From: Institute Of Digital Arts Jamaica

ARTIFICIALLY GENERATED ANIMATION FILM PRODUCTION

(Non-Photorealistic Rendering [NPR])
(Odin Edition)

Written by: Israel Andrew Brown
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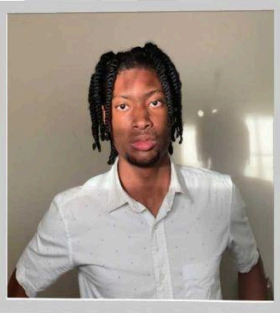
Israel Andrew Brown

Art Director | Film Director | NPR Generalist | A.I Film Prompt Engineer



Contact Information:
Location:
Jamaica W.I.

Email: israelandrewbrown@proton.me
Website: israelandrewbrown.com

Awards and Recognition:
- JCDC Gold - Visual Arts Competition
- Cecil Cooper Foundation Bursary
- Heart NTA/TVET Scholarship
- Chase Scholarship

Skills:
Story Development (Ollama) (OpenWebUI)
- Deepseek R1

Concept Development (Comfy UI)
- Image Generation (Stable Diffusion 1.5)
- Image Generation (Flux 1 Schnell)

Audio Development (Pinokio)
- Expressive Voiceover (zonos-tts)
- Music Production (audio-to-audio) (YuE)
- Sound Effects (Stable Audio Open 1.0)

Prop Development
- Photogrammetry (Meshroom)
- 3D Model Reconstrcution (Hunyuan3D 2.0)
- Texturing (Stable Projectorz)
- Krita v5.3

Motion Capture Development
- Blender v3.0-v4.0
- Face Landmarker Link V0.2
- FreeMoCap v1.5

Hobbies and Interests:
- Chess
- Culinary Arts

Who Am I?

I, Israel Andrew Brown, am a dedicated creative professional specializing in art direction, film direction, Non-photorealistic Art, and Artificially Generated Art. My passion lies in transforming ideas into visually compelling and functional designs and film that tell stories, solve problems, and inspire innovation.

Artist Statement

I am driven by a vision to educate and empower others through the integration of open-source tools, software and artificial intelligence (edge A.I.) in creative industries. By leveraging these technologies, I aim to make high-quality design resources more accessible and foster a community of innovators who embrace technology to redefine artistic boundaries.

Qualifications

- Bachelor of Fine Arts in Animation (expected graduation: 2027)
  Edna Manley College of the Visual and Performing Arts
- Associate of Arts in Humanities – Visual Communication (expected: 2025)
  Caribbean Examination Council (CXC)
- Associate of Science – Industrial Technology (expected: 2025)
  Caribbean Examination Council (CXC)
- Associate of Science – Information and Communication Technology (expected: 2025)
  Caribbean Examination Council (CXC)

Core Values and Philosophy

I am passionate about advocating for the use of free and open-source software (FOSS) as a cornerstone of creativity, education, and innovation. By championing tools like FreeMoCap, Blender, and Krita, I aim to demonstrate the power of accessible software in filmmaking, animation, and design education. These tools provide opportunities for creators to explore their potential without financial barriers, fostering a culture of inclusivity and collaboration.

Key Accomplishments

I look forward to contributing to the creative community by developing educational resources, participating in collaborative projects, and showcasing how open-source tools can revolutionize artistic workflows.

Professional Goals

- To refine my expertise in animation, graphic design, and 3D modeling through academic and practical experiences.
- To become a leading advocate for the integration of open-source tools in creative education and professional practices.
- To establish workshops and online platforms that empower individuals to use tools like Blender, FreeMoCap, and Krita for their creative pursuits
- To collaborate with global communities in developing innovative projects that merge art, technology, and storytelling.

Made with "Krita 5.3"

“(ANM00) Animation - Artificially Generated Film Production”

Programme	: Independent Animation Film Production
Department	: Film
Prerequisite	: CSEC® (Literature, Visual Arts, Theatre Arts, Music, Technical Drawing) (CAPE® Performing Arts Unit 1 and 2 or satisfactory demo-reel/interview)
Type Of Course	: Animation
Course Title	: “Animation - Artificially Generated Animation Film Production”
Course Code	: ANM00
Credits	: 3
Year	: Four (4)
Semester	: Two (2)
Duration	: 1 Semester, 15 weeks, 60 hrs (3 hrs per week)
Lecture Redistributor	: Israel Andrew Brown /
Email	: israelandrewbrown@proton.me
Website.	: https://github.com/israelandrewbrown/AGAFP

Description :

This course leverages State of The Art (SoTA) free and open-source artificial intelligence models and software to produce an animated short film. Building on foundational film composition (storytelling, storyboarding, animatics, and video editing skills), students will learn methods in artificial digital asset generation. Explore AI's role in streamlining 3D animation production pipelines. Understand and utilize 3D animation production techniques to effectively create, manage and compose artificially generated digital assets into a film. Troubleshoot common AI-related issues in animation film production.

