

From: Institute Of Digital Arts Jamaica

ARTIFICIALLY GENERATED ANIMATION FILM PRODUCTION

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



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

Table Of Contents

	Page
Introduction Of Author.....	3
Course - “(ANM00) Animation - Artificially Generated Film Production”.....	4
Course Outline.....	5
Course Resources.....	6
Course Bibliography.....	7
“The Six Essential Roles On The New Pipeline”.....	8
Generative Artificial Intelligence Models (March 2025).....	9
Generative Artificial Intelligence Models (SaaS).....	10
Blender 4.0 Addons.....	11
“Free and Open Source Software” For Artists.....	12
Quick Access Download For “Free and Open Source Software”.....	13
Course Assessment - “(PRJ00) Project – Individual Project”.....	14
License	15

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 Reconstruction (Hunyuan3D 2.0)
- Texturing (Stable Projector3)
- 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 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.	: github.com/israelandrewbrown/Artificially-Generated-Animation-Film-Production
Description	: This course leverages 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.

Recommended Material : Laptop, Graphics Tablet, Graphics Pencil, <50 mbps internet, Room, Microphone
4 WebCam, 4 USB Cable, 3 Three Tripods, 1 Charuco Board, 1 Helmet (relevant)
HDMI-HDMI Cable, Video Capture Card, Edge Artificial Intelligence (local compute)

Edge A.I. Options () : (NVIDIA® Project DIGITS)(NVIDIA® GeForce® RTX 3070 ≤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. Identify, analyze, and resolve common issues arising from the use of artificial intelligence in film production.
3. 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.

Donate Bitcoin : [bc1qdjssljzj4x83v28ks0l3cvwdkqvhyfggzc2w8v](https://www.blockchain.com/btc/address/bc1qdjssljzj4x83v28ks0l3cvwdkqvhyfggzc2w8v)

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” and “charcoal” from wood? How to make “a wooden recorder”? 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 computer vision?
 What is a workstation? What is an operating system? What is hardware and software?
 What is “free and open source”? What are free and open source software licenses?
 What are the file formats [(.jpeg) (.stl)(.usd) (.ogg)(.FLAC) (.srt) (.csv) (.openEXR) (.mkv)] used for?

Week Three

What is “Edge Artificial Intelligence”? How to set up an “Edge Artificial Intelligence” workstation?
 How to install relevant “free and open-source” models and software? ([Ollama] [pinokio.computer])

Week Four-Five

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

Week Six

(Lecture) Story Development (WebUI [Gradio])(Pinokio)(ollama)
 (Tutorial) Character / Story Structure (OpenWebUI [deepseek R1])

Week Seven

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

Week Eight to Nine

(Lecture) Audio Development
 (Tutorial) Expressive Voice Over (Text-to-Speech) (zonos-v0.1)
 (Tutorial) Subtitles (Whisper)
 (Tutorial) Music Design (Audio-to-Audio) (YuE^{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)

Week Ten

(Lecture) Prop Development (krita-ai-diffusion)
 (Tutorial) Image-to-3dMesh [Characters][Props][Set] (Hunyuan 3D-2)(Trellis)(TripoSr)
 (Tutorial) Image-to-Map-to-3dMesh [Set] (DepthAnythingV2)

Week Eleven

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

Week Twelve

(Lecture) Motion Development
 (Tutorial) “Face” - Motion Capture (FaceLandmarkerLinkV0.2)
 (Tutorial) “Body” - Motion Capture (FreeMoCap v1.5)
 (Tutorial) Extras (Image-to-Video) (Wan 2.1)

Week Thirteen to Fifteen :

(Tutorial) Troubleshooting common issues and using AI to optimize the production of a short film.
 (Critique) Showcase and review of completed projects.

