2 3D)

12.45 pm - 2.00 pm - Lunch

2.00 pm - Workshop - "Merging frontiers: the uses of MOCAP and animation techniques for digital cinematography technology", João Abrantes/ Filipe Luz (MOVLAB, ULHT)

2.30 pm - Project Show-case: ROME REBORN, Kim Dylla (University of Virginia), project coordinator

3.30 pm - 5.00 pm - schools films discussion & Presentation (With directors)

"Passeio de Domingo" (Portugal)

"Oktapodi" Les Gobelins (França)

"893" Supinfocom (França)

Mauvais Rôle- École Supérieure de Réalisation Audiovisuelle (França)

5.30 pm - 6.30 pm - Conclusions and Q&A

3. Participants

Identification	Institution	Email
Manuel José Damásio Title / Position Head of Film Department	Universidade Lusófona de Humanidades e Tecnologias	mjdamasio@ulusofona.pt
Paulo Viveiros Title / Position Head of Digital Animation Department	Universidade Lusófona de Humanidades e Tecnologias	paulo.viveiros@ulusofona.pt
Filipe Luz Title / Position Executive Coordinator of Movlab and Co-Head of Digital Animation Department	Universidade Lusófona de Humanidades e Tecnologias	paulo.viveiros@ulusofona.pt
José Miguel Ribeiro Title / Position Professor at Digital Animation Department / Animation Director	Universidade Lusófona de Humanidades e Tecnologias	jmiguelribeiro@yahoo.com
Zuzana Gindl-Tatarova Title / Position Full Professor, PhD. Vice-dean Foreign Affairs	Film & TV Faculty VSMU	tatarova [tatarova@vsmu.sk
Michal Struss Title / Position Art D. Lecture: Animation Computer Animation	Film & TV Faculty VSMU	misostruss@yahoo.co.uk
Ivana Zajacova Title / Position Art. D. Lecture: Animation History & Theory	Film & TV Faculty VSMU	vava@feelmefilm.com

Michaela Copikova Title / Position Mgr Art	Film & TV Faculty VSMU	copikova@gmail.com
Cristina Nichitus Title / Position Full Professor, PhD	Romanian National University of Drama and Film I.L.Caragiale Bucharest	nicri@unatc.ro
Nedelcu Marius Title / Position Reader PhD	Romanian National University of Drama and Film I.L.Caragiale Bucharest	prorector.centru@unatc.ro
Sergiu Baiesu Title / Position doctoral student	Romanian National University of Drama and Film I.L.Caragiale Bucharest	sbaiesu@yahoo.com
Mihai Oraseanu Title / Position Prof. PhD	Romanian National University of Drama and Film I.L.Caragiale Bucharest	prorector.centru@unatc.ro
Laura Georgescu Baron Title / Position Reader PhD	Romanian National University of Drama and Film I.L.Caragiale Bucharest	prorector.centru@unatc.cro
Sonja Weber Title / Position Head of Mobile Animation Content	ifs internationale filmschule köln Full Member Werderstrasse 1 50672 Cologne	weber@filmschule.de
Frits Standaert Title / Position head of animation	RITS Erasmushogeschool	frits.standaert@docent.ehb.be
Bert Beyens Title / Position head of school	RITS Erasmushogeschool	bert.beyens@docent.ehb.be

Tanja Bastamow Title / Position Teacher / School of Motion Picture, Television and Production Design	University of Art and Design Helsinki, Finland	tanja.bastamow@taik.fi
Maria Stepanova Title / Position animation instructor	VGIK - Russian State University of Cinematography named after S.Gerasimov	animasha@mail.ru
Marjo Immonen Title / Position Head of Education	University of Art and Design Helsinki School of Motion Picture, Television and Production Design	marjo.immonen@taik.fi
Nenad Puhovski Title / Position professor, chair Cilect NT standing Committee	Academy for Drama Arts, Zagreb, Croatia	nenad.puhovski@zg.t-com.hr
Florence Michele Bergot Title / Position head of languages	ens louis-lumiere	m.bergot@ens-louis-lumiere.fr
Alice de Champfleury Title / Position artistic director of the Animation department.	The National Filmschool of Denmark	adc@filmskolen.dk
Kris Mergan Title / Position Teaching animation 3BA/MASTERS	SintLukas Hogeschool Brussels	kris.mergan@telenet.be
Geert Vandenbroele Title / Position teaching animation 1BA 2BA	SintLukas Hogeschool Brussels	g.vandenbroele@pandora.be

Zsófia Németh Title / Position International Programe Manager	MOME - Moholy-Nagy University of Art and Design	international@mome.hu
Prof. József Fülöp Title / Position The head of the Animation program	MOME - Moholy-Nagy University of Art and Design	flp@mome.hu
Meindert Kok Title / Position Teacher Interactive Media/VFX	Netherlands Film and Television Academy	m.kok@ahk.nl
Harry Schreurs Title / Position Head dep. Interactive Media/VFX	Netherlands Film and Television Academy	h.schreurs@ahk.nl