Required Equipment: Laptop (≤16gb ram) (≤256gb ssd), e-Mouse, Micro-phone, <50 mbps internet, Room,

Optional Equipment : GPU, Graphics Tablet, Graphics Pencil, HDMI-HDMI Cable, Video Capture Card, 4 WebCam, 4 USB Cable, 3 Three Tripods, 1 Charuco Board, 1 Helmet (relevant) Edge A.I. () (NVIDIA® GeForce® RTX ≤3060 ≤8gb) (MacOS [M2][M3][M4])

Objectives :

1. Understand and utilize 3D animation production techniques to effectively generate, manage, & compose artificially generated digital assets into a film.
2. Understand how artificial intelligence models can address and resolve inefficiencies in 3D animation pipelines, improving overall productivity.
3. Identify, analyze, and resolve common issues arising from the use of artificial intelligence in film production.
4. Understand the limitations of automation in animation and film production, recognizing which roles are more challenging to automate and why.

Course Assessment: . Please note, knowledge gained from this course will be assessed in the “(PRJ00) Project – Individual Project” by its receptive examiner.

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This course material is intended for educational use and is based on the author's current understanding of the subject matter. While the author has taken reasonable steps to ensure the accuracy of the information presented, the rapidly evolving nature of artificial intelligence and film production means that some details may become outdated. The information in this book is distributed on an “As Is” basis without warranty. While every precaution has been taken in the preparation of the book, the author shall not have any liability to any person or entity with respect to any loss or damage caused or alleged to be caused directly or indirectly by the instructions contained in this book or by the operating systems, large language models, image diffusion models, computer vision models, computer software and hardware products described in it.

Week One
What is a film? What is “animation” and “twelve principles of animation”? What is “perspective”?
What is the “animation pipeline”? What are the occupations on the “animation pipeline”?
How to make “paper”/“charcoal” from wood? How to make a “bone flute”? How is “bronze” forged?

Week Two
What is an algorithm? What is “Artificial Intelligence"? What is “software user documentation”?
What is a Large Language Model (LLM)? What is stable diffusion? What is cv / pose detection?
What is the “Chain-of-Thought” and “Zero-shot” generation?
What is a computer? What is an operating system? What is hardware and software?
What is “free and open source”.? What are free and open source software licenses?
Why are the file formats [(.jpeg)(.stl)(.usd)(.ogg)(.FLAC)(.srt)(.glb)(.csv)(.openEXR)(.mkv)] used?
What are references? What is “Glaze” software used for? What is “digital-watermarking”?

What is “Edge Artificial Intelligence"?
How to set up an “Edge Artificial Intelligence" workstation?
How to install relevant “free and open-source” models? Eg. “pinokio.computer” or “pinokio.co”
What is creative “control” and “freedom”?
What is a “production-meeting”?

(WebUI[Gradio]) (ComfyUI) (ollama)

Week Three
(Lecture) Story Development
(Tutorial) Character / Story Structure (OpenWebUI [deepseek R1])

Week Four
(Lecture) Concept Development
(Tutorial) Visual Concept [Characters][Props][Set] (Flux 1-Schnell) (Bagel-MoT)

Week Five-to-Six
(Lecture) Audio Development
(Tutorial) Expressive Voice Over (Text-to-Speech) (chatterbox-VC)(zonos-v0.1-tts)(csm)
(Tutorial) Subtitles (Whisper v3)
(Tutorial) Music Design (Audio-to-Audio) (YuE[ICL])(DiffRhythm[ICL])(ACE-Step[ICL])
(Tutorial) Split Instrumentals/Vocal (Ultimate Vocal Remover V5)
(Tutorial) Audio-to-MIDI (NeuralNote[Spotify-Basic-Pitch])
(Tutorial) Sound Effects (Stable Audio Open1.0) (MMAudio)

Week Seven-Eight
(Lecture) Composition Development (what-ai-cannot-do) (Blender 4.0) (Krita 5.2)
(Tutorial) (Animatics, FX, 2DFX[Fog, Smoke/Fire, Water], VFX Compositing, Video Editing)

Week Nine
(Lecture) Prop Development
(Tutorial) Image-to-3dMesh [Characters][Props][Set] (Hunyuan 3D-2.1)(Direct3D-S2)(TripoSG)
(Tutorial) Image-to-Map-to-3dMesh [Set] (DepthAnythingV2)

Week Ten
(Lecture) Look Development
(Tutorial) Image Texture Generation[Characters][Props][Set] (Stable Diffusion 2.1)

Week Eleven-Thirteen
(Lecture) Motion Development
(Lecture) Traditional-Concepts-Through-Computer-Animation
(Tutorial) “Face” - Motion Capture (FaceLandmarkerLinkV0.2)
(Tutorial) “Body” - Motion Capture (FreeMoCap v1.5)

Week Fourteen :
(Tutorial) “Face/Body” - Pose Detection (t2v i2v v2v) (Wan 2.1-DWPose-VACE-14b)

Week Fifteen :
(Critique) Showcase and review of completed projects.

