

ART PORTFOLIO SUMMER CAMP



Featuring VFX Animator of Blockbuster Movies
*Lord of the Rings, Ironman, Fast & Furious, Harry Potter, Meet
the Robinsons, Robots, Iron Giant and more!*

Animation Camp 2017

July 24 to Aug 6



PortPrep Studios at Necessary Arts Company

5 Douglas St, Guelph, ON, Canada

Mike L Murphy kicks off 2017 Camp Open House Day

Discover The Top 5 Studio Skills To Give You The Career You Dream About!

Open House Day Kick-Off Workshop

Morning with Mike Murphy Top 5 Studio Skills for Success

Monday July 24 10-2pm \$250

Do you dream about getting pro skills and working at a top animation, VFX or game studio? Do you know the 5 skills studios require you to have? If not, then this exciting workshop is for you! Check out Mike's illustrious career on Wikipedia and find more great learning resources at MikeLMurphy.com

You'll get the treat of a lifetime with this unique opportunity to learn from a leading animator and VFX artist Mike L Murphy. This workshop will give you a clear map of what you must focus on if you want an amazing career in Animation and Visual Effects. You'll get over 3 hours of training including worksheets, exercises and a live Q&A session with Mike L Murphy himself via Skype.

You can be part of this unique opportunity to study with a Hollywood animator!

And that's just the start!

There's 2 whole intensive weeks of top quality instruction that will help you get accepted into the best arts colleges.



Are you dreaming of studying animation in college?

Or maybe illustration, graphics or architecture?

PortPrep's summer camp helps all visual arts students

We've got 2 weeks of intensive workshops planned for you this summer so you can make a fantastic portfolio. It's focused on animation but it suits all visual arts. Students save between 1 to 2 years of college foundations studies when they study with us! Develop your skills and confidence at PortPrep's Animation Summer Camp.

Not going into Animation but need to develop your drawing skills?

. Sign up per course, per week or for the full camp!

Day 1 Open House Art Careers Day Monday July 24th \$300

Morning Session: 9 to 10am

Part 1: Welcome to PortPrep's Portfolio Summer Camp!

Get an introduction to the world of animation, special effects, illustration and more. Meet your head instructors and Garth Laidlaw and Karen Kesteloot and hear about the exciting week ahead. Career and study paths presentation. What to include in your animation portfolio. Learn what skills you will need to develop to make a good portfolio.



Concept Art Instructor Anthony diGiovanni

Mon with Mike Morning Session: 10am to 2pm \$250

Featured Workshop: Top 5 Studio Skills

Let the acclaimed animator Mike L Murphy share the secrets to success in the movie industry in this exciting workshop. Get an insider's peak into the top 5 studio skills needed to make it in the animation and visual effects industry. The best part is that you'll get to ask questions directly to Mike in a real time Q & A live Skype call. Mike offers students this one time low fee by asking for testimonials in video or written form.

Mon Afternoon Sessions 2:30 to 5pm \$50

Part 1: Industry Guest Speakers

Be inspired by industry guest speakers! We're gathering together an exciting line-up of professional animators, animation professors, and concept artists to motivate and guide you about your chosen profession. Watch for the exciting details coming of who will be presenting at PortPrep's Animation Summer Camp this year!

Part 2: Instructor Presentations and Q & A

See the artwork of your instructors and hear about their careers and education path.

Part 3: Student Presentations and Q & A Hear what it's like to be a student in top ranking animation college programs. See examples of successful portfolios. Have a chance to ask questions to the students about how they got accepted.



Over the 2 weeks you will develop a story as a group and come up a cast of characters. You will pick your favourite character to design and draw in expressions, rotations, story boards and scenes that will be painted both by hand and by computer. All of our day time classes teach the observational drawing skills that support your cartoon characters in their scenes like portrait drawing, anatomy, composition and perspective drawing. You'll learn all the skills you need to make all of the required portfolio drawings in an animation portfolio.

