

From Motion Capture to Game Design

Creation of interactive animations
For non-verbal storytelling

Jean-Marc Gauthier
Animation and Digital Arts MFA
NYU Tisch School of the Arts Asia
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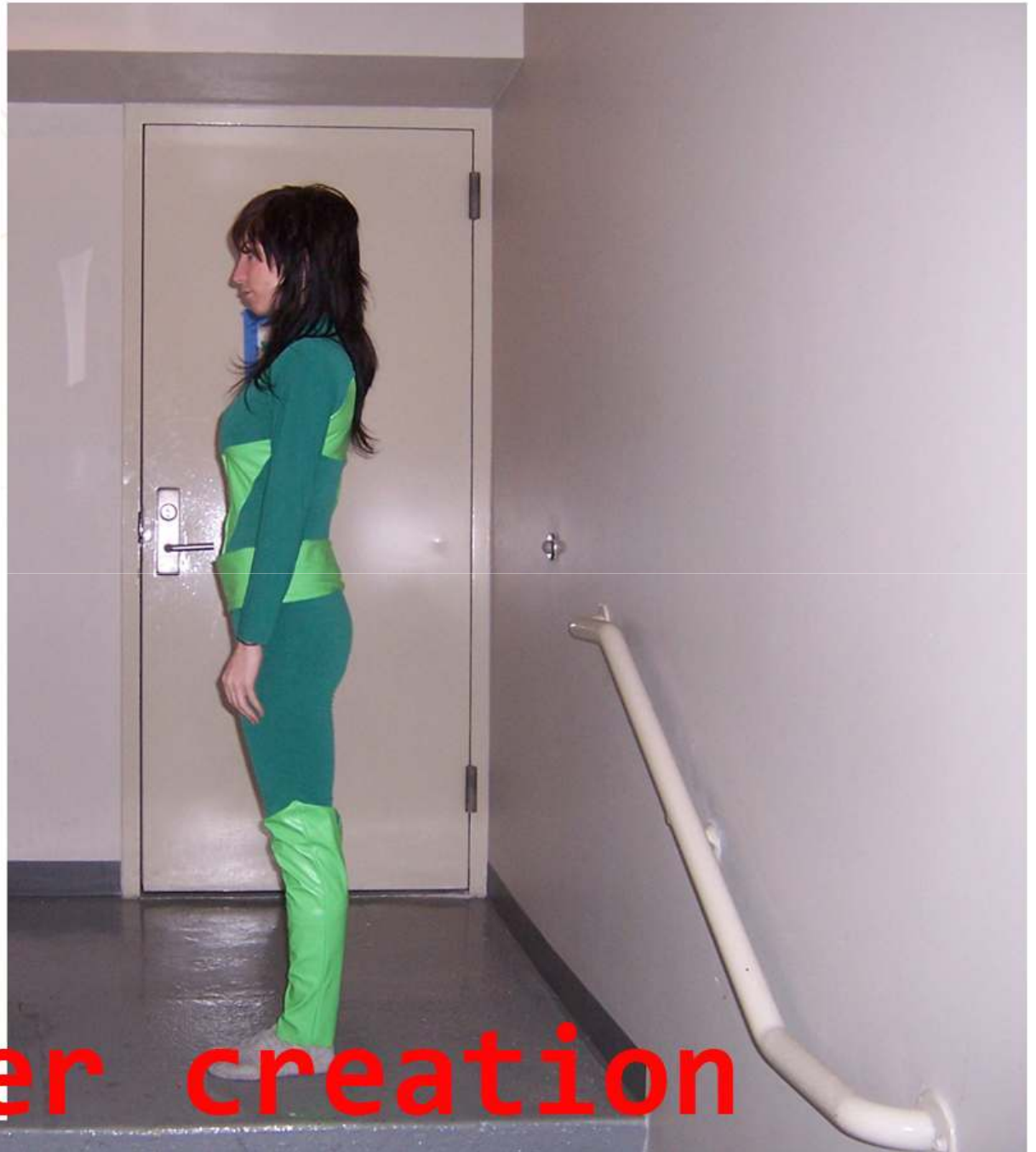
**motion capture
interactive animation**