Course Review : https://github.com/israelandrewbrown/AGAFP
Donate Bitcoin : bc1qdjsljjzj4x83v28ks0l3cvwdkqvhyfggzc2w8v

Resources

israelandrewbrown. “GitHub - Israelandrewbrown/AGAFP:.” *GitHub*, 2025, https://github.com/israelandrewbrown/AGAFP

“Artificially Generated Animation Film Production“ *Youtube*, created by Israel Brown, February 02, 2025 https://www.youtube.com/playlist?list=PL4ouDzfxGIYQK1rhavaAFrcFhmsT137EK Accessed February 02, 2025

Artificially Generated Animation Film Production
Official Youtube® Playlist (150 videos) (30 hours)
Alternatively, scan the QR Code to access the above course:

Donate Bitcoin : bc1qdjsljjzj4x83v28ks0l3cvwdkqvhyfggzc2w8v

Official Discord® Server
discord.gg/unXGVPgH

Bibliography

"LEADERSHIP LAB: The Craft of Writing Effectively." *YouTube*, 26 June 2014, www.youtube.com/watch?v=vtIzMaLkCaM. Accessed 7 May 2020.

"How to Build a Fictional World - Kate Messner."*YouTube*,19 Jan 2014 www.youtube.com/watch?v=ZQTQSbjecLg&ab_channel=TED-Ed.

"How to write descriptively - Nalo Hopkinson" *YouTube,* 15 Nov 2015 https://www.youtube.com/watch?v=RSoRzTtwgP4&ab_channel=TED-Ed

Tyler Edlin. "Mastering the Design Pipeline." *YouTube*, 14 Dec. 2024, https://www.youtube.com/watch?v=_15SIWLGQEU&ab_channel=TylerEdlin. Accessed 11 Feb. 2025.

Tyler Edlin. "The BEST Environment Design EXERCISE for BEGINNERS." *YouTube*, 1 Mar. 2019, https://www.youtube.com/watch?v=mhvtuZIEV_Q&ab_channel=TylerEdlin. Accessed 11 Feb. 2025.

Tyler Edlin. "DESIGN BETTER CHARACTERS : Essential Fundamentals." *YouTube*, 11 Oct. 2024, https://www.youtube.com/watch?v=9AgGCtfbuLs&ab_channel=TylerEdlin Accessed 11 Feb. 2025.

FZDSCHOOL. "Design Cinema - Episode 110 - What AI Cannot Do." YouTube, 13 Apr. 2024, https://www.youtube.com/watch?v=QTj1Y4JW-KI&ab_channel=FZDSCHOOL Accessed 16 May 2024.

MTM College. "Intro to Environment Design with Donna Johnson." *YouTube*, 19 Nov. 2024, https://www.youtube.com/watch?v=mfikIFOBowA&ab_channel=MTMCollege. Accessed 11 Feb. 2025

MTM College. "How to Design Props & Sets That Tell a Story!" *YouTube*, 4 Feb. 2025, https://www.youtube.com/watch?v=69pQq_OndQA&ab_channel=MTMCollege. Accessed 11 Feb. 2025.

MTM College. "Colour and Light for Environments with Donna Johnson." *YouTube*, 15 Jan. 2025, https://www.youtube.com/watch?v=R33pofqY9vQ&ab_channel=MTMCollege. Accessed 11 Feb. 2025.

MTM College. "Mastering Comic Page Design: How to Craft Dynamic Comic Pages." YouTube, 21 Feb. 2025, www.youtube.com/watch?v=Iq_uzkEwCOk. Accessed 21 Feb. 2025.

MTM College. "Blender Basics: Master 3D Modeling in This Masterclass with Sonia Gutierrez." *YouTube*, 23 Dec. 2024, https://www.youtube.com/watch?v=y8dJvttK4fg&ab_channel=MTMCollege. Accessed 11 Feb. 2025.

Woochia - Charly Sauret. "Music Theory COMPLETE Course - EVERYTHING You Need to Know." *YouTube*, 16 Feb. 2022, https://www.youtube.com/watch?v=_VvKeiwddPI&ab_channel=Woochia-CharlySauret. Accessed 11 Feb. 2025.

freeCodeCamp.org. "Music Production for Beginners – FL Studio Course [2024]." YouTube, 10 Sept. 2024, https://www.youtube.com/watch?v=UnjKWSlwZWM&ab_channel=freeCodeCamp.org. Accessed 26 Nov. 2024.