Day 1: Mon July 24

Mon Evening Session 6 to 9pm \$50

Instructor: Animation Instructor Garth Laidlaw

Workshop: So you want to be an animator: Introduction to the profession of animation

Introduction to Story and Character Development and Fundamentals of Character Profiling

Working as a team the group will brainstorm a story context and characters that will be developed over the course of the summer camp. Learn how to develop a character profile and how that will lead to what the characters look like.

Day 2: Tues July 25

Tues Morning Session 9am to 12pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: The importance of drawing well.

Learn how to ramp up your drawing skills quickly and watch out for typical pit falls that cause drawing errors. Learn how to remain engaged in the visual cortex when drawing and avoid letting your stored knowledge get in the way.

Tues Afternoon Session: 1 to 4pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Introduction to How to Draw Animals

Drawings of animals is one of the required drawing skills in your animation portfolio. Learn some basic approaches about how to draw animals effectively while continuing to develop your observational drawing skills.

Tues Evening Session: 7 to 9:30pm with 1 hour of instruction \$30 includes model fee

Instructor: Animation Instructor Garth Laidlaw

Workshop: Figure Drawing Basics

Get a basic introduction to the fundamentals of figure drawing and attend Garth's regular life drawing group called ArtStory.



Figure Drawing

NEAR EXHIBITION PARK NEAR
DOWNTOWN GUELPH - TUESDAYS AT 7PM
SUNDAYS OCCASIONALLY



61 Tiffany St Guelph

ARTSTORY
Art of Garth Laidlaw

Day 3: Wed July 26

Wed Morning Session 9am to 12pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Geometric Object Drawing Fundamentals: How to Draw Balanced Cylinders and Cones Properly

Drawing geometric objects with sound structure is crucial skill to master as an animator because all complex forms are built of the basic geometric forms the cylinder, cone, sphere and cube. Your instructor taught in the quintessential Object Drawing Course designed by acclaimed illustration instructor Jack Taylor of Sheridan's famous Illustration Program. In this class you'll learn how to sight measure and structure cylindrical and conical shapes and draw balanced ellipses. One of the required drawings in Sheridan's Animation Portfolio submission assigns students to draw a still life of everyday geometric shaped objects. Students are expected to show the construction of the objects in two before and after images that tell a story. This is the perfect workshop to learn the fundamentals of good drawing whether you plan to study animation, architecture, or graphic design.



Wed Afternoon Session: 1 to 4pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Geometric Object Drawing Fundamentals: Cylinders on their Sides, Car Wheels and Archways

Oddly enough people rarely draw cylinders laying on their sides accurately until they are taught the rules of the relationships between the major axis, minor axis and the axel. Once you learn the rules of constructing ellipses on vertical planes you'll be able to draw anything from rolling barrels to archways in architecture to wheels on cars. You'll be sure get the portfolio reviewer's attention when you show how well you understand these principles of drawing construction.

Wed Evening Session 6:00 to 9pm \$50

Instructor: Animation Instructor Garth Laidlaw

Workshop: Character Design Fundamentals.

Head back to the studio with Garth for more great character design fundamentals. Learn how to use geometry of characters and silhouettes in early character design stages. Garth will show you some tricks to get your creative ideas flowing for your characters and learn from industry icons! Continue to develop your character profiles in preparation for the next class.

Day 4: Thurs July 27

Thurs Morning Session 9am to 12pm \$50

Instructor: Portraiture Instructor Karen Kesteloot

Workshop: Portraiture Part 1: Basic Proportions of the Face and Head

If you want to make great characters you've got to start with understanding the anatomy of the head and face before you can distort them for creative effect. You'll learn the fundamentals of portrait drawing under the exacting guidance of a pro like no other! The first day of this two day workshop will introduce you to the basic proportions of the head and face and give you a logical procedure to follow.

Thurs Afternoon Session: 1 to 4pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Introduction to How to Draw Hands.