motion capture



motion capture



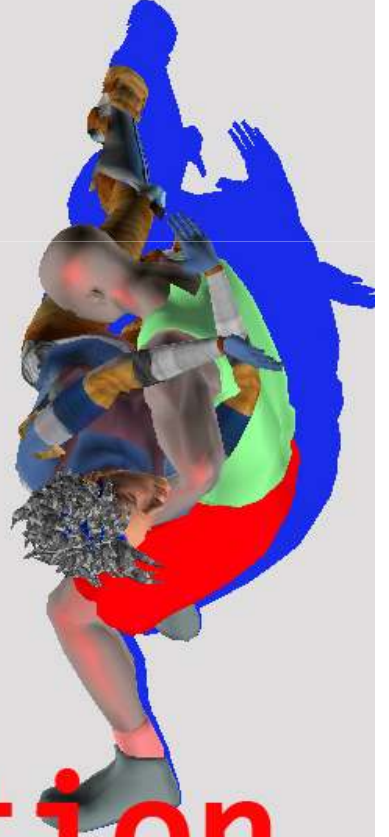
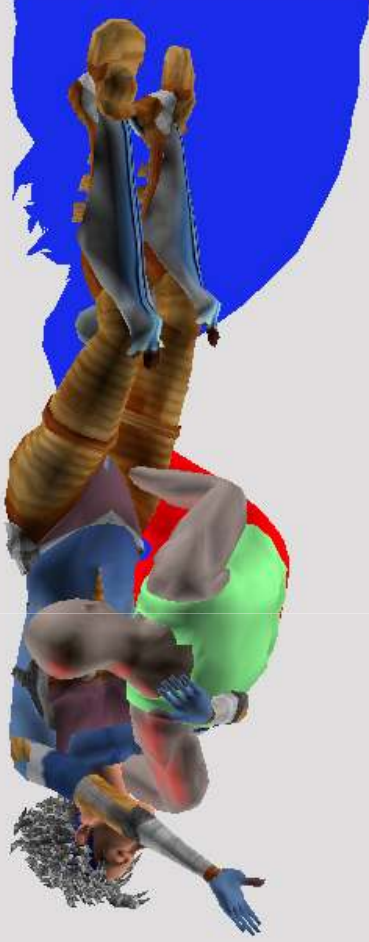
character creation



