ANIMATION MENTOR ®

The Online Animation School ®

CATALOG

2015

Table of Contents

Welcome to Animation Mentor

Animation Mentor offers Animation classes and workshops 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.

It all starts with our world-class partnerships with animation professionals, studios, and software developers. These partnerships — along with our dedicated, industry-focused curriculum — help prepare you for a career in the animation industry. This is where you learn how to thrive in the studio production environment, using our state-of-the-art, patent-pending AMP™ studio production pipeline in tandem with professional studio workflows.

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

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

Cofounders, Animation Mentor

Our Mission

Provide the most personal and fulfilling learning experience on the planet.

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. 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

Shawn Kelly

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

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.**

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 | Animation
15 years experience as an animator for feature films

Arslan Elver
Prime Focus | Animation
7 years experience in animation in feature films

Alan Rogers
Id Software | Animation
13 years experience animating in feature films, games and other projects

Andrew Park
WETA | Animation
6 years experience in animating in feature films

Anthony Wong
Pixar Animation Studios | Animation
9 years experience in animation for feature films

Boola Robello
Warner Bros. | Animation
15 Years experience in animation and visual effects in feature films.

Brian Mendenhall
Tippett Studio | Animation
10 years experience as a character animator and lead animator in feature films

Brian Ward
Contract Animator | Animation
8 years experience as a character animator in feature films

Chad Stewart
Contract Animator | Animation
20 years in animation and animation supervision for feature films

Chris Mullins
Tippett Studios | Animation
16 years experience as an animator for feature films and other projects

Dana Boadway Masson
Killer Jelly Bean Studios | Animation
12 years experience as an animator and in visual effects for feature films

Dave Vallone
Reel FX Studios | Animation
11 years experience as an animator for feature films

Dave Burgess
DreamWorks Animation Studios | Animation
30 years experience as an animator, supervisor and head of character animation in feature films and TV

David Tart
Contract Animator | Animation
17 years experience animating and directing feature films and other projects

David Weatherly
DreamWorks Animation Studios | Animation
12 years'experience as an animator and animation lead in feature films

Derek Esparza
Sony Imageworks | Animation
30 years experience as an animator, supervisor and head of character animation in feature films and TV

Dimos Vrysellas
March Entertainment | Animation
15 years experience in animation and animation supervision for TV and feature films

Don Kim
Nelvana Studios | Animation
17 years experience as a character animator, supervision and direction in feature films and other projects

Drew Adams
DreamWorks Animation Studios | Animation
12 years experience in animation for feature films

Elliot Roberts
Double Fine Studios | Animation
9 years experience in animation for feature films

Erik Morgansen
Industrial Light & Magic | Animation
18 years experience in character animation, senior animator & lead animator in feature films & other projects

Ethan Hurd
Sony Pictures Imageworks | Animation
15 years experience in animation for feature films

Greg Kyle
Laika | Animation
17 years experience in animation for feature films and games

Greg Whittaker
DreamWorks Animation Studios | Animation
18 years experience in animation for feature films

Guido Muzzarelli
Contract Animator | Animation
10 years experience in animating in feature films

James Chiang
Contract Animator | Animation
8 years experience animating and directing feature films and other projects

Jason Martinsen
Contract Animator | Animation
11 years experience in animation for feature films

Jason Taylor
Little Zoo Studios | Animation
10 years experience in animation for feature films

Jay Davis
Contract Animator | Animation
18 years experience in animation for feature films

Jay Jackson
Contract Animator | Animation
20 years experience in animation and animation supervision for feature films and TV

Jean-Denis Haas
Industrial Light & Magic | Animation
9 years experience in animation for feature films

Jeff Joe
DreamWorks Animation Studios | Animation
5 years experience in animation for feature films

Joe Antonuccio
Blue Sky Studios | Animation
12 years experience in feature films and consulting

Jon Collins
Blizzard Entertainment | Animation
10 years experience in animation for feature films

John Nguyen
Disney Animation Studios | Animation
9 years experience animating, lead animating in feature films

Keith Sintay
Sony | Animation
18 years experience as an animator and in visual effects for feature films

Kevin Andrus
DreamWorks Animation Studios | Animation
7 years experience as a character animator in feature films.