Learn basic structural approaches to drawing hands and brainstorm creative ideas for the required hand drawings in your portfolio. You'll need to figure out how to show a hand in a movement that conveys a story. Get help brainstorming a good story and how to depict that movement convincingly. Get introduced to atmospheric perspective and great line quality.

Thurs Evening Session: 6 to 9pm \$50



Instructor: Animation Instructor Garth Laidlaw

Workshop: How to Develop Your Character and Intro to Character Body Postures and Expression

Now that you have come up with a list of characters and decided on their attributes it's time to bring them into being with the fundamentals of design you learned the day before. You'll learn how to use body posture and face and head shapes to embody the attributes of your character. Learn from the pros by copying from masters of animation and get a chance to try your hand to drawing out your character under Garth's guiding hand.

Day 5: Fri July 28



Fri Morning Session 9am to 12pm \$50

Instructor: Portraiture Instructor Meredith Blackmore

Workshop: Portraiture Part 2: Studies in the Structures of Facial Features. Basics of How to Capture a Likeness.

You'll get a closer look at the structures of the face and how to understand them and draw them well. These are the building blocks not only to great portraits but to drawing convincing characters with David's expert advice.

Afternoon Session: 1 to 4pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Facial Expressions

Now that you are aware of the basic proportions and structures of the face it's time to learn how to make them convey emotion! Learn how to make eyes, mouths, noses foreheads and cheeks emote and contort! Learn how to develop characters that are expressive as a result!

Fri Evening Session 6:00 to 9pm \$50

Instructor: Animation Instructor Garth Laidlaw

Workshop: Character Facial Expressions and Head Rotations

You've learned about the human head and face and how to capture emotion. Now it's time to bring that learning into your character designs. One of the required portfolio pieces is a page of head shots of your character from various angles depicting different emotions. You'll learn from Garth how to make your character take one different emotions while remaining in character.



Weekend 1: \$175

Day 6: Sat July 29

Sat Morning Session 10am to 12pm \$40

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Required Portfolio Piece Object Still Life Before and After Story: How to Compose and Conceive of a Strong Still Life for All Art Disciplines

Art portfolios require that you demonstrate your ability to draw still lifes of the basic geometric forms accurately. An often overlooked aspect of still life drawings in portfolios is the creative content in the piece. It is very important that you show creative ideas in this otherwise dry subject particularly for those who are applying to animation. In this workshop you will learn how to come up with truly creative ideas and make strong compositions of thematically linked objects. You will learn how to brain storm inferred before and after stories for the still life drawings that will get you noticed by the portfolio review committees.

Sat Afternoon Session: 1 to 5pm \$60

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Perspective Drawing: How to Draw the Required Point of View Room Drawing for Animation, Illustration, Interior and Architectural Design Students.

A required portfolio skill is to be able to draw perspectives from an observed point of view in a room and sometimes looking out the window as well. You will learn how the laws of perspective are built on your eye level and position relative to the room you are in. You will be introduced to sight measuring, the notion of the picture plane and how to use multiple vanishing points in the same perspective drawing. You will learn how to use various line weights to demonstrate depth.

Day 7: Sun July 30

Sun Afternoon Session 1 to 4pm \$75

Instructor: TBD

Workshop: Introduction to Figure Drawing

If you are applying to Animation, Illustration, Fashion Design or Fine Art it is critically important that you demonstrate a well-developed ability to draw the human figure. In this one day workshop you will get a solid introduction on how to approach figure drawing and get advice on how to manage the typically long learning curve to this fundamental and complex drawing skill.

Week 2 \$630

Day 8: Mon July 31

Mon Morning Session 9am to 12pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot:

Workshop: Introduction to the Picture Plane and Using a View Finders as a Training Device for Visual Character Rotation

It's essential that you grasp the fundamentals of how to draw well if you are going into animation. You'll need to internalize the idea of seeing the world as if through a view-finder and a picture plane as training device to see and draw accurately. Next you'll learn processes for how to build up an accurate drawing by studying proportions, angles, negative space and vertical and horizontal relationships. You'll practice these skills on rotating objects in preparation for the character rotation workshop with Garth Laidlaw.



