From: Institute Of Digital Arts Jamaica

ARTIFICIALLY GENERATED ANIMATION FILM PRODUCTION

(Non-Photorealistic Rendering [NPR])
(Physically Based Rendering [PBR])
(Odin Edition)

Written by: Israel Andrew Brown
Email: israelandrewbrown@proton.me

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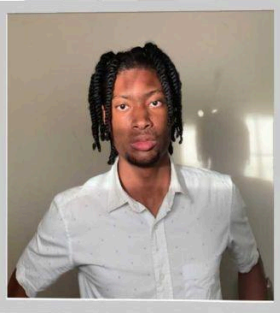
Israel Andrew Brown

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 : 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

Rationale :
. This course addresses the growing need for digital professionals who can integrate A.I. tools into traditional filmmaking workflows, preparing students for an industry increasingly reliant on AI-enhanced production pipelines while maintaining core storytelling and technical animation skills.
.
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. Understand and utilize 3D animation production techniques to effectively create, modify 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, Microphone, ≤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 ≤8gb) (MacOS [M1][M2][M3][M4])

Objectives :

1. Understand and utilize 3D animation production techniques to effectively generate, modify, & compose artificially generated digital assets into 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”, labor/skill? 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 ControlNet? What is a Lora?
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 file formats; [(.txt)(.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 a “production-meeting”? What is creative “control” and “freedom”? What is “trial-and-error”.
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”

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

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

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

Week Five-to-Six
(Lecture) Audio Development
(Tutorial) Expressive Voice Over (VC/tts/csm) (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-Open-1.0) (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] (Hunyuan3D-2.1) (Ultra3D) (TripoSG)
(Tutorial) Image-to-Map-to-3dMesh [Set] (DepthAnything-V2) (Hunyuan-World-1.0)

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 (FaceLandmarkerLink-V0.23)
(Tutorial) “Body” - Motion Capture (FreeMoCap-v1.5)

Week Fourteen :
(Lecture) Motion Development (cont’d)
(Tutorial) “Face/Body” - Pose Detection (t2v i2v v2v) (Wan 2.1-VACE-DWPose-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=PL4ouDzfxGlYQK1rhavaAFrcFhmsT137EK 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

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Rombach, Robin, et al. “High-Resolution Image Synthesis with Latent Diffusion Models.” *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, 2022, pp. 10684–10695.

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Resemble AI. *Chatterbox-TTS*. 2025. *GitHub*, https://github.com/resemble-ai/chatterbox.

Kim, Jong Wook, et al. "Robust Speech Recognition via Large-Scale Weak Supervision." *arXiv preprint arXiv:2212.04356*, 6 Dec. 2022, https://arxiv.org/abs/2212.04356.

Yuan, Ruibin, et al. "YuE: Scaling Open Foundation Models for Long-Form Music Generation." *arXiv preprint arXiv:2503.08638*, 11 Mar. 2025, https://arxiv.org/abs/2503.08638.

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Takahashi, Naoya, and Yuki Mitsufuji. "Multi-Scale Multi-Band DenseNets for Audio Source Separation." *2017 IEEE Workshop on Applications of Signal Processing to Audio and Acoustics*, 15-18 Oct. 2017, New Paltz, NY. *arXiv preprint arXiv:1706.09588*, 29 June 2017, https://arxiv.org/pdf/1706.09588.

Bittner, Rachel M., et al. "A Lightweight Instrument-Agnostic Model for Polyphonic Note Transcription and Multipitch Estimation." *Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing (ICASSP)*, 2022, Singapore.

Cheng, Ho Kei, et al. "MMAudio: Taming Multimodal Joint Training for High-Quality Video-to-Audio Synthesis." *arXiv preprint arXiv:2412.15322*, 7 Apr. 2025, https://arxiv.org/abs/2412.15322.

Yang, Lihe, et al. "Depth Anything V2." *arXiv preprint arXiv:2406.09414*, 20 Oct. 2024, https://arxiv.org/abs/2406.09414.

