

LIGHTHOUSE

MOTION CAPTURE LAB

PROGRAMME OUTLINE AND APPLICATION INFORMATION

INTRODUCTION

Lighthouse is delighted to be working in partnership with Centroid, one of the UK's leading motion capture and character animation studios, to offer this intensive 3-day training programme.

The Motion Capture Lab offers high-quality craft and technical training for film professionals and practitioners, and is an excellent opportunity to learn more about the capabilities of the technology and what is involved when planning a motion capture shoot.

Long perceived as a visual effects tool used only in big budget films and video games, the use of motion capture is now becoming more affordable and accessible. Offering a range of exciting creative possibilities, motion capture and character animation enables filmmakers to bring vivid imaginative worlds and fantastical characters to the screen.

By the end of the Lab participants will:

- be fully conversant with the processes and production pipeline involved in motion capture;
- have a deeper understanding of the creative and technical benefits offered by this visual effects tool;
- have learnt about the key aspects specific to their particular role/discipline and how these impact on the production process;
- have forged links with leading experts, professionals and facilities within the field of motion capture and character animation;
- have met and networked with other filmmakers.

The Motion Capture Lab will take place 14-16 March 2012, in Centroid's state-of-the-art facilities, located at Pinewood Studios, and at Lighthouse in Brighton.



LIGHTHOUSE

Training will be delivered through a series of practical hands-on workshops, demonstrations, specialist tutorials, case-studies, screenings and master classes. All sessions will be led by experienced trainers and experts who work within the field of motion capture and character animation. Please see the **Training Programme** for more information regarding the sessions covered.

The Motion Capture Lab has been funded by the Skillset Film Skills Fund as part of 'A Bigger Future 2', the UK film skills strategy. The Skillset Film Skills Fund is supported by the National Lottery through the BFI and the film industry through the Skills Investment Fund.

Additional funding has been provided by the North Seas Screen Partnership through Screen South.



LIGHTHOUSE

WHO THE COURSE IS FOR

The Motion Capture Lab is aimed at UK-based film professionals who are already active in the industry.

Although submissions are particularly encouraged from professionals who already have a project that incorporates motion capture, the Lab is also open to those who are considering using the technology or have a strong interest in working with it in the future.

Heavily subsidised by the Skillset Film Skills Fund, this training programme is intended for individuals who are committed to developing their professional skills and broadening their employment options.

TRAINING PROGRAMME

DAY 1 – Wednesday 14 March 2012 (at Centroid, Pinewood Studios)

- **Welcome & Introduction to the Motion Capture Lab**
- **Tour of Centroid Studio and Facilities**
- **Motion Capture - An Overview**
The history of motion capture, its impact on storytelling and performance, different applications in different contexts (film, TV and video games), case studies of motion capture in practice.

Lunch (provided)

- **Motion Capture in Action**
A presentation of the technology and working procedures of motion capture, combined with a live demonstration using live rendering, motion control and the virtual camera.



LIGHTHOUSE

- **Screening - The Good, the Bad and the Ugly – Motion Capture on Screen**
- **Critique & Discussion**
What did/didn't work effectively, how certain effects were achieved, motion capture vs alternative visual effects technologies.

DAY 2 – Thursday 15 March 2012 (at Lighthouse, Brighton)

- **The Motion Capture Pipeline**
A set-by-step look at the workflow used in the planning and execution of a motion capture production.
- **Motion Capture – Key Departments**
The key departments involved in the planning stages of a motion capture production and how they work with and around the technology.

Lunch (provided)

- Participants will be split into smaller groups relevant to their specific discipline and taken through the particular planning and production requirements associated with their role:
Planning & Production – Producers
Working with Actors – Directors
Shooting Motion Capture – Camera
- **Masterclass + Q&A**
A specially invited expert guest will talk about the process, techniques and challenges when working with motion capture.

DAY 3 – Friday 16 March 2012 (at Centroid, Pinewood Studios)

- **Motion Capture Workshop**
A hands-on workshop involving actors that will enable participants to build on



LIGHTHOUSE

the information and knowledge they've gained during the previous days.

Lunch (provided)

- **Post-production – An Overview**

A theoretical session that takes participants step-by step through the different stages and aspects of the post-production process and key issues involved.

Networking drinks

TRAINERS & INDUSTRY GUESTS

The trainers and other contributors involved with the Motion Capture Lab are all industry professionals who work within motion capture and character animation.

Phil Stilgoe

Phil is Operations Director at Centroid. Now a Motion Capture veteran of 15 years, Phil has worked on many award-winning movies and games on both sides of the Atlantic, most recently Martin Scorsese's *Hugo* and Disney's much anticipated *John Carter*. He was part of the team which first supplied facial data for a Hollywood feature way back in the mid 1990's, and to this day, continues to push the boundaries of virtual character performance.