Goobster's Room. "Every Major Audio Effect Explained in 8 Minutes!" YouTube, 16 Mar. 2025, www.youtube.com/watch?v=JGGnla8RKP4. Accessed 12 Apr. 2025.

Rokoko. "Everything You Need to Know about MOCAP | Inertial, Optical, AI Rokoko Office Hours." *YouTube*, 14 Sept. 2023, https://www.youtube.com/live/C_pT_EtZYto. Accessed 11. Feb. 2025.

Jon Matthis. "HMN25-03 - FreeMoCap Data Collection." *YouTube*, 3 Feb. 2025, https://www.youtube.com/watch?v=ezeMpNFrZ4c&ab_channel=JonMatthis. Accessed 11 Feb. 2025.

“The Six Essential Roles On The New Pipeline”

Director
This person is responsible for designing sets, overseeing construction workers and other artists, and playing a part in figuring out the overall aesthetic of a movie production.

Bendard, Mike. “What Is an Art Director in Film.” Studiobinder, 4 July 2024, www.studiobinder.com/blog/what-is-an-art-director-in-film-job-description/. Accessed 26 Feb. 2025.

Technical Artist
This person (Programmer) helps video game development teams create interactive, visually appealing games for consoles and apps. They use both artistic and coding skills to integrate artwork and animation into complex game systems and film.

“Technical Artist: Definition, Duties, Skills and Salary.” Indeed, 2 July 2024, www.indeed.com/career-advice/finding-a-job/what-is-technical-artist. Accessed 26 Feb. 2025.

Story	Concept	Audio	Props	Look	Movement

Artificial Intelligence Operator
This (Developer) is a professional who designs, trains, and monitors AI systems. They work as a liaison between human operators and AI systems, ensuring that AI systems are integrated into existing workflows.

O’Brien, Keith, and Amanda Downie. “AI Workflow.” IBM, 11 Nov. 2024, www.ibm.com/think/topics/ai-workflow. Accessed 26 Feb. 2025.

Animatic Artist
This person creates animatics, which are sequences of images, shots, or sketches that are used to plan a video. Animatics are used in many fields, including animation, television commercials, and movie production. Animatics are a technique that comes after storyboarding, and they can help ensure that a project is on track and will be effective. They can be used to: see how the final product might look. Give a rough draft of how a particular idea will play out. Animatics are usually made by editing storyboard images together with dialogue, sound effects, and music.

Dunham, Brent. “What is an Animatic — How To Bring Your Storyboard to Life” *Studiobinder.,* 21 May 2023 https://www.studiobinder.com/blog/what-is-an-animatic-definition/ Accessed 26 Feb. 2025.

VFX Compositing Artist
This is the last piece of the puzzle you need to make effects look realistic. It combines the work of animators, videographers, and special effects artists to create effects that blur lines.

“What Is VFX Compositing?” Adobe, www.adobe.com/creativecloud/video/hub/guides/what-is-vfx-compositing.html. Accessed 26 Feb. 2025.

Video Editor
This person uses scenes, takes, and shots to create a cohesive story for the screen. Editors use continuity editing, cutaways, and transitions to evoke certain emotions from the viewer and properly execute an entertaining plot. Video editors for film cut a scene from different angles, which directs the viewer to certain details in a story.

Staff, Coursera. “What Is Video Editing?” Coursera, 2024, www.coursera.org/articles/what-is-video-editing. Accessed 26 Feb. 2025.

Artificially Generated Animation Film Production
israelandrewbrown. “GitHub - Israelandrewbrown/AGAFP.” *GitHub*, 2025, https://github.com/israelandrewbrown/AGAFP
“Artificially Generated Animation Film Production“ *Youtube*, created by Israel Brown, February 02, 2025 https://www.youtube.com/playlist?list=PL4ouDzfxGlYQK1rhavaAFrcFhmsT137EK Accessed Feb 02, 2025