Kevin Koch
Sony | Animation
15 years experience in animation and animation supervision for feature films and documentaries

Leigh Rens
Contract Animator | Animation
13 years experience as an animator and in visual effects for feature films

Marek Kochout
DreamWorks Animation Studios | Animation
20 years experience in animation and supervision for TV and feature films

Martin Hopkins
DreamWorks Animation Studios | Animation
18 years experience as an animator for feature films

Mathew Rees
Aardman Animations | Animation

6 years experience in animating games, short films, and commercials

Matt Garward
LucasArts | Animation

7 years experience in character animation in feature films and games

Melanie Cordan
PDI DreamWorks | Animation

15 years experience in animation and feature films

Michelle Meeker
Contract Animator | Animation

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

Mike Stern
DreamWorks Animation Studio | Animation

6 years experience in animation for feature films

Nate Wall
DreamWorks Animation Studios | Animation

5 years experience animating in feature films

Nick Bruno
Blue Sky Studios | Animation

7 years experience in animation for feature films

Nicole Herr
Contract Animator | Animation

9 years experience in animation and animation supervision for feature films

Paul Allen
Terminal Reality | Animation

15 years experience in animation for games and feature films

Peter Kelly
Industrial Light & Magic | Animation

5 years experience and an animator and digital artist in feature films

Ray Chase
Reel FX Studios | Animation

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

Ray Ross
Blue Sky Studios | Animation

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

Richard Fournier
Blue Sky Studios | Animation

8 years experience as a character animator

Rich McCain
Reel FX | Animation

14 years experience animating in feature films, games and other projects

Robyne Powell
DreamWorks Animation Studios | Animation

7 years experience in animation in feature films

Ryan Bradley
Tippet Studios | Animation

12 years experience in animation in feature films

Scott Lemmer
DreamWorks Animation Studios | Animation

11 years experience in animation and visual effect for feature films and TV

Sean McComber
Sucker Punch Productions | Animation

7 years experience in animation and supervision in feature films

Sean Sexton
DreamWorks Animation Studios | Animation

14 years experience as an animator and a supervisor in feature films

Shaun Freeman
Contract Animator | Animation

9 years experience in animation for feature films, games and TV

Steve Cady
Contract Animator | Animation

12 years experience in animation for feature films

Steve Cunningham
DreamWorks Animation Studios | Animation

18 years experience in animation for feature films

Victor Navone
Pixar Animation Studios | Animation

13 years experience in animation and visual effects for feature films

Admissions Process and Policies

Note: The Admissions Process and Policies apply to our Animation Program.

The Admissions Process

- Students must complete an admissions application online at registration.animationmentor.com.

- Please allocate 10-15 minutes to complete the application.

Important Notes:

- To be considered for acceptance into Animation Mentor, students must complete the admissions application, be at least 18 years of age, understand conversational English, and pass the Wonderlic Test (an English comprehension test). Students must also meet all minimum equipment and supply requirements.

- For prospective students, we recommend that you assemble all of your information — including education and work history — prior to beginning the application.

Enrollment

Important Notes:

- Class space is limited.

- Students will be enrolled on a first-come, first-serve basis based on class availability. Registration opens approximately 9 weeks prior to the term start. Register early to secure your preferred section day and time.

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.

Student Financing Options

Animation Mentor offers the following:

Animation Program, Student Financing Options

- Mountain America Credit Union (U.S. Only)

- Unemployed Students (California Only) — Please contact our Admissions Team at 510-450-7232, with questions or to schedule a pre-loan counseling session. You may also submit a support request online.

- Brazil Loans — FUNDAPLUB

- UK Student Loans

- Portugal Student Loans

- Singapore Student Loans

- Dominican Republic Loans — FUNDAPEC

- Skills Training Grant Reimbursement Program — The Animation Guild

- Mexico Loans — FINEM

If you need further information about loans, please visit the support center or submit a support request.

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 submitting a support request on the Support Portal.

- 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) by filling out a "Withdraw from Class" form. 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.