Review : <https://github.com/israelandrewbrown/Artificially-Generated-Animation-Film-Production>

Donate Bitcoin : [bc1qdjsljjzj4x83v28ks0l3cvwdkqvhyfggzc2w8v](https://www.blockchain.com/btc/address/bc1qdjsljjzj4x83v28ks0l3cvwdkqvhyfggzc2w8v)

Resources

israelandrewbrown.

"GitHub - Israelandrewbrown/Artificially-Generated-Animation-Film-Production: Animation Film Production."
GitHub, 2025,

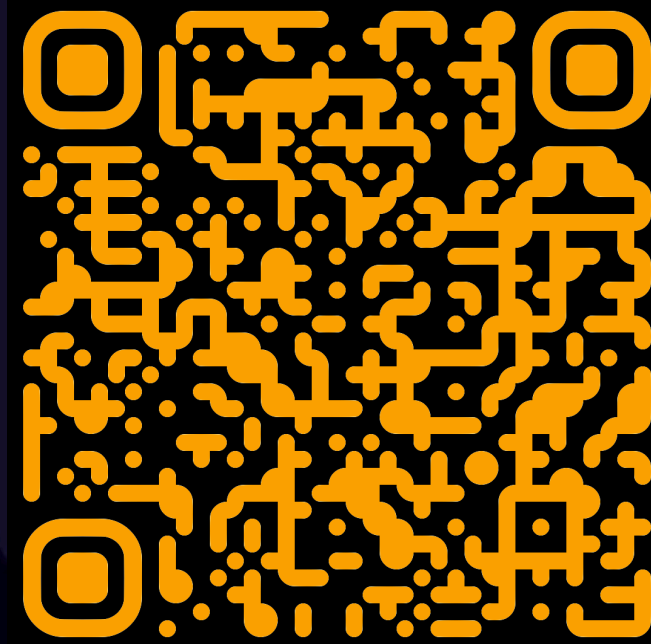
<https://github.com/israelandrewbrown/Artificially-Generated-Animation-Film-Production>.

"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 (115 videos) (30 hours)
Alternatively, scan the QR Code to access the above course:



Donate Bitcoin : bc1qdjsljjzj4x83v28ks0l3cvwdkqvhyfggzc2w8v

Official Discord® Server

discord.gg/unXGVPgH



SCAN ME

Bibliography

freeCodeCamp.org. "Prompt Engineering Tutorial – Master ChatGPT and LLM Responses." *YouTube*, 5 Sept. 2023, https://www.youtube.com/watch?v=ZvnD73m40o&ab_channel=freeCodeCamp.org Accessed 11 Feb. 2025.

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.

MTM College. "Intro to Environment Design with Donna Johnson." *YouTube*, 19 Nov. 2024, https://www.youtube.com/watch?v=mfiklFOBowA&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=lq_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.

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 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 — Job Description Explained.” Studiobinder, 4 July 2024, www.studiobinder.com/blog/what-is-an-art-director-in-film-job-description/. Accessed 26 Feb. 2025.

A **Technical Artist** (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
<p>Artificial Intelligence Operator (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.</p> <p>O'Brien, Keith, and Amanda Downie. “AI Workflow.” IBM, 11 Nov. 2024, www.ibm.com/think/topics/ai-workflow. Accessed 26 Feb. 2025.</p>					

An **animatic artist** 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 artists 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 the line between fiction and reality.

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

A **video editor** 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/Artificially-Generated-Animation-Film-Production: Animation Film Production." <i>GitHub</i> , 2025, https://github.com/israelandrewbrown/Artificially-Generated-Animation-Film-Production .
"Artificially Generated Animation Film Production" <i>Youtube</i> , created by Israel Brown, February 02, 2025 https://www.youtube.com/playlist?list=PL4ouDzfxGIYQK1rhavaAFrcFhmsT137EK Accessed February 02, 2025