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Generative Artificial Intelligence Models (Software User Documentation)		
Model Name	**License**	**Official Github Repository**
Deepseek-R1	*MIT*	https://github.com/deepseek-ai/DeepSeek-R1
Llama-3.2	*Community*	https://github.com/meta-llama/llama3
QwQ	*Apache 2.0*	https://github.com/QwenLM/QwQ
Stable-Diffusion-2.1	*MIT*	https://github.com/Stability-AI/stablediffusion
Flux-1-Schnell	*Apache 2.0*	https://github.com/black-forest-labs/flux
Bagel-MoT [gpu-required]	*Apache 2.0*	https://github.com/ByteDance-Seed/Bagel
chatterbox-VC	*MIT*	https://github.com/resemble-ai/chatterbox
zonos-v0.1-tts	*Apache 2.0*	https://github.com/Zyphra/Zonos
sesame-csm NariLabs-dia-csm	*Apache 2.0*	https://github.com/SesameAILabs/csm https://github.com/nari-labs/dia
Whisper-v3	*MIT*	https://github.com/openai/whisper
YuE[ICL]	*Apache 2.0*	https://github.com/multimodal-art-projection/YuE
DiffRhythm[ICL]	*Apache 2.0*	https://github.com/ASLP-lab/DiffRhythm
ACE-Step[ICL]	*Apache 2.0*	https://github.com/ace-step/ACE-Step
UVR-v5	*MIT*	https://github.com/Anjok07/ultimatevocalremovergui
Spotify-Basic-Pitch	*Apache 2.0*	https://github.com/spotify/basic-pitch
Stable-Audio-Open-1.0	*Stability AI Community*	https://github.com/Stability-AI/stable-audio-tools
MMAudio	*MIT*	https://github.com/hkchengrex/MMAudio
DepthAnything-v2	*Apache 2.0*	https://github.com/DepthAnything/Depth-Anything-V2
Hunyuan3D-2.1 [gpu-required]	Tencent *Community*	https://github.com/Tencent-Hunyuan/Hunyuan3D-2.1
TripoSG [cpu]	*MIT*	https://github.com/VAST-AI-Research/TripoSG
Wan2.1-VACE-DWPose	*Apache 2.0*	https://github.com/ali-vilab/VACE
Mediapipe OpenCV	*Apache 2.0*	https://github.com/google-ai-edge/mediapipe https://github.com/opencv/opencv

Artificially Generated Animation Film Production
israelandrewbrown. “GitHub - Israelandrewbrown/AGAFP.” *GitHub*, 2025, https://github.com/israelandrewbrown/AGAFP.
“Artificially Generated Animation Film Production“ *Youtube*, created by Israel Brown, February 02, 2025 https://www.youtube.com/playlist?list=PL4ouDzfxGIYQK1rhavaAFrcFhmsT137EK Accessed February 02, 2025

Donate Bitcoin : bc1qdjsljjzj4x83v28ks0l3cvwdkqvhyfggzc2w8v

Demonstration Spaces (Software As A Service [SaaS])	
Model Name	**Links**
Deepseek-R1	https://chat.deepseek.com/
Llama-3.2	https://www.meta.ai/
QwQ	https://chat.qwen.ai/
Stable-Diffusion-2.1 krita-ai-diffusion	https://huggingface.co/spaces/stabilityai/stable-diffusion https://github.com/Acly/krita-ai-diffusion
Flux-1-Schnell	https://huggingface.co/spaces/black-forest-labs/FLUX.1-schnell
Bagel-MoT	https://huggingface.co/spaces/ByteDance-Seed/BAGEL *runs-on-high-grade-hardware (≤24gb vram)
chatterbox-VC	https://huggingface.co/spaces/ResembleAI/Chatterbox
zonos-v0.1-tts	https://huggingface.co/spaces/Steveeeeeeen/Zonos
sesame-csm NariLabs-dia-csm	https://www.sesame.com/research/crossing_the_uncanny_valley_of_voice https://huggingface.co/spaces/nari-labs/Dia-1.6B
Whisper-v3	https://huggingface.co/spaces/openai/whisper
YuE[ICL]	https://huggingface.co/spaces/innova-ai/YuE-music-generator-demo
DiffRhythm[ICL]	https://huggingface.co/spaces/ASLP-lab/DiffRhythm
ACE-Step[ICL]	https://huggingface.co/spaces/ACE-Step/ACE-Step
Ultimate-Vocal-Remover-v5	https://github.com/Anjok07/ultimatevocalremovergui
NeuralNote [Spotify-Basic-Pitch]	https://basicpitch.spotify.com/
Stable-Audio-Open-v1.0	----------
MMAudio	https://huggingface.co/spaces/hkchengrex/MMAudio
DepthAnything-v2	https://huggingface.co/spaces/depth-anything/Depth-Anything-V2
Hunyuan3D-2.1	https://huggingface.co/spaces/tencent/Hunyuan3D-2.1
TripoSG [cpu]	https://huggingface.co/spaces/VAST-AI/TripoSG
Wan2.1-VACE (T2V I2V V2V)	*runs-on-high-grade-hardware (≤24gb vram)
FreeMoCap Face_Landmark_Link	https://github.com/freemocap/freemocap https://github.com/Qaanaaq/Face_Landmark_Link

Useful Links *(Compatible with "Blender 4.0" "Krita 5.2.3")*
https://drive.proton.me/urls/G56G4M5C9R#RxYnZ4MHGMXX

StoryLiner (Animatics) *(GPL-3.0 license)* https://superhivemarket.com/products/storyliner	**SaveSelection** (Export-Import[.blend]) *(GPL-3.0 license)* https://github.com/israelandrewbrown/ExportImport-Selection
AutoCam *(GPL-3.0 license)* https://renderrides.gumroad.com/l/autocam	**Camera-Shakify** *(GPL-3.0 license)* https://github.com/ra100/camera_shakify