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. Students 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 after the first Friday of the class has elapsed).

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 through 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:

- New Year's Day - January 1, 2015

- Martin Luther King Day - January 19, 2015

- President's Day - February 16, 2015

- Spring Holiday - April 3, 2015

- Memorial Day - May 25, 2015

- Independence Day - July 3, 2015

- Labor Day - September 7, 2015

- Thanksgiving Day - November 26, 2015

- Friday after Thanksgiving - November 27, 2015

- Day Before Christmas & Christmas Day -December 24 & 25, 2015

- New Year's Eve Holiday - December 31, 2015

Please visit the Academic Calendar for in depth information on holidays, registration, and payment deadlines.

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. 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 each week.

Vacation Policy

If you are planning to miss a Q&A or an assignment, alert and work with your mentor directly regarding any school work. We do not advise taking 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. (Workshops not included)

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. (Workshops not included)

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.

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 program: Diploma in Advanced Studies in Character Animation.

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, 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 Term of Use Agreement that is contained in Animation Mentor's Enrollment 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, 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: Classic Track
12-week classes

AN01
Animation Basics

In Animation Basics, you'll go beyond software to learn how to realistically convey weight, motion and follow through – critical skills on your journey to become a character animator. You'll start the course by learning how to animate a bouncing ball, and then evolve that bouncing ball through the creation of both "vanilla" and "personality" walk cycles.

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**
Total Clock Hours:	**52 hours**
Estimated Homework:	**120 hours**

AN02
Body Mechanics

In Body Mechanics, dive deep into the physicality of animating full body walks on both human and animal characters with our Stella and Sloan rigs. Begin by honing your observational skills and understanding of human and animal anatomy. Once you understand the source of realistic motion, you are ready to learn how timing and spacing choices can take your animation from realistic to stylized. Finally, finish class with workflow tips on how to add polish and shine to your animation.

Prerequisites: AN01 or Advanced Placement

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**
Total Clock Hours:	**52 hours**
Estimated Homework:	**120 hours**

AN03
Advanced Body Mechanics

In Advanced Body Mechanics, build on your learning from previous classes to animate increasingly physical shots with your characters. Pick a character and create your own sequence, using cuts to help tell your story. Whether you want to send your character barreling through a wall or jumping out of a plane, Advanced Body Mechanics will teach you the necessary skills to animate physicality and body mechanics believably.

Prerequisites: AN02 or Advanced Placement

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**
Total Clock Hours:	**52 hours**
Estimated Homework:	**240 hours**

AN04
Introduction to Acting

In Introduction to Acting, you tackle two of the most challenging aspects of character animation: pantomime acting and animating dialogue. Through pantomime acting, you'll learn to show the audience the character's emotion without narration or dialogue. Advance to the most exciting concept in character animation: dialogue acting. In this class, you'll learn how to use subtlety and subtext to add complexity and depth to your characters.

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 Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**
Total Clock Hours:	**52 hours**
Estimated Homework:	**300 hours**

Animation Courses: Classic Track

12-week classes

AN05
Advanced Acting

In Advanced Acting, you get your first taste of how to plan and execute your animation in a studio production environment. You'll learn to create shots that cut together correctly, staging your acting in the best way to support the overall story or character arc. Your assignments will focus on two-person dialogue shots and you'll learn how to find the balance of giving each character life without losing the focus on the core beats of your shot.

Prerequisites: AN04

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **300 hours**

AN06
Polishing and Portfolio

Take what you learned in your previous courses and apply it to your best shots. In this course, you'll produce at least 15 seconds of polished animation for your demo reel. Learn the best practices for what to include and what not to include on your demo reel, and get valuable insights into the hiring process at top animation studios. Earn your diploma in Advanced Studies in Character Animation at the completion of this course!