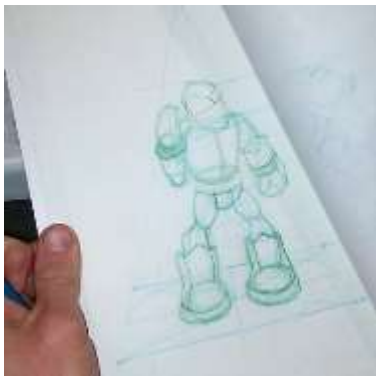
Mon Afternoon Session: 1 to 4pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Introduction to Sight Measuring and Visual Character Rotation

Get a thorough introduction into how to use the skill of visual sight measuring to draw accurately. This is a fundamental technique that you will need to master if attending an art college. It's often used incorrectly and yields poor results. Learn from a master of drawing instruction how to do it properly and get great results! You'll practice this skill while learning how to draw different objects and characters from various angles of view in preparation for the character rotation workshop with Garth Laidlaw.

Mon Evening Session 6:00 to 9pm \$50



Instructor: Animation Instructor Garth Laidlaw

Workshop: Character Rotation Basics:

This workshop gives you an introduction into the how to rotate a character and maintain their character and body posture. This is a fundamental skill for your animation portfolio and is always a required drawing in your application. You will take the character you have been developing and draw front, back, side and $\frac{3}{4}$ views. Seeing your character in all its rotation views helps you further perfect its design.

Day 9: Tues Aug 1

Tues Morning Session 9am to 12pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Creating Environments and Dynamic Compositions and Controlling Hierarchy of Contrasts for Clear Story Telling in Scene Design

Now that we have a set of characters it's time to put them into an environment. Learn about how to compose a good shot and create dynamic compositions that help to convey story and mood. You'll learn how to come up with great ideas, scenes and compose the scene for your characters to engage in an action from your story. Learn how master the art of composition by learning how to control where the viewer looks first, second, third and last. This is the essence of great layout design in any of the visual arts. With this knowledge you will be able to ensure that the message of your piece is understood and told in the order of importance. Learn the secrets of how to clearly show who is the dominant character in any given scene and who or what is subordinate in that scene. This workshop is what earns our students scholarships in illustration, fine art, and graphics. It's the perfect way to stand out as an animation student

Tues Afternoon Session: 1 to 4pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Intro into Perspective Drawing and Creating Environments.

Take the scene ideas you came up with in the morning session and learn about the fundamentals of perspective drawing so you can place your characters in a scene. You'll will learn in subsequent workshops how to paint the scene both digital and actual paint.

Tues Evening Session: 7 to 9:30pm with 1 hour of instruction \$30
includes model fee

Instructors: Garth Laidlaw

Workshop: Figure Drawing Basics

Get a basic introduction to the fundamentals of figure drawing and attend Garth's regular life drawing group called ArtStory. Get tips from Garth and Karen in this casual drawing environment.

Day 10: Wed Aug 2

Wed All Day Session 9am to 4pm \$100

Instructor: Animation and Illustration Instructor Garth Laidlaw

Workshop: Environment Painting for Production: Paint a Scene Ready to be used in Animation or for your Illustration Portfolio.

In this course, Garth will teach you how to paint using Gouache paint, which is commonly used in both illustration and animation, due to the high versatility of the medium. Garth's method of using the medium will allow you to gradually build up the colours and values so it gives you the chance to find the right colours even if you lack experience in colour mixing. This method is similar to the method used by famed comic book artist, Alex Ross. Garth will steer you through the process of working with this water-based medium so that by the end of the class, you'll feel much more comfortable to bring your drawings to life with colour in the future. For all digital painters, don't worry - the methods developed in this class will be very applicable to your digital workflow and will be explored further on the weekend with Anthony. Please bring \$10 for the materials fee with you to class.

