



SWAN LAKE:
MOVING IMAGE & MUSIC AWARD

CG video production process - based on Gorillaz "El Manana" music video and "REF" independent short film.

SL:MIMA 2007 Workshop by Lukasz Pazera

We 7. November 2007, 9 a.m. - 4 p.m.,

University of Applied Sciences Mittweida, Faculty of Media, Building 4 - Room 4-015

Overview:

A set of presentations that show a complete production process of CG projects such as music videos, tv commercials and short films. Lecture is entirely based on a real-world projects and includes a lot of work-in-progress materials showing various stages of project development.

1. Gorillaz "El Manana" - making of music video from storyboard to final cut.

This part of presentation guides participants through all stages of animated music video production. It starts from storyboard, and goes through CG layout, modelling, texturing, lighting, layered rendering and compositing. In addition to this it'll also cover preproduction and technical preparations such as developing in-house software. "El Manana" is an example of complex project completed on a tight schedule thanks to good teamwork and mixing various medias such as hand-drawn animation, CG graphics and special effects, digital paintings, etc.

2. "REF" - CG short film production notes.

Presentation shows a process of creating independent short film but main focus is put on rigging and animation stages of production. Participants will see how 3d artist prepares character for animation by building special constructions called rigs. Rigs are then used to animate CG characters. Presentation shows examples of such rigs and details of a few animated scenes from "REF" short film.

3. Additional information.

As a complement to both presentations a set of materials on other "Gorillaz" videos will be shown. It includes notes on character design and preproduction. All videos and images are taken from Passion Pictures (London based studio that produced all Gorillaz videos) data library.

Lukasz Pazera

Born on 26. July 1978 in Cracow, Poland. Graduate of Academy of Fine Arts in Cracow, Poland. He studied at prof. Jerzy Kucia's Animation Workshop (diploma short film "REF" in 2004). Artist, animator, photographer and director. He works mainly as CG artist on short films, TV commercials and music videos. He took part in projects such as BAFTA's Best Animated Short "Fallen Art", Gorillaz "El Manana" video and animated intro for "Rock Band" music video game. He was also software developer for computer graphics industry (plugins "Auto Character Setup" and "Surpasses"). He currently lives in London, UK and works as a freelance artist at Passion Pictures www.passion-pictures.com.