4. Main topics under discussion

VIEWS - Schools and their views on the use of digital technology for animation training

In the first section ("Views") of GEECT's Conference Best Kept Secrets V - Animation "Between Film and Digital Animation: When old distinctions no longer work", the main question discussed was the schools' position concerning the new digital tools available at the Animation service.
In that direction, the discussion has proceeded around the following subjects:

1. How schools should adapt those tools to the animation teaching methods that have a long handmade tradition.
2. Under what form should be motivated the new and more technological generation of students (gamming, TV, blockbusters) to the need of acknowledge the study of film with a strong handmade culture.
3. How to structure the school programs: starting with the traditional techniques and complement with the 2D and 3D Animation (e.g. Universidade Lusófona), or vice-versa (e.g. RITS Erasmushogeschool)
4. How to adjust an animation artistic teaching method (e.g. the VSMU concern) with a more technological teaching
5. Due to all these questions how schools should respond the market needs (and the necessity of the parents wanting their sons/daughters in the working market) without losing in relation to the investigation and to an animation teaching closer to the cinema authorship.

METHODS - School's case study presentation on how it's developing its own methodology approach to the use and training new technology

In the second section ("Methods") of GEECT's Best Kept Secrets V - Animation "Between Film and Digital Animation: When old distinctions no longer work", the main question discussed was the schools' position views on the use of digital technology for animation training. The discussion was subdivided in two

phases, first there was two case studies presentation and secondly the debate section.

At the first presentation the MovLab team (Lab of Digital Animations and Biomechanics of movement) show the creativity uses of motion capture technology and strategies to integrate new digital tools in animation studies at University Lusófona.

The second presentation had consisted on explaining the strategy of VSMU School for the uses of digital tools in their animation studies.

After these two case studies presentation, the discussion took place:

6. Was clear to all that, nowadays, the animation process is much more complex, so how should schools balance the technical training with conceptual and artistic studies?

Some schools, like Universidade Lusófona, Moholy-Nagy University or Internationale Filmschule Köln, are teaching animation in a broadband, to prepare students for different markets of animation (motion graphics, film, post production, ...). Netherlands Film and Television Academy are preparing students for specialties of high-end post-production market. Other schools, like VGIK - Russian State University of Cinematography or University Nationale de Theater ed de Film (UNATC), are oriented for artistic direction, so students choose and develop their desire projects.

Main question was, what should schools offer to students, best possibilities of finding a job, or a space to find their own artistic skills?

7. All schools understand that script remains to be one of the most important issues of an animation project, but there are some areas of animation that does not require animation traditional studies, such as scriptwriting or storyboards. Motion graphic or visuals animation requires studies in graphic design, not in the area of traditional film studies. So, it was clear that each school should fill the space in need, whether artistically or technological oriented. Though in some countries like Portugal, Belgium or Hungary, there is not enough space that demands the need to have several universities dedicating to specialized areas, like Paris that has different animation schools with special orientations.

8. Also, it was clear for schools that in Bologna process the 1st Cycle studies should be oriented in a technological point of view and offer tools to prepare students for work or for the development of artistic projects on 2nd cycle (Master degree). The way each school should invest in technology has to evolve around

the study and market orientation in order to attract companies to work with schools in a collaborative animation project.

9. Several problems in the organization of school projects were shared between schools, such as how to avoid production problems in organizing hierarchies on the student's project?

Upon the contribution of each school, the session was finished.

"Challenges", School's presentation views on the challenges facing European Film and Animation Schools when considering a changing media landscape and profound transformation in film value chain and use and consumption patterns by audience.

How can/should Animation and Media schools deal with the challenges presented by new media? Questions:

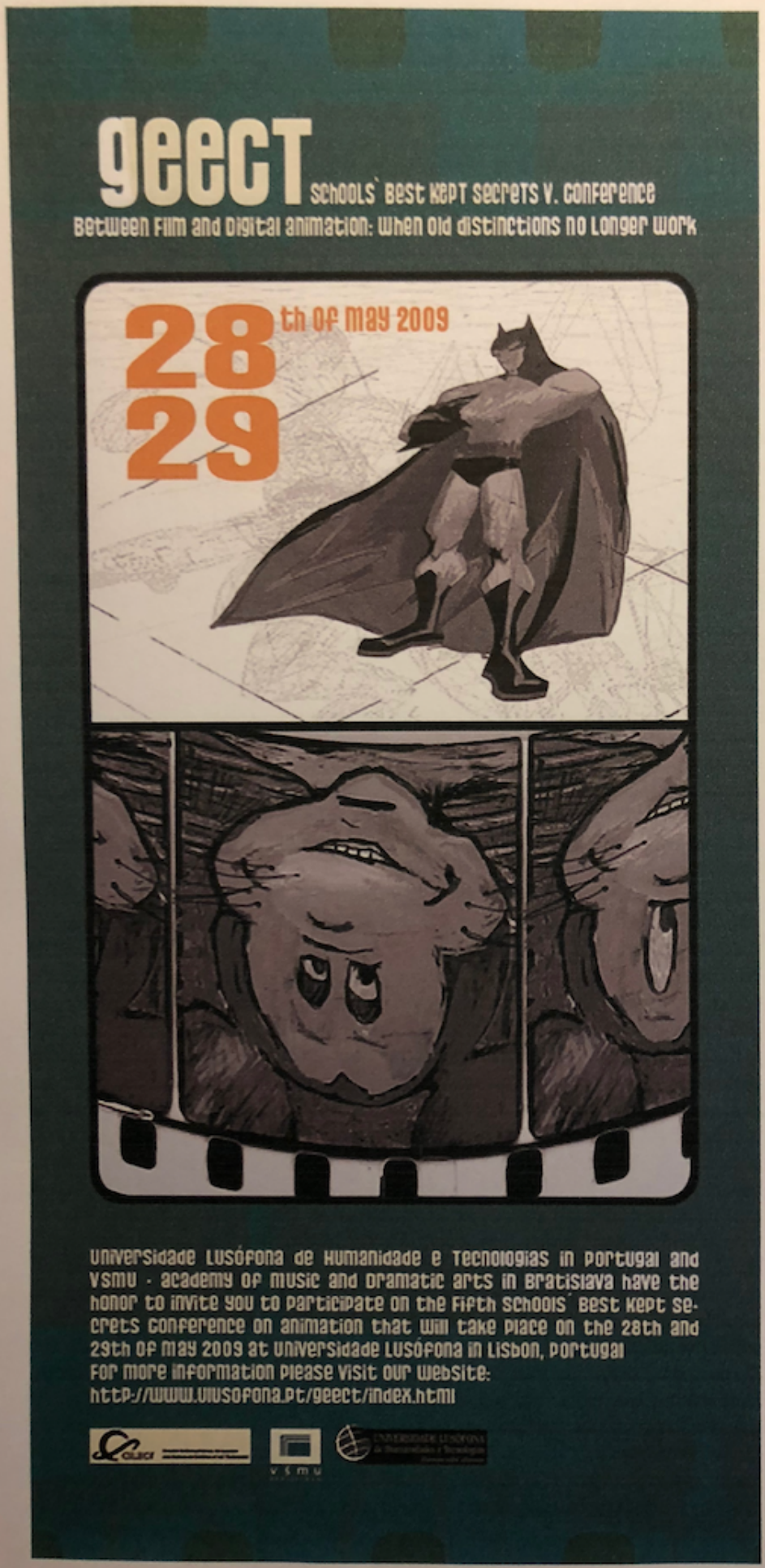
- How can we foster creativity today?
- How can we create awareness for specific cultural backgrounds?
- What type of competences should we teach to adress these new media?

Partipants in the roundtable commonly stressed the importance of such topics but also other relevant new issues in the field namely copiright and IP management in film and animation schools and the challenges brought about by the implementation of the Bologne Declaration.

5. Promotional and didactic Materials

Poster

Invitation


geect
Schools' Best Kept Secrets V. Conference
Between Film and Digital Animation: When Old Distinctions No Longer Work
28
29
th of May 2009
Universidade Lusófona de Humanidade e Tecnologias in Portugal and VSMU - Academy of Music and Dramatic Arts in Bratislava have the honor to invite you to participate on the Fifth Schools' Best Kept Secrets Conference on animation that will take place on the 28th and 29th of May 2009 at Universidade Lusófona in Lisbon, Portugal
For more information please visit our website:
http://www.ulusofona.pt/geect/index.html
vsmu