Wed Evening Session 6 to 9pm \$50

Instructor: Animation Instructor Garth Laidlaw

Workshop: Intro to Story Boarding Fundamentals.

Get some practice for your portfolio's story board by learning about the fundamentals of how to create stories from a pro! Garth loves stories! In fact his animation business is called ArtStory! So you're in good hands with him on this one! In your animation portfolio you will be asked to show a 4 panel story board layout. You will learn the basics of how to effectively perform this task by using your group's story as a scenario. Each student will come up with a different series of 4 panels to tell an aspect of the overall story you've been developing over the weeks together.



Day 11: Thurs Aug 3



Thurs Morning Session 9am to 12 \$75

Instructor: Anatomy Professor Werner Zimmermann

Workshop: An Animators Approach to Draw Animals.

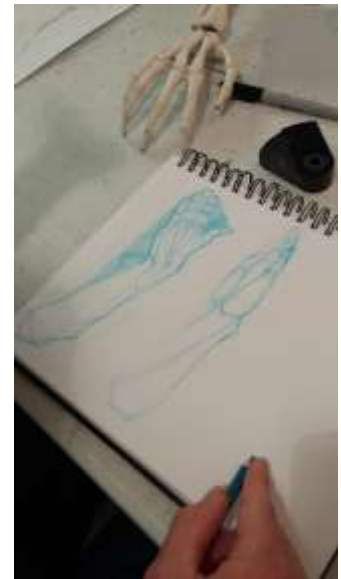
Capture the essence of an animal's body in its movement and volume. Learn about various structural approaches to drawing animals from an expert on anatomy and illustration. Prepare to be inspired! This is the opportunity of a lifetime!

Thurs Afternoon Session: 1 to 4pm \$75

Instructor: Anatomy Professor Werner Zimmermann

Workshop: The Anatomy of the Hand.

You have the exciting opportunity to learn from a real pro! We are thrilled to have the acclaimed illustrator and anatomy professor Werner Zimmerman teaching for us this year! Animation and illustration portfolios require extremely well drawn pictures of hands in action. To draw hands well it helps to understand the underlying anatomical structures and there is nobody better equipped to teach you than Prof Zimmerman. Learn about the hand in motion to ensure that your drawings conform to proper anatomical structure.



Thurs Evening Session 6:00 to 9pm \$50

Instructor: Animation Instructor Garth Laidlaw

Workshop: Story Boarding

Develop your 4 panel story board under Garth's expert tutelage. Today is a work period and a great chance to get one on one instruction on how to put into use all that you've been learning throughout the camp. 80% of learning is doing so this is an important chance to really make progress on your drawings!

Day 12: Fri Aug 4

Fri Morning Session 9am to 12pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Geometric Object Drawing Fundamentals: How to Draw Cubes Accurately

A cube is a simple shape so it stands to reason that it ought to be easy to draw---but it's not! In fact cubes are among the most challenging objects to draw accurately. Yet it's one of the most important objects to master; it's the building block of more complex objects and it's a fundamental skill that is needed to create believable worlds out of your imagination. Why is this object so darn hard to draw well? It's because we know so much about them. All the geometric laws of these perfectly balanced shapes makes them hard to draw the way we see them. It's important to learn how to draw them from observation as well as from imagination in a variety of angles of view. You'll first learn some useful tricks on how to sight measure angles and build your new visual knowledge accurately in the morning session on cubes.

Afternoon Session: 1 to 4pm \$50

Instructor: Fundamentals of Drawing Instructor Karen Kesteloot

Workshop: Geometric Object Drawing Fundamentals: How to Divide Cubes Into Sub-forms and Rotate a Cube in Perspective and Build Complex Shapes based on Multiple Cubes.

The cube is the ultimate test of your drawing abilities. Showing that you have mastered the cube's deceptive complexity is paramount in your portfolio; it's one of the items professors look for to see if you have truly mastered drawing. Now that you've learned some basic approaches to observing and drawing the cube accurately, it's time to get familiar with how the cube should look from all major angles and build your knowledge of the laws and relationships of view and angle. You'll learn how to draw the cube from various angles from vision so that you can ultimately construct them in multiples to create complex objects from your imagination.

