

BRICK ACADEMY MASTERCLASS FUNDAMENTALS OF ANIMATION

WELCOME

TO BRICK ACADEMY'S
COURSE INFO

In this document we collected everything you need and need to know about learning at Brick Academy.

This PDF covers everything to help you. Please find here the details of the study plan and frequently asked questions.

Terms and conditions are detailed in your training contract that you will receive, if you book a seat.



PROGRAM

WHAT YOU WILL LEARN
DURING THE COURSE

This course will guide you through the flow of architectural visualization movie making.

[Below you will find our course schedule.](#)



DAY 01

9:00-12:00

- Introductory presentation on the art of archviz animations
- Presentation on the movie inspiration
- A brief intro into the fundamentals of movie production, the workflow of animation production. Introduction to the most important phrases: basic camera movements, FPS, resolution, aspect ratio, animated characters, timelapse, stop motion, greenscreen, infographic types, camera tracking, etc.

13:00-18:00

- Presentation on the movie workflow, schedule, pipeline and the importance of teamwork
- How to get brief information from the client
- How to approach architectural animations artistically
- Time management and teamwork basics
- The art of prioritizing, organizing and looking for new solutions
- Figuring out the story, creating a narrative to fulfill clients needs and our artistic values
- Collecting stock music and videos

DAY 02

9:00-12:00

- Camera animation basics in practice in 3DStudio MAX (FPS, keyframes, graph editor, tools, motion blur, DOF)

13:00-18:00

- Organizing in 3DS MAX - with the help of the Pulze Scene Manager, developed by Brick Visual
 - Making a well organized 3DS MAX file / Layer structure
 - How to make viewport previews and fast preview render sequences,
 - A practice-based workshop of the morning section - making 10+ shots with animated cameras and separated light setups
 - Creating previews of the shots
 - Using DJV View / PDPlayer
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DAY 03

9:00-12:00

- Editing basics
- The introduction of BlackMagic's Davinci RESOLVE
- Editing to music (usage of markers)
- Basic animating and color grading in Davinci RESOLVE
- Rendering video files

13:00-18:00

- Choosing the best 10 shots from all of the shot previews of yesterday
- Making a draft animatic to a chosen stock music

DAY 04

9:00-12:00

- How to make labels/slides, titles, and subtitles in Davinci RESOLVE
- Basic animation in Davinci RESOLVE
- Basic color grading and tracking in Davinci RESOLVE

13:00-18:00

- Rules of the communication with the client
 - Changing the animatic based on client comments
 - Criticizing/Comment session - Watching all animatics made yesterday
 - Correcting shot previews with animated cameras and separated light setups
 - Making the final animatic based on client comments
 - Voting the best animatic of the student's versions
 - Choosing at least one shot to complete by the end of the course for every student
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DAY 05

9:00-12:00

- Animation render setup basics (VRay) + PDF render descriptions of most used render solutions (BF+BF, LC+BF, LC+IRR)
- How to send out shots to render farm using Brick PULZE Render Manager
- How to make timelapse animations (breakdown)
- Analyzing already prepared scenes of different lighting situations

13:00-18:00

- Lighting and render tests of a chosen shot before sending out the render sequence
- Using checklist/sanity checker to avoid render errors
- Sending out shots to overnight render to the Brick Renderfarm with Brick PULZE

DAY 06

9:00-12:00

- How to animate people with AXYZ Anima (stop motion & timelapse)
- Infographic object animation with ATK
- Vehicle and traffic simulation with CityTraffic
- Camera shake animation with Craft

13:00-18:00

- Quick checking all shots rendered during the night
 - How to correct shot errors
 - Sending out the corrected shots to render farm
 - Updating the animatic with the draft rough rendered shots in Davinci Resolve
 - Checking render elements
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DAY 07

9:00-12:00

- A quick check of all shots rendered during the weekend
- Basics of post-production and compositing
- Workshop of AFTER EFFECTS based on real life examples (using wirecolor, RGB and alpha masks, usage of Z-depth)
- How to add background plate and animated masks