Donate Bitcoin : **bc1qdslijzj4x83v28ks0l3cvwdkqvhyfggzc2w8v**

Generative Artificial Intelligence Models (Software User Documentation)		
Model Name [Ollama][ComfyUI][Pinokio]	License	Official Github Repository
Deepseek R1	MIT	https://github.com/deepseek-ai/DeepSeek-R1
Llama 3.2	Community	https://github.com/meta-llama/llama3
Flux 1-Schnell	Apache 2.0	https://github.com/black-forest-labs/flux
Stable Diffusion 2.1	MIT	https://github.com/Stability-AI/stablediffusion
zonos-v0.1	Apache 2.0	https://github.com/Zyphra/Zonos
Whisper	MIT	https://github.com/openai/whisper
YuE ^{ICL} (audio-to-audio)	Apache 2.0	https://github.com/multimodal-art-projection/YuE
Ultimate Vocal Remover	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
krita-ai-diffusion	GPL-3.0	https://github.com/Acly/krita-ai-diffusion
DepthAnything V2	Apache 2.0	https://github.com/DepthAnything/Depth-Anything-V2
Tencent-Hunyuan 3D-2	Tencent Community	https://github.com/Tencent/Hunyuan3D-2
Trellis	MIT	https://github.com/microsoft/TRELLIS
TripoSr[low-quality] (MacOS)	MIT	https://github.com/VAST-AI-Research/TripoSr
Wan 2.1 (Image-to-Video)	Apache 2.0	https://github.com/Wan-Video/Wan2.1
Mediapipe	Apache 2.0	https://github.com/google-ai-edge/mediapipe
OpenCV	Apache 2.0	https://github.com/opencv/opencv

Artificially Generated Animation Film Production

israelandrewbrown.

"GitHub - Israelandrewbrown/Artificially-Generated-Animation-Film-Production: Animation Film Production."

GitHub, 2025,

<https://github.com/israelandrewbrown/Artificially-Generated-Animation-Film-Production>.

"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 70b	https://chat.deepseek.com/
Llama 3.2 70b	https://www.meta.ai/
Flux 1 Schnell	https://huggingface.co/spaces/black-forest-labs/FLUX.1-schnell
Stable Diffusion 2.1	https://huggingface.co/spaces/stabilityai/stable-diffusion
zonos-v0.1	https://huggingface.co/spaces/Steveeeeeeeen/Zonos
Whisper	https://huggingface.co/spaces/openai/whisper
YuE ^{ICL} (audio-to-audio)	https://huggingface.co/spaces/innova-ai/YuE-music-generator-demo
Ultimate Vocal Remover V5	https://github.com/Anjok07/ultimatevocalremovergui *runs on cpu or gpu
Neural Note [SpotifyBasicPitch]	https://github.com/DamRsn/NeuralNote https://github.com/kushview/element
Stable Audio Open 1.0	*runs-on-high-grade-hardware (≤8gb vram)
krita-ai-diffusion	https://github.com/Acly/krita-ai-diffusion
DepthAnything V2	https://huggingface.co/spaces/depth-anything/Depth-Anything-V2
Tencent-Hunyuan 3D-2	https://huggingface.co/spaces/tencent/Hunyuan3D-2
Trellis	https://huggingface.co/spaces/JeffreyXiang/TRELLIS
TripoSr[low-quality](MacOS)	https://huggingface.co/spaces/stabilityai/TripoSR
Wan 2.1 (Image-to-Video)	*runs-on-high-grade-hardware (≤8gb vram)
FreeMoCap	https://github.com/freemocap/freemocap *runs-on-low-grade-hardware (≤4gb ram)
Face_LandMark_Link	https://github.com/Qaanaaq/Face_Landmark_Link *runs-on-low-grade-hardware (≤4gb ram)
*These links are subject to deactivation by their respective owners. (accessed February 11, 2025)	

Useful Links (Compatible with "Blender 4.0" "Krita 5.2")<https://drive.proton.me/urls/G56G4M5C9R#RxYnZ4MHGMXX>

