Japanese Anime and Video Game Workshop with Pros
Learn about anime scriptwriting and video game design

Part 1: Animation Seminar (2014, Feb. 24-26) by Prof. Mitsuru Kaneko
Feb.24 & 25 (10:00 - 11:30, 13:00 - 14:30, 15:00 - 16:30) & Feb.26 (10:00 - 11:30)

Abstract

Professor Kaneko designed this curriculum for students who love animation and would like to study how to create a story, structure, original characters, contents, design, drawing, rendering, modeling, acting, directing, staging, pre-visualization etc.

1) Scenario Writing
This class is designed for participants to understand, acquire and practice creating the structure and function of a scenario, step-by-step composition of a plot, the function and structure of rendering, rhythm of phrase structure, strengthening the viewer's satisfaction through reminders, evaluation and revision.

2) Character Making
On the topic of character making, participants will acquire knowledge about the function characters in contents, commonality of character designer and animator, structural development of the character, efficiency and database, personalising characters through sketching, as well as to conduct structural analysis as a part of evaluation and revision.

3) Mise-en-scene Rendering
This class is designed to understand, acquire and practice function of mise-en-scene in contents, verification, and composition of mise-en-scene in digital, common concept and technical expression, works to improve the value of contents, evaluation and revision by structural analysis.

4) Digital sketching
This class teaches contents sketching using technology, common concept and technical expression, works to improve the value of contents, and evaluation and revision by structural analysis.

About Speaker
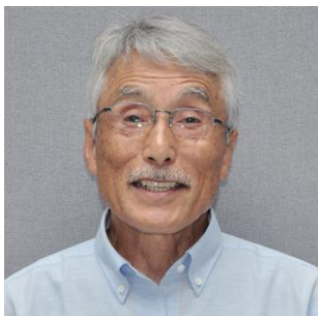
MITSURU KANEKO, Ph.D.
is known as the father of computer graphic production in Japan by establishing one of the first generation of commercial CG productions, JCGL in 1978. His production includes an Academy award and an Emmy award winning works in Hollywood. Among his 7 books for visual content industry, he wrote 3 books about the Golden rule series, "Scenario (script) writing", "Character making" and "Mise-en-scene rendering" published by Born Digital. In these books he introduced a new concept for anime and movie production mixing occidental and oriental perceptions on logical planning and created software for script writing, character making and mise-en-scene rendering. His production experience still continues at Kaneko Studio and the Detao Masters Academy in Shanghai. He also conducts "Visual Content Production and Activation" seminars sponsored by the Visual Industry Promotion Organization (VIPO) and Computer Graphic Arts Society (CG-ARTS) for 3 years for the professional creators. His research projects are backed by Kunio Kondo, Ph. D. and Koji Mikami Ph.D. of TUT, Naohisa Ohta Ph.D. of Keio Univ., and Richard Weinberg Ph.D. of USC. Nearly 50 years' experience on production and training both in Japan and the USA has made these research projects unique and well accepted among digital-visual content creators and educators.