Sculpt Layers (CC-BY-4.0) https://superhivemarket.com/products/sculpt-layers	**Boot Tool** *(GPL-2.0 license)* [natively-built-into-Blender]
QRemeshify (Quad-Remesher) *(GPL-3.0 license)* https://github.com/ksami/QRemeshify/releases/tag/1.1.0	**PolyQuilt** (Retopology) *(GPL-3.0 license)* https://github.com/AIGODLIKE/PolyQuilt
OkTopo-Remesher (Retopology) *(GPL-3.0 license)* https://yegorkumachov.gumroad.com/l/oktopo	**AutoUV** (UV Unwrapper) (custom license) https://www.quelsolaar.com/ministry_of_flat/

Ucupaint (Textures) *(GPL-3.0 license)* https://github.com/ucupumar/ucupaint	**AutoReload** (v2.0.3) (Blender-Krita Bridge) *(GPL-3.0 license)* https://github.com/samytichadou/Auto_Reload_Blender_addon
Quick Edit (Blender-Krita Bridge) [natively-built-into-Blender]	**Oven Bake** (Texture Bake) *(GPL-3.0 license)* https://superhivemarket.com/products/ovenbake

fSpy (https://fspy.io/) *(GPL-3.0 license)* https://github.com/stuffmatic/fSpy-Blender	**DeepBump** (Image-to-NormalMap) *(GPL-3.0 license)* https://github.com/HugoTini/DeepBump
Zform (Map-to-Mesh) *(GPL-3.0 license)* https://superhivemarket.com/products/zform	**Depth Map Batch** (Image-to-DepthMap) *(GPL-3.0 license)* https://superhivemarket.com/products/depth-map-batch-for-images
Stable Projectorz (custom license) https://stableprojectorz.com/	**Dream Textures** [NVIDIA-only] [MacOS] *(GPL-3.0 license)* https://github.com/carson-katri/dream-textures

AutoRigPro / ARP-to-Rigify (R-F) *(GPL-3.0 license)* https://superhivemarket.com/products/auto-rig-pro	**TransportRig** *(GPL-3.0 license)* https://blenderigmaster.gumroad.com/l/vrf_plus
Skinning *(GPL-3.0 license)* https://superhivemarket.com/products/voxel-heat-diffuse-skinning	**RiggingTools** *(GPL-3.0 license)* https://joshdoyle.gumroad.com/l/jd_rigging_tools

FreeMoCap v1.5 *(AGPL-3.0 license)* https://github.com/freemocap/freemocap	**Faceit** *(GPL-3.0 license)* https://superhivemarket.com/products/faceit
BlendArMocap (FreeMoCapRig to "Rigify") *(GPL-3.0)* https://github.com/cgtinker/BlendArMocap	**Face_Landmark_link** *(Apache 2.0 License)* https://github.com/Qaanaaq/Face_Landmark_Link

RealMotionPro (Animation-Library) *(GPL-3.0 license)*
https://superhivemarket.com/products/realmotion-pro-blender-addon-for-animation

X-Pose Picker (R-F) *(GPL-3.0 license)* https://superhivemarket.com/products/x-pose-picker	**BoneSelector** *(GPL-3.0 license)* https://phihung250693.gumroad.com/l/iyutsk
AnimationLayers *(GPL-3.0 license)* https://superhivemarket.com/products/animation-layers	**F-Curve Wizard** *(GPL-3.0 license)* https://superhivemarket.com/products/f-curve-wizrd
RigUI *(GPL-3.0 license)* https://superhivemarket.com/products/rig-ui	**Dynamic Parent** (v2.0.2) *(GPL-3.0 license)* https://github.com/romanvolodin/dynamic_parent
ReTime *(GPL-3.0 license)* https://superhivemarket.com/products/retime	**DJV** (frameNumber-video) *(BSD-3 Clause licence)* https://github.com/darbyjohnston/DJV
Onion Skin Tools *(GPL-3.0 license)* https://superhivemarket.com/products/onion-skin-tools	**Playblast** (preview animation) *(GPL-3.0 license)* https://github.com/RxLaboratory/DuBlast

Blend Craft Compositor / VFX BreakdownMaker *(GPL-3.0 license)*
https://superhivemarket.com/products/blend-craft-compositor-blender-plugin-by-3dt
https://superhivemarket.com/products/breakdown-maker

