



HOW TO OPEN YOUR 3D EYE

Workshop

The workshop presents the sensible approach to 3D film-making. It points at common mistakes one may face when creating a 3D short film as well as gives practical tips on how to resolve a specific case and give the «soul» to a 3D character.

In course of the workshop the students will learn to see 3DS Max or Maya software in a different way. Instructor follows each student individually. The students are suggested to either previously draw a 2D character or choose one from a comic/illustrated book. As a next step the instructor presents his approach to modeling, giving tips and useful solutions.

Software required: 3DS Max or Maya

Other materials required: a video projector and a screen, each student will need a laptop.

STUDENTS WILL LEARN TO:

- **Drawing:** - develop the character based on a number of drawings without focusing on references or model sheets;
- **Volume:** - reach the overall volume of the character using only primitives and deformators including lattices etc.;
- **Topology:** - start uniting the primitives and learning the ideal topology;
- **Colours:** - use basic colours to make the character noticeable and empathic.

Duration: 3 days (minimum), can be expanded to 5 days.

Maximum number of students: 15.

Language: The workshop and the masterclass can be held in English, French or Italian, another language will require translation.

The masterclass gives introduction into the creative world of Mauro Carraro and looks into how life experiences can be translated into animation films using the innovative technique and approach to 3D.

The author will be explaining the making and behind the scenes of his films Aubade, Hasta Santiago and Matatoro with photos, original Sketchbooks, model sheet, Storyboard, animatik 2D & 3D, turnaround and work flow.

The animation film is presented as a dreamlike voyage that mixes a lush color palette with well-crafted non-photorealistic 3D rendering and combines traditional illustration styles with 3D.

The masterclass can be attended by the workshop students and a wider audience.

+ Masterclass
SENSIBLE 3D



ABOUT THE INSTRUCTOR:

Mauro Carraro was born in the North-East of Italy in 1984.

After studying engraving, photography and graphic design at the Polytechnic University of Milan he continued his academic path in France.

In 2010 he graduated from the renowned Supinfocom Arles where he studied CG animation. He now lives in Geneva, Switzerland, where he works at Nadasdy Film studio.

His first professional animated short film *"Hasta Santiago"* was awarded as the Best Debut Film at Annecy Festival in 2014 and received over two dozens of awards worldwide.

With his individual technique already distinctive in his early works Mauro contributed to the award-winning full-length animated film *«Approved for Adoption»* (2012) as compositing supervisor.

His latest six-minute short *"Aubade"* prior to its release in 2014 won the project pitch at the Annecy Festival. It has been collecting awards and had over 150 selections at various festivals around the world.

Mauro has been jury member at a number of film festivals including Krok International Film Festival, the Warsaw Film Festival and was part of international jury at the Seoul Best of the Best Animation Festival.



FILMOGRAPHY



Matatoro

7min - 2010 - France

The hermetic world of bullfighting and its public, here reinvented and reinterpreted.



Hasta Santiago

12min - 2013 - Switzerland/ France

The Mapo's journey on the St James Way. On this legendary route he will cross cities and will meet other walkers who do not necessarily carry their backpack ..



Aubade

6min - 2014 - Switzerland

A black sun rises on Lemman Lake. In a surrealist backlit scene, swimmers and birds witness the spectacle of the dawn, hypnotized by the music of a cellist.