StoryLiner (Animatics) (MIT Licence) https://blendermarket.com/products/storyliner	SaveSelection (Export-Import[.blend]) (GPL-3.0 license) https://github.com/riouxr/SaveSelection
PolyQuilt (Retopology) (GPL-3.0 license) https://github.com/AIGODLIKE/PolyQuilt	QRemeshify (QuadRemesh) (GPL-3.0 license) https://github.com/ksami/QRemeshify/releases/tag/1.1.0
OkTopo (Face Retopology) (MIT Licence) *unreleased (coming soon)	UnWrapMe / AutoUV (UV Unwrapper) (custom license) https://www.quelsolaar.com/ministry_of_flat/
fSpy (Projection) (GPL-3.0 license) https://fspy.io/ https://github.com/stuffmatic/fSpy-Blender	DeepBump (Image-to-NormalMap) (GPL-3.0 license) https://github.com/HugoTini/DeepBump
Zform (Map-to-Mesh) (MIT Licence) https://blendermarket.com/products/zform	Depth Map Batch (Image-to-DepthMap) (MIT Licence) https://blendermarket.com/products/depth-map-batch-for-images
Stable Projectorz (custom license) https://stableprojectorz.com/	Dream Textures [NVIDIA-only] (Set) (GPL-3.0 license) https://github.com/carson-katri/dream-textures
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
Simple Bake (Texture Baking) (MIT Licence) https://blendermarket.com/products/simplebake---simple-pbr-and-other-baking-in-blender-2	
Auto-Rig Pro (Royalty-Free) https://blendermarket.com/products/auto-rig-pro	Faceit (MIT Licence) https://blendermarket.com/products/faceit
ShapeKeyGen v3.29 (MIT Licence) https://pymarket.gumroad.com/l/yrfsq	Any Rig to Rigify (Retargeting) (MIT Licence) https://dudestudioz.gumroad.com/l/anyrigtorigify
Face_Landmark_Link (Apache 2.0 License) https://github.com/Qaanaaq/Face_Landmark_Link	Livelinkface (csv-52ARkitshapekey) (MIT Licence) https://github.com/nmfisher/blender_livelinkface
FreeMoCap (<v1.5) (Motion Capture) <(AGPL-3.0 license)> Freemocap-addon https://github.com/freemocap/freemocap https://github.com/freemocap/freemocap_blender_addon	
BlendArMocap (FreeMoCap Rig to "Rigify") (GPL-3.0 license) https://github.com/cgtinker/BlendArMocap	
Dynamic Parent v2.0.2 (Character-to-Prop Constraint) (GPL-3.0 license) https://github.com/romanvolodin/dynamic_parent	
Blend Craft Compositor (Compositor) (GPL-3.0 license) https://blendermarket.com/products/blend-craft-compositor-blender-plugin-by-3dt?ref=247	

Donate Bitcoin : bc1qdjsljzj4x83v28ks0l3cvwdkqvhyfggzc2w8v

Software Website (Github)	License
7Zip (LGPL, BSD 3-clause License) https://github.com/lp7z/7zip	<i>mixed</i>
Audacity https://github.com/audacity/audacity	GPL-3.0 license
BeeRef https://github.com/rbreu/beeref	GPL-3.0 license
BalanEtcher https://github.com/balena-io/etcher	Apache-2.0 license
Blender https://github.com/blender/blender	GPL-3.0 license
Muscore https://github.com/muscore/MuseScore	GPL-3.0 license
Firefox https://github.com/mozilla/	MPL-2.0 license
Comfy UI https://github.com/comfyanonymous/ComfyUI	GPL-3.0 license
Docker https://github.com/docker/docker-install	Apache-2.0 license
Electrum https://github.com/spesmilo/electrum	MIT license
Face_Landmark_link https://github.com/Qaanaaq/Face_Landmark_Link	Apache-2.0 license
FFmpeg https://github.com/FFmpeg/FFmpeg	<i>Mixed</i>
FreeCAD https://github.com/FreeCAD/FreeCAD	LGPL license
FreeMoCap https://github.com/freemocap/freemocap	AGPL-3.0 license
fSpy https://github.com/stuffmatic/fSpy-Blender	GPL-3.0 license
GIMP https://github.com/GNOME/gimp	GPL-3.0 license
Godot https://github.com/godotengine/godot	MIT license
Git https://git-scm.com/downloads	GPL-2.0- license
HandBrake https://github.com/HandBrake/HandBrake	GPL-2.0 license
Inkscape https://github.com/inkscape/inkscape	GPL-2.0 license
Kdenlive https://github.com/KDE/kdenlive	GPL-3.0 license