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Useful Links *(Compatible with "Blender 4.0" for VFX)* https://drive.proton.me/urls/G56G4M5C9R#RxYnZ4MHGMXX		
Freezing Effect Generator https://maroc777772.gumroad.com/l/Freezing-Effect-Generator	(Frost)	*(GPL-3.0 license)*
Alt Tab Easy Fog https://superhivemarket.com/products/alt-tab-easy-fog	(Fog)	*(GPL-3.0 license)*
Water Shader https://chuckcg.gumroad.com/l/sxbcnw	(Water)	*(GPL-3.0 license)*
Dynamic Rain https://cgcool.gumroad.com/l/lxmii	(Rain)	*(GPL-3.0 license)*
Particle-X https://superhivemarket.com/products/particles-x	(Particles)	*(GPL-3.0 license)*
Electro https://maroc777772.gumroad.com/l/yupnu	(Lighting)	*(GPL-3.0 license)*
Dust Particles https://superhivemarket.com/products/dust-particles	(Dust)	(*Royalty-Free*)
Smoke Scatter https://cgcool.gumroad.com/l/ybsfu	(Smoke)	*(GPL-3.0 license)*
Fire Scatter https://cgcool.gumroad.com/l/xrwyo	(Fire)	*(GPL-3.0 license)*

Lazy Forest Generator https://superhivemarket.com/products/lazy-forest-generator-addon	()	*(Royalty-Free)*
Stylized Animated Grass https://superhivemarket.com/products/grasspaint-stylized-animated-grass-assets-library	()	*(Royalty-Free)*
Stylized Trees/Plants Library https://superhivemarket.com/products/flora-paint-stylized-tree-and-plants-library	()	*(Royalty-Free)*
Stylized Tree Asset Generator https://superhivemarket.com/products/stylized-tree-generator	()	*(Royalty-Free)*
Open Scatter https://superhivemarket.com/products/openscatter	(Object Scatter)	*(GPL-3.0 license)*

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Software Website (Github)	License
7Zip (File Archiver) https://github.com/ip7z/7zip	*(LGPL, BSD 3-clause*
Audacity (Audio Editor) https://github.com/audacity/audacity	*GPL-3.0 license*
Balena Etcher (Electronics) https://github.com/balena-io/etcher	*Apache-2.0 license*
BeeRef (Image Reference Projection) https://github.com/rbreu/beeref	*GPL-3.0 license*
Bitcoin-Core (Wallet/Node) https://bitcoin.org/en/bitcoin-core/	*MIT license*
Blender (3D Visual Creativity Suite) https://github.com/blender/blender	*GPL-3.0 license*
Comfy UI (Image Generation) https://github.com/comfyanonymous/ComfyUI	*GPL-3.0 license*
Docker (Software Virtualization) https://github.com/docker/docker-install	*Apache-2.0 license*
DJV (FrameNumber) https://github.com/darbyjohnston/DJV	*BSD-3 Clause Licence*
Electrum (BTC Wallet) https://github.com/spesmilo/electrum	*MIT license*
Element (Vst2-to-Vst3) https://github.com/kushview/element	*Apache-2.0 license*
Face_Landmark_link (Motion Capture) https://github.com/Qaanaaq/Face_Landmark_Link	*Apache-2.0 license*
FFmpeg (Render [for Krita]) https://github.com/FFmpeg/FFmpeg	*Mixed*
Flameshot (Reference Image Capture) https://github.com/flameshot-org/flameshot	*GPL-3.0 license*
FreeCAD (CAD Engineering) https://github.com/FreeCAD/FreeCAD	*LGPL license*
FreeMoCap (Motion Capture) https://github.com/freemocap/freemocap	*AGPL-3.0 license*
Firefox (Web Private Browser) [faster] https://github.com/mozilla/	*MPL-2.0 license*
fSpy (Image Projection) https://github.com/stuffmatic/fSpy-Blender	*GPL-3.0 license*
GIMP (Image Manipulation) https://github.com/GNOME/gimp	*GPL-3.0 license*
Godot (Game Design Engine) https://github.com/godotengine/godot	*MIT license*
Git (Version Control) https://git-scm.com/downloads	*GPL-2.0-license*
HandBrake (Video Transcoder) https://github.com/HandBrake/HandBrake	*GPL-2.0 license*
Inkscape (Image Graphics [Vector]) https://github.com/inkscape/inkscape	*GPL-2.0 license*
Kinovea (SyncVideo) https://github.com/Kinovea/Kinovea	*GPL-2.0 license*
Krita (2D Visual Creativity Suite) https://github.com/KDE/krita	*GPL-3.0 license*
LibreCAD (Drafter Architecture) https://github.com/LibreCAD/LibreCAD	*GPL-2.0 license*
LibreOffice (Productivity Office Suite) https://github.com/libreoffice	*GPL-2.0 license*
LMMS (Music Design) https://github.com/LMMS/lmms	*GPL-2.0 license*
Ollama (Run [llm]) https://github.com/ollama/ollama	*MIT license*
OBS Studio (Broadcasting) https://github.com/obsproject/obs-studio	*GPL-2.0 license*
OpenToonz (2D animation software) https://opentoonz.github.io/e/	*BSD-3 Clause*
Pinokio (one-click install AI Models) https://github.com/pinokiocomputer/pinokio	*MIT license*
Proton VPN (Virtual Private Network) https://github.com/ProtonVPN/win-app	*GPL-3.0 license*
PyCharm CE (Python IDE) https://github.com/phracek/pycharm-community-edition	*GPL-2.0 license*
Python (Python) https://github.com/python/cpython	**mixed*
qBittorrent (File Sharing) https://github.com/qbittorrent/qBittorrent	*GPL-2.0 license*
QEMU (Emulator) https://github.com/qemu/qemu	*GPL-2.0 license*
Fstl (File Data Viewer) https://github.com/fstl-app/fstl	*MIT license*
SumatraPDF (PDF, EPUB,CRB Reader) https://github.com/sumatrapdfreader/sumatrapdf	*GPL-3.0 license*
Musescore (Music Notation) https://github.com/musescore/MuseScore	*GPL-3.0 license*
Natron (2D Compositing)(VFX) https://github.com/NatronGitHub/Natron	*GPL-2.0 license*
Neural Note (audio-to-midi) https://github.com/DamRsn/NeuralNote	*Apache-2.0 license*
TOR Browser (Private Browsing) [slow] https://github.com/TheTorProject/gettorbrowser	*unknown*
Trelby (Screenplay Software) https://github.com/trelby/trelby	*GPL-2.0 license*
Ultimaker Cura (3D Printing) https://github.com/Ultimaker/Cura	*LGPL 3.0 license*
Ultimate Vocal Remover V5 (Split) https://github.com/Anjok07/ultimatevocalremovergui	*MIT license*
VLC Media Player (Media Player) https://github.com/videolan/vlc	*mixed*
VS Code (Code IDE) https://github.com/microsoft/vscode	*MIT license*
WineHQ (Productivity Office Suite) https://wiki.winehq.org/Download	*LGPL*