Fri Evening Session 6:00 to 9pm \$50

Instructor: Animation Instructor Garth Laidlaw

Workshop: An Animator's Approach to Figure Drawing

Ever wonder how animators can capture the movement of the human body so quickly and simply? Garth will show you how to identify key aspects of the human anatomy and how to convey it simply. He'll give you a basic formula for how to draw the body in a simplified but information rich way. You will get introduced to great learning resources including the best reference books to fantastic websites.

Weekend 2: \$190

Two Day Digital Painting Workshop \$115

Figure Drawing \$75

Day 13: Sat Aug 5

Day 1 of 2 Day Workshop: Sat Full Day Session 10am to 4pm \$75

Instructor: Digital Painting Instructor: Anthony Di Giovanni

Workshop: Intro to Digital Painting: Environment Design

In this workshop you will get an introduction to digital painting tools and techniques while exploring how to go about designing an imaginative environment/landscape. You will learn about general workflow that you can use to take your digital explorations further. The instructor will highlight Photoshop's strengths and limitations for any sort of design or painting application. Anthony plans to share his tools, presets and workflow and provide a number of resources that will expand upon what he will introduce to you in the workshop. You will attempt a basic assignment as best you can so that you can get input on day two of the workshop. You will begin the assignment in class that builds on previous learning in the summer camp program and will need to work on it for homework before meeting on day two.

Day 14: Sun Aug 6

Day 2 of 2 Day Workshop: Sun Half Day 10am 12pm \$40

Instructor: Digital Painting Instructor: Anthony Di Giovanni

Workshop: Intro to Digital Painting: Environment Design

Anthony will assess the classes' work to highlight common pitfalls beginners encounter with digital tools and teach you about effective methods that deal with the typical challenges. You'll get a chance to learn from each other's projects in group reviews as well as getting some one on one advice about your own painting.

Required Equipment to Take This Workshop

Ideally you should have a pressure sensitive graphics tablet and stylus (a good tablet is the Wacom Intuous) and a computer with Adobe Photoshop. It's also a good idea to bring a sketchbook or notebook to jot down notes or ideas. If you don't have access to these tools but you still want to take the class that could still work by taking notes on paper and purchasing our video of the course after it's over (participants get the video at a 50% discount). You can also manage with a non-pressure sensitive tablet or with a mouse or mouse pad. It's not ideal but you still learn some basics this way.

Required Prerequisite:

There are two possible ways to be sure you will be able to follow along with this workshop. You should have some prior experience with the basic use of Photoshop as it relates to digital painting. To prepare you can rent PortPrep's Intro to Digital Painting Video for \$20. Study it and create the two exercises shown in the video on your own before arriving at this workshop.

Day 14: Sun Aug 6



Sun Afternoon Session 1 to 4pm \$75

Instructor: Fundamentals of Figure Drawing Instructor: TBD

Workshop: Introduction to Figure Drawing

If you are applying to Animation, Illustration, Fashion Design or Fine Art it is critically important that you demonstrate a well-developed ability to draw the human figure. In this one day workshop you will get some basic approaches on how to capture the structure of the human body with good proportions. Get an introduction into how to use conte and charcoal effectively for your figure drawings.

Summer Camp Prices

Week 1 incl Open House Day: \$880

Weekend 1: \$175

Week 2: \$750

Weekend 2: \$190

Full 2 week camp: \$1995



Get 10 FREE Tutorial Videos
when you sign up for the
full camp! \$140 value!

Refer a friend and get 1
free private lesson
\$65 value

*Early Bird Discount: Get 10% off! Sign up by May 31 to Save \$199.50!
Reduce college tuition fees by studying with PortPrep. We save most students 1 year
of fundamentals training.*

Contact: info@portprep.com Karen Kesteloot 519-803-2539

Register via email or on-line at www.portprep.com