Krita https://github.com/KDE/krita	GPL-3.0 license
LibreCAD https://github.com/LibreCAD/LibreCAD	GPL-2.0 license
LibreOffice https://github.com/libreoffice	GPL-2.0 license
LMMS https://github.com/LMMS/lmms	GPL-2.0 license
Ollama https://github.com/ollama/ollama	MIT license
OBS Studio https://github.com/obsproject/obs-studio	GPL-2.0 license
OpenToonz https://github.com/opentoonz/opentoonz	BSD-3-Clause
Pinokio https://github.com/pinokiocomputer/pinokio	MIT license
Proton VPN https://github.com/ProtonVPN/win-app	GPL-3.0 license
PyCharm CE https://github.com/phrcek/pycharm-community-edition	GPL-2.0 license
Python https://github.com/python/cpython	<i>*mixed</i>
qBittorrent https://github.com/qbittorrent/qBittorrent	GPL-2.0 license
Natron https://github.com/NatronGitHub/Natron	GPL-2.0 license
SumatraPDF https://github.com/sumatrapdfreader/sumatrapdf	GPL-3.0 license
Element https://github.com/kushview/element	Apache-2.0 license
Neural Note https://github.com/DamRsn/NeuralNote	Apache-2.0 license
TOR Browser https://github.com/TheTorProject/gettorbrowser	<i>unknown</i>
Trelby https://github.com/trelby/trelby	GPL-2.0 license
Ultimaker Cura https://github.com/Ultimaker/Cura	LGPL 3.0 license
VLC Media Player https://github.com/videlal/vlc	<i>mixed</i>
VS Code https://github.com/microsoft/vscode	MIT license
Ultimate Vocal Remover V5 https://github.com/Aniok07/ultimatevocalremovergui	MIT license

Free and Open-Source Software (FOSS) For Artists - (Linux)