28 29 th of May 2009

geect

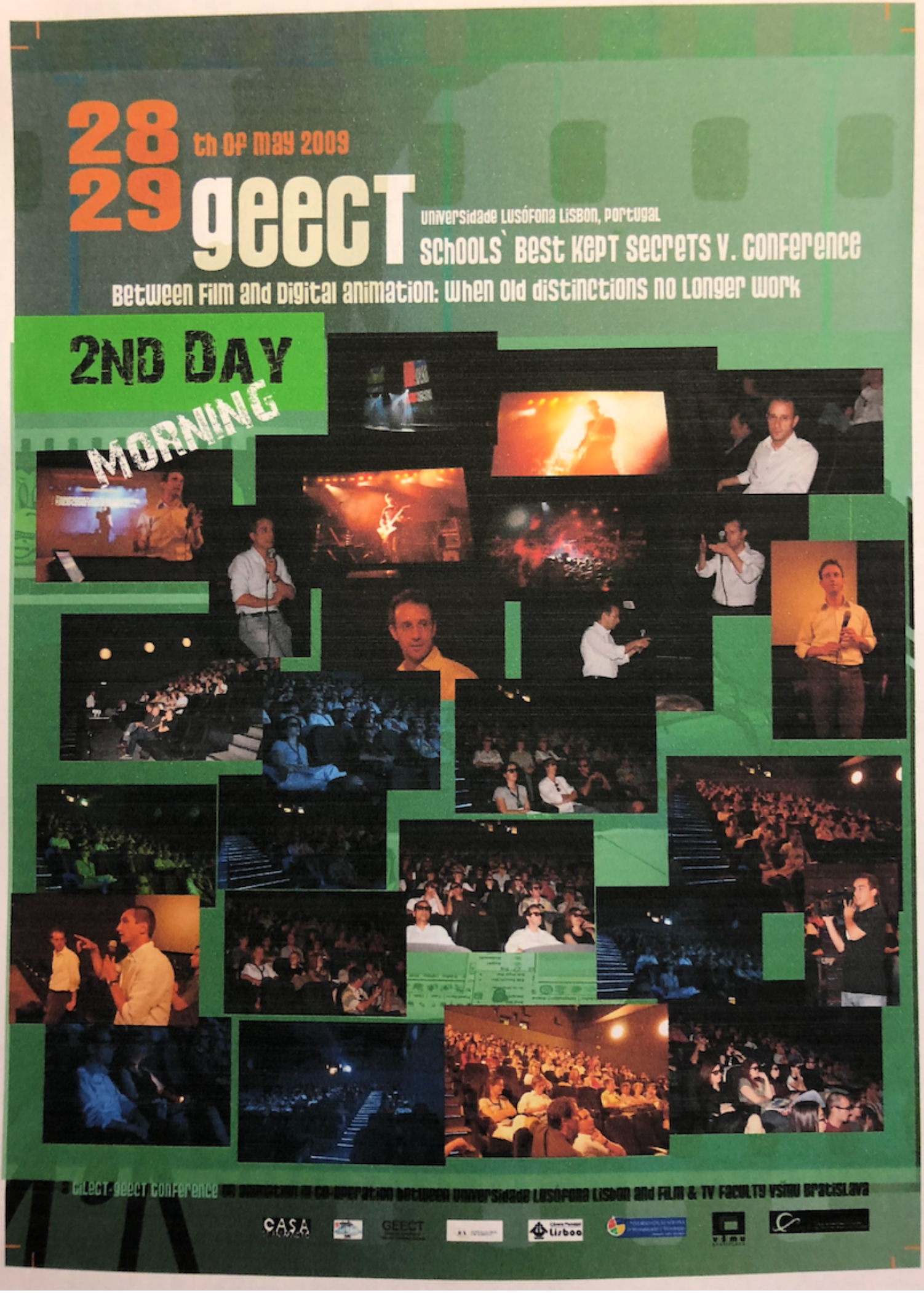
Universidade Lusófona Lisbon, Portugal

Schools` Best Kept Secrets V. Conference

Between Film and Digital Animation: When Old Distinctions no Longer Work

1st Day

GILECT-geect conference in association & co-operation between Universidade Lusófona Lisbon and FILM & TV Faculty VŠMU Bratislava


28
29
th of May 2009
geect
Universidade Lusófona Lisbon, Portugal
Schools` Best Kept Secrets V. Conference
Between Film and Digital animation: When Old distinctions no Longer Work
2ND DAY
MORNING
a GiLECT-geect Conference on animation in co-operation between Universidade Lusófona Lisbon and Film & TV Faculty VSMU Bratislava
CASA
GEECT
Lisboa
vsmu

28
29 th of May 2009

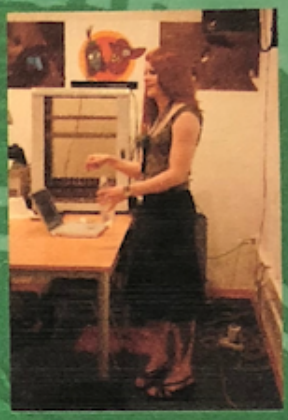
geect

Universidade Lusófona Lisbon, Portugal

Schools' Best Kept Secrets V. Conference

Between Film and Digital animation: When Old distinctions no Longer work

2nd Day Afternoon



CiLECT-geect conference in collaboration in co-operation between Universidade Lusófona Lisbon and FILM & TV FACULTY VŠMU Bratislava