Stuart Haskayne

Stuart has worked in the games and broadcast industry for over twelve years. As Project Manager at Centroid, his role centers around pre-production and liaising with clients from the film, TV and games industries to develop bespoke delivery pipelines.

Robert Tygner

Robert has worked in film, TV and commercials since 1985 as a CG character animator (using keyframe & performance animation techniques), animation director, motion capture director, puppeteer and puppet performance director. Over the years he has worked across multiple projects with leading companies and institutions such as the Jim Henson Company, London College of Communication and the National Film and Television School.



LIGHTHOUSE

William Todd-Jones

Todd is a puppet designer, performer, director and movement consultant who has performed creatures and puppets on numerous feature films including; *The Hitchhiker's Guide to the Galaxy*, *Harry Potter V*, Jim Henson's *Labyrinth*, various *Muppet* movies, *The NeverEnding Story*, *Judge Dredd*, *Batman*, *Pinocchio*, *Lost in Space*, *Who Framed Roger Rabbit*, *101 Dalmations* and *Fierce Creatures*. In recent years he has specialised in bridging the disciplines of live performance and computer graphic animation, developing techniques in optical motion capture, performance animation and digital puppetry.

Simon Kay

Having trained as a 2D classical animator before transitioning into 3D animation and motion capture, Simon is now a Motion Capture Supervisor at Double Negative. He has over 12 years experience in motion capture during which time he has captured actors, dancers, stunt people, military special forces and even a camel! His current role involves organising, directing and processing mocap data, establishing and integrating mocap pipelines and managing and operating the in-house mocap system. Recent films that Simon has worked on include *John Carter*, *Paul* and *Iron Man 2*.

Ben Hebb

Ben Hebb is the Art Director at Zoë Mode where he has responsibility across all the art teams and the visual output of the studio. Zoë Mode is the world's leading independent developer of music, party and social games.

COST OF TRAINING

The training fee per participant is £300. Refreshments and lunch everyday is included.

Without the financial support of the Skillset Film Skills Fund, Screen South and other supporters, the cost would be £2250 per participant.

Applicants should be aware that there may be further travel and accommodation costs, depending on where they are based.



LIGHTHOUSE

We are able to offer a limited number of fully subsidised places. In certain circumstances, financial assistance may also be available to those who need it for travel, accommodation and other access costs incurred when attending the training. Please note, the allocation of subsidised places and financial assistance will be determined and made available on a means-tested basis. Please contact Emily Kyriakides on 01273 647197 to discuss your circumstances further.

HOW TO APPLY

The deadline for applications is **5pm, Friday 2 March 2012.**

To be considered for the Motion Capture Lab please email the following to emily@lighthouse.org.uk :

- a completed application form;
- a full CV including filmography;
- a Diversity Monitoring Form.

Copies of the application forms can be found on Lighthouse's website – www.lighthouse.org.uk/programme/motion-capture-lab

Submissions are invited from all sectors of the community. We are able to facilitate access for deaf and disabled people and all information is available in large print format, downloadable from the Lighthouse website – www.lighthouse.org.uk/programme/motion-capture-lab

MANAGEMENT TEAM AND PARTNERS

The Motion Capture Lab is managed by **Lighthouse**, a Brighton-based digital culture agency that supports filmmakers and artists through a commissioning and exhibition programme and various professional development initiatives. www.lighthouse.org.uk



LIGHTHOUSE

Our industry partner is **Centroid**, a leading motion capture studio based in Pinewood Studios. Now celebrating thirteen years of providing motion capture and character animation services to the film, television and video games industry, Centroid delivers motion capture and 3D pipeline solutions throughout Europe. www.centroid3d.com

The Lab is majority funded by the **Skillset Film Skills Fund**, supported by the National Lottery through the BFI and the film industry through the Skills Investment Fund. Skillset is the industry body which supports skills and training for people and businesses to ensure the UK creative industries maintain their world class position. www.skillset.org

This project has been enabled by **Screen South**, the Interreg IVB North Sea Region Programme, and the RIFE lottery funding programme. Screen South is part of the North Sea Screen Partnership, a European exchange with countries in the North Seas area including areas in Norway and Denmark, Belgium, Germany, Netherlands, Sweden and Scotland. www.screensouth.org www.northsearegion.eu/

ENQUIRIES

If you need any additional help with or clarification of any part of these guidelines please email Emily Kyriakides, Lighthouse's Programme Producer - emily@lighthouse.org.uk