Firefox (Web Private Browser) [faster] https://www.mozilla.org/en-US/firefox/new/		TOR Browser (Private Browsing) [slow] https://www.torproject.org/download/
Proton VPN (Virtual Private Network [VPN]) https://account.protonvpn.com/downloads		OBS Studio (Broadcasting) https://obsproject.com/download
qBittorrent (File Sharing) https://www.qbittorrent.org/download		Python (Python) https://www.python.org/downloads
VLC Media Player (Media Player/Screen Recorder) https://www.videolan.org/vic/		PyCharm (Python IDE Community Edition) https://www.jetbrains.com/pycharm/download
Electrum (BTC Wallet) https://electrum.org/#download		Ollama (Run Large Language Model [llm]) https://ollama.com/
Libre Office (Productivity Office Suite) https://www.libreoffice.org/download/download-libreoffice/		ComfyUI (Image Generation) https://www.comfy.org/
WineHQ (run Windows apps on MacOS or Linux) https://wiki.winehq.org/Download		Pinokio (one-click install AI Models) https://pinokio.computer/
Flameshot (Reference Image Capture) https://flameshot.org/#download		BeeRef (Image Reference Projection) https://beeref.org/
Trelby (Screenplay Software) < (run WineHQ) > https://www.trelby.org/download/		SumatraPDF (PDF, Epub, CRB Reader) https://www.sumatrapdfreader.org/download
7Zip (File Archiver) https://www.7-zip.org/download.html		OpenToonz (2D animation software) https://opentoonz.github.io/e/
Handbrake (Video Transcoder) https://handbrake.fr/		Ffmpeg (Render [for Krita]) https://ffmpeg.org/download.html
KRITA (2D Visual Creativity Suite) https://dev.krita.org/en/download/		Blender (3D Visual Creativity Suite) https://www.blender.org/download/
LibreCAD (Drafter Architecture) https://wiki.librecad.org/index.php/Download		FreeCAD (CAD Engineering) https://www.freecad.org/downloads.php
Ultimaker Cura (3D Printing) https://ultimaker.com/software/ultimaker-cura/		BalenaEtcher (Electronics) https://etcher.balena.io/
FreeMoCap (Motion Capture Technology) https://freemocap.org/		Face_Landmark (Motion Capture Technology) https://github.com/Qaanaaq/Face_Landmark_Link
Natron (2D Compositing)(VFX) Musescore (Music Notation) Godot (Game Design Engine) https://natrongithub.github.io/ https://musescore.org/en/download https://godotengine.org/download/windows		
Inkscape (Image Graphics [Vector]) Element (Vst2-to-Vts3) Kdenlive (Video Editor) https://inkscape.org/release/inkscape-1.3 https://github.com/kushview/element https://kdenlive.org/en/download/		
LMMS (Music Design) UltimateVocalRemover (Split) Audacity (Audio Editor) Neural Note (audio-to-midi) https://lmmms.io/download https://ultimatevocalremover.com https://www.audacityteam.org https://github.com/DamRsn/NeuralNote		
Git (Version Control) Docker (Software Virtualization) VS Code (Code IDE) https://git-scm.com/downloads/linux https://www.docker.com/ https://code.visualstudio.com/download		

(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 (Standard Formatting) (must use screenplay software)
3. Concept Art (characters - three [3])
 - action poses,
 - face expressions,
 - turnarounds,
 - displaying the twelve [12] principles of animation.
4. Concept Art (props)
5. Concept Art (environments)
6. Shot List (scene no., shot no., shot type, shot descr., camera movement, Location)
7. Storyboard (colour coded characters, direct of movement, camera movement)
8. Animatic (panel/keyframe, camera movement, sound effects and expressive voiceover)
9. Expenditure (human resources, software and budget)

Section Two - Production

Files of the following artificially generated digital assets:

- | | | |
|-------------|---|---------------|
| 1. Assets - | ([Thumbnail] [Cover Art] [Title Card]) | (.jpeg) |
| 2. Assets - | (Characters and Props) | (.usd) (.stl) |
| 3. Assets - | (Expressive Voiceover, Subtitles, Sound Effects, Music) | (.FLAC)(.srt) |
| 4. Assets - | (Motion Capture Data [Input data, output data]) | (.csv) |
| 5. Assets - | (Scenes of Completed Short Film / Credits Sequence) (1-3 min) | (.OpenEXR) |
| 6. Assets - | (Shots of Completed Short Film and Credits Sequence)(1-3 min) | (.mkv) |

Section Three - Post-production

1. Modification of “artificially generated digital assets”.
2. Composition of “artificially generated digital assets” into a complete film.

Section Four - Marketing

1. Poster (YouTube Thumbnail) (Cover Art) (Title Card)
2. Studio Logo
3. Studio Website (Home, About, Contact [Studio and Workers], 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.

Donate Bitcoin: [bc1qdjsljzj4x83v28ks0l3cvwdkqvhyfggzc2w8v](https://www.blockchain.com/btc/address/bc1qdjsljzj4x83v28ks0l3cvwdkqvhyfggzc2w8v)

MIT License

Copyright © 2025 Israel Andrew Brown

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions: The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.