(PRJ00) Project – Individual Project

Individual Short Film (1min - 3min)
Pre-Production, Production and Post-production, Marketing and Distribution.
Students may also be granted an extension to finish their project during the summer semester.
Individually produce a short film. This Project has five (5) sections.
Project at completion would contain the following.

Section One - Pre-production

1. Treatment (Author, Title, Log-line, Synopsis, Characters)
2. Screenplay (three-act-structure) (Standard Formatting) (must use screenplay software)
3. Concept Art (characters - three [≤3])
   - action poses,
   - face expressions,
   - turnarounds,
   - displaying the twelve [12] principles of animation.

   Concept Art (props)
   Concept Art (environments)
4. Shot List (scene no., shot no.,shot type, shot descr., camera movement, Location)
5. Storyboard (colour coded characters, direct of movement, camera movement)
6. Story-Beats
7. Animatic (panel/keyframe, camera movement, sound effects and expressive voiceover)
8. Expenditure (human resources, software and budget)
9. Pitch (Presentation for “Summary Of Pre-production”)
10. Greenlight Statement (Proof-Of-Funding)

Section Two - Production
Files of the following artificially generated digital assets:

1. Assets - (Visual-Concept) (.jpeg)
2. Assets - (Character-Prop-Environment) (.usd)(.stl)(.glb)
3. Assets - (Expressive Voiceover, Subtitles, Sound Effects, Music) (.FLAC)(.srt)
4. Assets - (Motion Capture Data [Input data, output data]) (.csv)
5. Assets - (Shots of Short Film and Credits Sequence)(≤1 min) (.exr) (.mkv)

Section Three - Post-production

1. Modification of “artificially generated digital assets”.
2. Composition of “artificially generated digital assets” into a complete film.
3. Utilization of FX, 2DFX, VFX, to enhance film composition.
4. Completion of film through video editing and color grading.
5. Film

Selection Four - Marketing

1. Brand Identity
2. Poster (YouTube Thumbnail) (Cover Art) (Title Card)
3. Studio Website (Home, About, Contact [Studio and Workers], Blog, Merch [optional])
4. Credits Sequence (video and spreadsheet)
5. Behind-the-scenes Documentary
   a. Teaser at the beginning and title card at end
   b. Footage of some of the work being done.
   c. Processes and visual breakdown of artificially generated digital assets.
   d. Interview of the project manager/director/lecturer.

Section Five - Distribution
YouTube® Channel Creation - Upload in order

1. Teaser - Title Card (Thirty [10] seconds)
2. Teaser - Short Film (Ten-Thirty [10-30] seconds)
3. Character Demo-Reels For each character (Concept Art) (three [3] videos)
4. Behind-the-scenes Documentary (<7 minutes)
5. Completed Short Film (1-3 minutes)

There should be seven (7) videos on the channel or profile at completion.

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