One of the most anticipated talks for the fans of KungFu Panda and Rio—‘How Animation Films are made?’. The speakers from DreamWorks Animation, Bangalore gave the students, a brief introduction to the design perspective of animation.

Animation is a complex process. From drawing 24 pictures a second for Snow White and the Seven Dwarfs in 1937, Animation has gone a long way and now studios like DreamWorks work with highly specialised software to create the mind-blowing effects we see now in the theatres.   
  
 The talk started with a description of the various departments associated with the process of animation. The film is a collaborative work by various departments among which the noted ones are the Modelling department which looks into the basic sculpting of the character. The Surfacing department does the colouring of the character, and the CFX department is involved with hair setting and other features Character department self-explanatorily works on the characters. Animation department gives approval to the above. The Lighting department has a very important role, to make the movie look good and set its mood. Render department is the image processing department and works on the final output lookout. DreamWorks does the groundwork for its movies using softwares like Maya, Autodesk Designing etc.

However, producing a movie isn’t cakewalk; it takes up to 4-6 years, thanks to the production process, which involves the Story department which does the rough sketching of the storyline. It initially works along with the art department, and works on the basic scene creation with the Modelling department. The Layout department sets up virtual cameras using softwares, setting up the prop, set composition. Also there is Character effects department which does the detailed animation of the character. Finally Lighting and surfacing give the final finishing completeness to the shot.

The talk ended with an interactive Q&A session. One of the questions that stood out was the prerequisites for an internship at DreamWorks. The answer was good programming skills, communication skills, and knowledge of computer graphics.

Perhaps the best moment was when it was mentioned that DreamWorks accepts applications from all departments, not just Computer Science!

Note: Quotes-

*“I Like to move it”.*