Prerequisites: AN05

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**34 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**

Total Clock Hours: **59 hours**
Estimated Homework: **300 hours**

Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	**36 hours**
Special Events (Guest Lectures and Movie Q&As, etc.)	**5 hours**
Support (Office Hours, Community Q&As, etc.)	**10 hours**
Resources (Special Video and General Training, etc.):	**10 hours**

Total Clock Hours: **61 hours**
Estimated Homework: **300 hours**

Animation Courses: Creature Animation
12-week classes

WCL01
Creature Animation: Locomotion

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 (Lectures, Mentor Q&As, eCritiques, etc.) **27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **5 hours**
Support (Office Hours, Community Q&As, etc.) **10 hours**
Resources (Special Video and General Training, etc.): **10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **120 hours**

WCF01
Creature Animation: Fight or Flight

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 (Lectures, Mentor Q&As, eCritiques, etc.) **27 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **5 hours**
Support (Office Hours, Community Q&As, etc.) **10 hours**
Resources (Special Video and General Training, etc.) **10 hours**

Total Clock Hours: **52 hours**
Estimated Homework: **240 hours**

Workshop
6-week class

WMAYA01
Maya Workshop: Animation Basics

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 (Lectures, Mentor Q&As, eCritiques, etc.) **19.5 hours**
Special Events (Guest Lectures and Movie Q&As, etc.) **3 hours**
Resources (Special Video and General Training, etc.) **10 hours**

Total Clock Hours: **32.5 hours**
Estimated Homework: **30 hours**

Appendix A: Schedule

Term	Application Due	Registration Opens	Tuition Due	Term Starts
Winter 2015	Oct 31, 2014	Oct 6, 2014	Dec 12, 2014	Jan 5, 2015
Spring 2015	Feb 6, 2015	Jan 26, 2015	Mar 20, 2015	Mar 30, 2015
Summer 2015	May 1, 2015	Apr 20, 2015	Jun 12, 2015	Jun 29, 2015
Fall 2015	Jul 31, 2015	Jul 20, 2015	Sep 11, 2015	Sep 28, 2015

Appendix B: 2015 Tuition

Animation Program	Price Per Class Every 12 weeks	Payment Plan* See Below
Classic Animation Track		
Class 01: Animation Basics	**$2,499**	**$625**
Class 02: Body Mechanics	**$2,499**	**$625**
Class 03: Advanced Body Mechanics	**$2,499**	**$625**
Class 04: Introduction to Acting	**$2,499**	**$625**
Class 05: Advanced Acting	**$2,499**	**$625**
Class 06: Polishing and Portfolio	**$2,499**	**$625**
Creature Animation		
Creature Animation: Locomotion	**$2,499**	
Creature Animation: Fight or Flight	**$2,499**	
Workshops		
Maya Workshop: Animation Basics	**$699**	

Important Notes for All Courses:

- Terms and Conditions Apply.

- All classes have a non-refundable $100 registration fee (included in the above prices)

- The Payment Plan option for the $2,499 classes is available to **qualified students** and requires an initial down payment of $624 and 3 payments of $625

- Please submit a request with the subject line "Payment Plans" for more info on how to qualify for a payment plan. Please note - you must be approved for a payment plan each term, approval does not roll over automatically.

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 64-bit
- Hardware no older than 3 years recommended

Mac

- Mac OS X with an Intel Processor
- 10.7 (Lion), 10.8 (Mountain Lion), 10.9 (Mavericks)

Additional Computer Requirements

- 1 GB RAM (2 GB recommended)
- Preferred Browser:
    - Latest Chrome, Safari, or Firefox
    - NOT Supported, Internet Explorer 8.0
- Latest Flash Player Plugin
- Acrobat Reader
- WinZip
- QuickTime 7+ Pro
- Broadband Internet: 50 kbps download and 30 kbps upload to Animation Mentor servers*
- HD-capable webcam
- Headphones and headset-mounted microphone

*Use the Speedtest.net to check your Internet speed. Be sure to choose the San Francisco server.

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.

Additional student support programs include:

Peer Buddy Program - The Peer Buddy program connects students with other upper class students and alumni in the Animation Mentor community. Students can sign up and to request an upper class person, student, or alumni to leave comments, feedback on their work, and to offer support and encouragement throughout the term. Upper class students and alumni can volunteer to be a buddy in the program, as well.

Career Services Assistance - A resource page provided to alumni along with career and industry-focused Q&As are available to all graduates of all qualifying programs.