Tencent Hunyuan. "Hunyuan3D 2.1: From Images to High-Fidelity 3D Assets with Production-Ready PBR Material." *arXiv preprint arXiv:2506.15442*, 18 June 2025, https://arxiv.org/pdf/2506.15442.

Li, Yangguang, et al. "TripoSG: High-Fidelity 3D Shape Synthesis using Large-Scale Rectified Flow Models." *arXiv preprint arXiv:2502.06608*, 2025.

Chen, Yiwen, et al. "Ultra3D: Efficient and High-Fidelity 3D Generation with Part Attention." *arXiv preprint arXiv:2507.17745*, 23 July 2025, https://arxiv.org/abs/2507.17745.

Mattis, Johnathon, et al. "freemocap." Version 1.0.0, 30 Sept. 2024, https://github.com/freemocap/freemocap. DOI: 10.5281/zenodo.7233713.

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

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Demonstration Spaces (Software As A Service [SaaS])	
Model Name	**Links**
Deepseek-R1-MoT	https://chat.deepseek.com/
gpt-oss	
Llama-3.2	https://www.meta.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
Qwen-Image	https://huggingface.co/spaces/Qwen/Qwen-Image *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
Ultra3D	https://huggingface.co/spaces/ilcve21/Sparc3D
FreeMoCap Face_Landmark_Link	https://github.com/freemocap/freemocap https://github.com/Qaanaaq/Face_Landmark_Link
Wan2.1-VACE (T2V I2V V2V)	*runs-on-high-grade-hardware (≤24gb vram)

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-MoT	*MIT-License*	https://github.com/deepseek-ai/DeepSeek-R1
gpt-oss	*Apache-2.0-License*	https://github.com/openai/gpt-oss
Llama-3.2	*META-Community-License*	https://github.com/meta-llama/llama3
Stable-Diffusion-2.1	*MIT-License*	https://github.com/Stability-AI/stablediffusion
Flux-1-Schnell	*Apache-2.0-License*	https://github.com/black-forest-labs/flux
Qwen-Image	*Apache-2.0-License*	https://github.com/QwenLM/Qwen-Image
chatterbox-VC	*MIT-License*	https://github.com/resemble-ai/chatterbox
zonos-v0.1-tts	*Apache-2.0-License*	https://github.com/Zyphra/Zonos
sesame-csm NariLabs-dia-csm	*Apache-2.0-License*	https://github.com/SesameAILabs/csm https://github.com/nari-labs/dia
Whisper-v3	*MIT-License*	https://github.com/openai/whisper
YuE[ICL]	*Apache-2.0-License*	https://github.com/multimodal-art-projection/YuE
DiffRhythm[ICL]	*Apache-2.0-License*	https://github.com/ASLP-lab/DiffRhythm
ACE-Step[ICL]	*Apache-2.0-License*	https://github.com/ace-step/ACE-Step
UVR-v5	*MIT-License*	https://github.com/Anjok07/ultimatevocalremovergui
Spotify-Basic-Pitch	*Apache-2.0-License*	https://github.com/spotify/basic-pitch
Stable-Audio-Open-1.0	*Stability-AI-Community-License*	https://github.com/Stability-AI/stable-audio-tools
MMAudio	*MIT-License*	https://github.com/hkchengrex/MMAudio
DepthAnything-v2	*Apache-2.0-License*	https://github.com/DepthAnything/Depth-Anything-V2
Hunyuan-World-1.0 [gpu-required]	Tencent-*Community-License*	https://github.com/Tencent-Hunyuan/HunyuanWorld-1.0
Hunyuan3D-2.1 [gpu-required]	Tencent-*Community-License*	https://github.com/Tencent-Hunyuan/Hunyuan3D-2.1
TripoSG [cpu]	*MIT-License*	https://github.com/VAST-AI-Research/TripoSG
Ultra3D		https://github.com/lizhihao6/Sparc3D
Mediapipe OpenCV	*Apache-2.0-License*	https://github.com/google-ai-edge/mediapipe https://github.com/opencv/opencv
Wan2.1-VACE-DWPose-14b	*Apache-2.0-License*	https://github.com/ali-vilab/VACE