13:00-18:00

- Draft compositing of the shots rendered on the weekend
- Rendering missing masks and correcting wrong passes
- Updating the edit with the composited shots in Davinci Resolve

DAY 08

9:00-12:00

- Quick check of all shots rendered during the night
- Denoising and color grading tips
- Drone/Camera tracking basics in AE

13:00-18:00

- Updating the edit with all composited shots in Davinci RESOLVE
- Color grading of the final shots
- Rendering out the final movie

BONUSES

- Getting a glimpse into how Brick's office works
 - You can bring home the models, render sequences, Davinci Resolve and After Effect files
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STEPS

BOOK YOUR SEAT AT
BRICK ACADEMY



START

1. BOOK A SEAT

with a simple registration you can reserve a seat at our Fundamentals of Animation in Archviz masterclass course.

The registration form will require your portfolio. Please, don't get discouraged, we don't need a super polished portfolio, just some of your previous images, that will help us to personalize your education to make it as effective as possible.

2. SECURE YOUR SEAT

after the registration you will be sent a payment request and a Training Contract. Take your time to read it. Please note, your seat is secured if you send back the scanned Training Contract signed via email to academy@brickvisual.com and transfer the tuition fee to our bank account.

3. SEAT SECURED

Your seat now is secured and you are officially a Brick Academist.

Note: Brick Visual has the right to delete a course, if less than 6 students register. Naturally, you will get your tuition fee back and a 20% discount from our next course.

4. BE PRESENT

at least on 4 days from 5. In order to get the Brick Visual certificate, you should be able to invest your work and time and be present.

FAQ

EVERYTHING YOU NEED
TO KNOW

***Is there an online version of the course?
Can I share the content of the course?***

No, and we are kindly asking you not to share your learning materials and example files, given by Brick Visual.

Should I have to have prior art/ architectural or 3D studies?

Yes.

- Intermediate 3Ds Max Skills
- 2 years of experience in architectural visualization
- Basic skills in video editing and photography
- You must be over 18 years old

Tutorials:

[Davinci Resolve Basics](#)

[After Effects Basics](#)

Should I travel to Budapest, Hungary to attend the course?

Yes, part of your final exam will be based on your presence, in return, you will be offered constant help from our staff.

Please consider that you can spend at least 5 days in Hungary, as this is a full-time course.

We will give you advice on finding accommodation.

If you are outside of the EU, you will need a VISA and you should be eligible to travel to Hungary. (We can help you to provide information regarding Visa, but all academists must organize their trip and paperwork themselves.)

Please note: check your country of citizenship [here](#) and the steps that are needed to get your visa. For some countries, your waiting time for your visa can be up to 60 days, please apply accordingly. You can only apply for your visa, after you have paid the tuition fee and got your invitation letter. If you do not get your visa on time, you will receive the price of the course back.

Does the tuition fee include VAT?

If your tuition fees will be covered by a company, you have to pay VAT, which is 27% in Hungary and it can be reclaimed. ***As an individual, the VAT does not apply to you.***

Can I share my work in progress and final images, created at Brick Academy's courses?

Definitely yes! Please proudly share your work and portfolio, you have earned them. If you can, please tag or indicate that the images were the outcome of the Brick Academy course.

What If I can't make it to the course?

You will get a full refund, if you cancel your booking 30 days PRIOR to the start of the course, 75%, if 30-20 days PRIOR the course, 50% if 20-10 days. Please note, we can't refund you if you cancel your booking less than 10 days prior to the start.

In case of vis maior incidents, such as accidents or illness, visa issues, please contact us!

If you wish to cancel, please write to:
[***academy@brickvisual.com***](mailto:academy@brickvisual.com)

Does my course can get cancelled or postponed?

Yes, Brick Visual has the right to cancel or postpone the course 5 working days prior to the start of the course. In this case, we will inform you and you will have a full refund and a 10% discount from the next course.

If you need any help or have questions, please contact us, we are happy to help.

Write an e-mail to István, our coordinator at
[***academy@brickvisual.com***](mailto:academy@brickvisual.com)

Book your seat and start your archviz education at Brick Academy!

Hope to see you soon,
The Brick Academy Team
