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
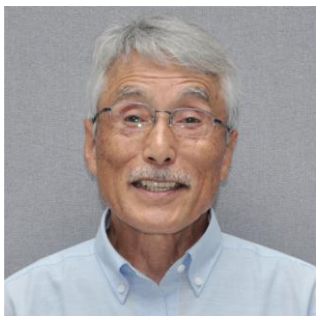
MITSURU KANEKO, Ph.D.
is known as the father of computer graphic production in Japan by establishing one of the first generation of commercial CG productions, JCGL in 1978. His production includes an Academy award and an Emmy award winning works in Hollywood. Among his 7 books for visual content industry, 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.

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Part 2: Video Game Seminar (2014, Feb. 26-28) by Prof. Nobuhiko Kosuge
Feb.26 (15:00 - 16:30) & Feb.27 & 28 (10:00 - 11:30, 13:00 - 14:30, 15:00 - 16:30)

Abstract

In Japan, many popular game contents have been produced over the years, and many of them have been localized around the world, attracting a large audience of players. Why has such a game culture developed in Japan? It's not too much to say that there is source in " TAKUMI " or "MONO ZUKURI" ("TAKUMI" means Master or Professionalism. "MONO ZUKURI" means Produce.), which shares with Japanese Pop Culture.

A key question is "How can this game entertain the users?"
As game creators in Japan got to the core of this theme, many projects and games have been developed and produced, and a game industry grew dramatically in Japan. It has roots in its accumulated know-how since the video game industry was born.

In this seminar, we will focus on the elements necessary for game design, such as character making, story-telling, visual styles, artwork design, etc. This will help to develop our thinking and perspectives of games through workshops.

1) Who are game creators?
This class is designed to introduce participants to understand how game creators are defined by their Design, Movies, Graphics, Production, Artistic Direction, and their Creative Thinking.

2) What is Storytelling and Visual style in game?
Participants will be exposed to comprehensive yet concise commentaries on storytelling and visual styles in games. They will get to work on a group assignment and gain a further understanding of the subject matter.

About the Speaker
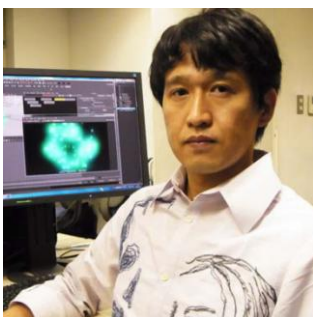
NOBUHIKO KOSUGE
was born in 1975. Graduated from the department of Creative in Digital Hollywood in 2000.

After school, he joined Sega Amusement Machine Research and Development Department 2 (popularly known as Sega AM2 or simply AM2 and SEGA-AM2 now). Sega AM2 is a research and development team for the video game company Sega and was the best known and would become a major development house for Sega. He was involved in development of arcade games and consumer games as 3DCG designer.
Then, he started his career as a director in the division of Crossmedia in Shougakukan Music & Digital Entertainment Inc and was involved in projects and productions of crossmedia contents which are derived from manga and anime. Recently, as a professor in Digital Hollywood in Thailand, he teaches and focuses on creative thinking along with 3CDG animation techniques and drawings, and he is also be active in the game industry as a CG designer. One of his Masterpieces is an arcade favourite: Virtua Fighter 4: Evolution (2003)