Useful Links *(Compatible with "Blender 4.0" "Krita 5.2.3")*

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 **BlendArMocap** (FreeMoCapRig to "Rigify") *(GPL-3.0)* https://github.com/cgtinker/BlendArMocap	**Faceit** *(GPL-3.0-License)* https://superhivemarket.com/products/faceit **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-PosePicker/GPLPicker (R-F) *(GPL-3.0-License)* https://superhivemarket.com/products/x-pose-picker https://munorr.gumroad.com/l/ft-anim-picker-blender	**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*

“The Ten Essential Roles On The New Pipeline”
Producer A producer guides a film from its beginning to its completion. They have a hand in organizing and scheduling, budgeting and hiring, creative problem-solving and overseeing, and marketing and distributing. A producer may be a self-employed contractor, or subject to the authority of an employer such as a production company or studio. They are involved throughout all phases of production from inception to completion. <citation>
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. <citation>.
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. <citation>.
Artificial Intelligence Operator [Story] [Concept] [Audio] [Prop] [Look] [Movement] 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. <citation>.
Layout-Artist / 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. <citation>
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. <citation>.
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. <citation>.
Graphic Designer Graphic designers create visual concepts, using computer software or by hand, to communicate ideas that inspire, inform, and captivate consumers. <citation>
Attorney-At-Law [Lawyer] A lawyer (also called attorney, counsel, or counselor) is a licensed professional who advises and represents others in legal matters. Today’s lawyer can be young or old, male or female. Nearly one-third of all lawyers are under thirty-five years old. Almost half of the law students today are women, and women may ultimately be as numerous in the profession as men. <citation>
Accountant An accountant is a financial professional who reviews and analyses financial records and keeps track of a company's or individual's income, expenditures, and liabilities. An accountant may also work in project planning, cost analysis, auditing, and financial decision-making. Some specialize in tax preparation and tax planning. Accountants may work for large companies or external accounting firms. They must meet state-specific educational and testing requirements and are certified by national professional associations. <citation>

(PRJ00) Project – Individual Project

Individual Short Film (1minutes - 15minutes)
Pre-Production, Production and Post-production, Marketing and Distribution.
Students may also be granted an extension to finish their project during the summer semester.
By Group or Individually produce a short film. This Project has five (5) sections.
The Project at completion would contain the following.

Section One - Pre-production

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

   Concept Art (props)
   Concept Art (environments)
5. Shot List (scene no., shot no.,shot type, shot descr., camera movement, Location)
6. Storyboard (colour coded characters, direct of movement, camera movement)
7. Story-Beats
8. Animatic (panel/keyframe, camera movement, sound effects and expressive voiceover)
9. Expenditure (Gantt-Chart, Human resources, Software/Equipment and Budget)
10. Pitch (Presentation for “Summary Of Pre-production”)

[Greenlight Statement (Proof-Of-Funding)]

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

1. Assets - (Text-Concept) (.txt)(.fountain)
2. Assets - (Visual-Concept) (.jpeg)
3. Assets - (Expressive Voiceover, Subtitles, Sound Effects, Music) (.FLAC)(.srt)
4. Assets - (Character-Prop-Environment) (.usd)(.stl)(.glb)
5. Assets - (PBRTextures [Character--Prop-Environment]) (.usd)(.stl)(.glb)
6. Assets - (Motion Capture Data [Input data, output data]) (.csv)
7. 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. Arrangement of film through video editing and color grading.
5. Presentation of 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. Grant, Direct-Promotion, Indirect-Promotion, Rebate, Tax-Credit.

Section Five - Distribution
[Optional Distribution through Film Festival]
YouTube® Channel Creation - Upload in order

1. Teaser - Title Card (Thirty [10] seconds)
2. Teaser (Ten-Thirty [10-30] seconds)
3. Trailer (one [1] minute - three [3] minutes)
4. Behind-the-scenes Documentary (<7 minutes)
   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.
5. Completed Short Film (1-15 minutes)

There should be five (5) videos on the channel or profile at completion.

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