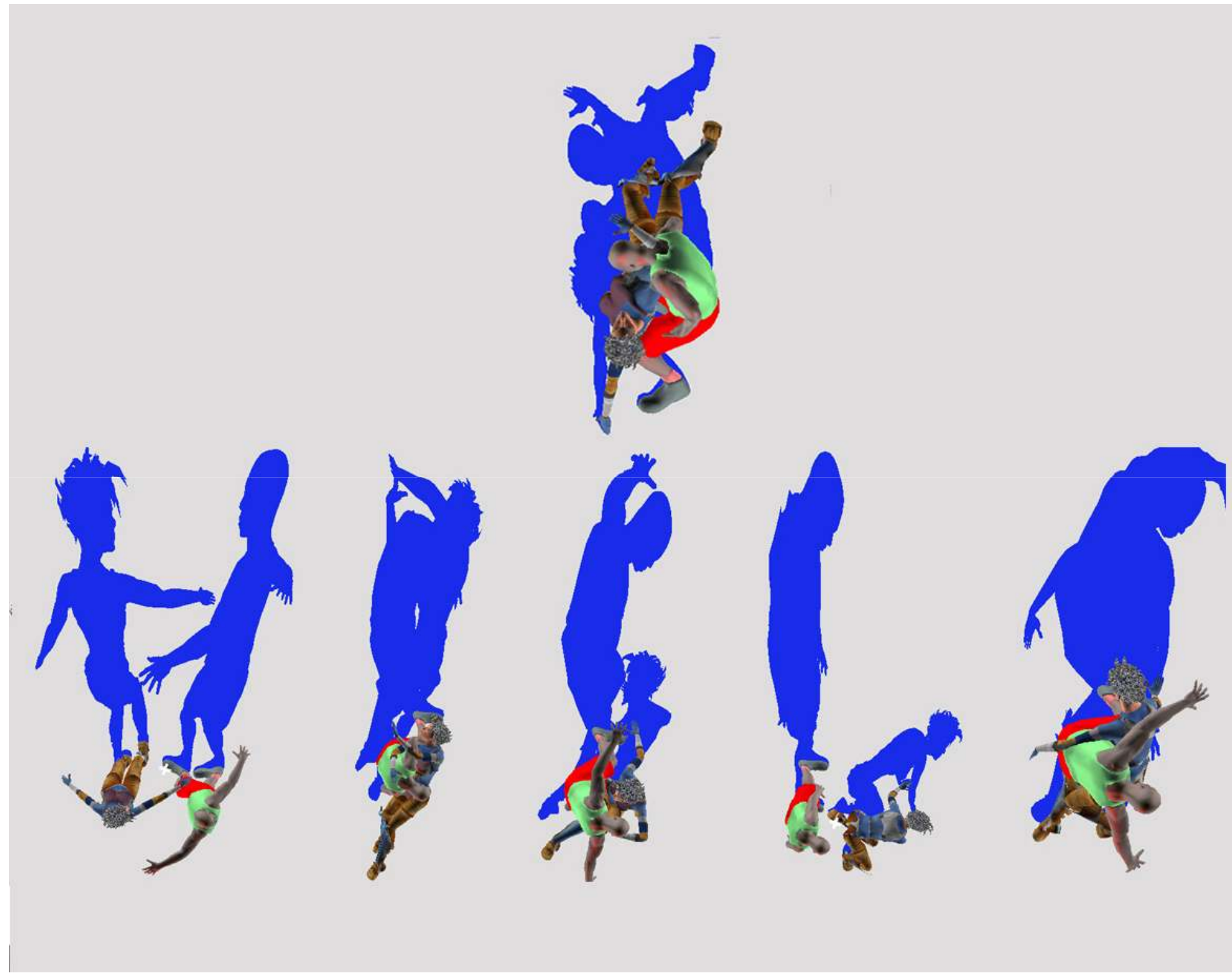
storytelling



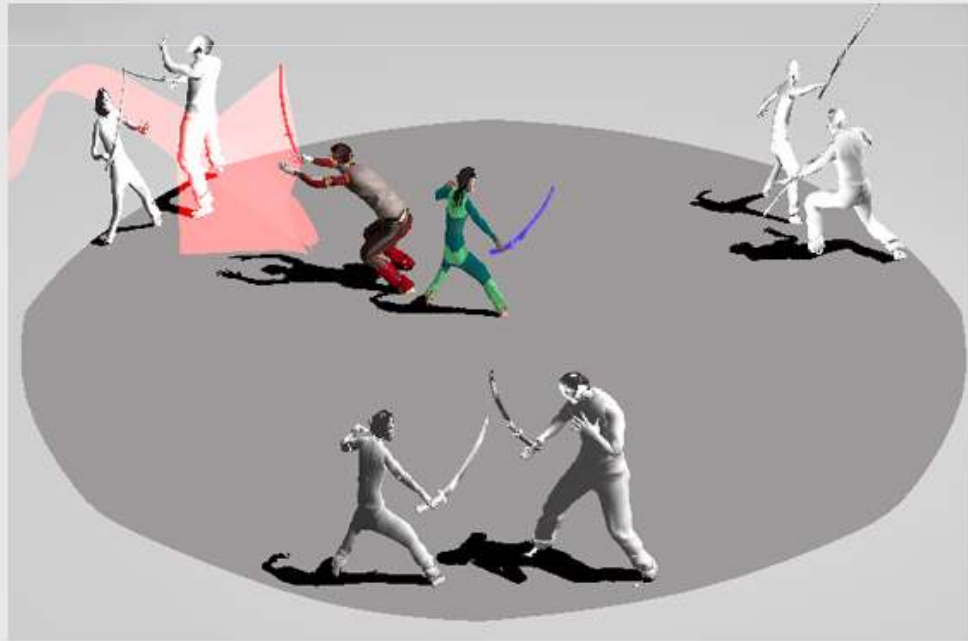
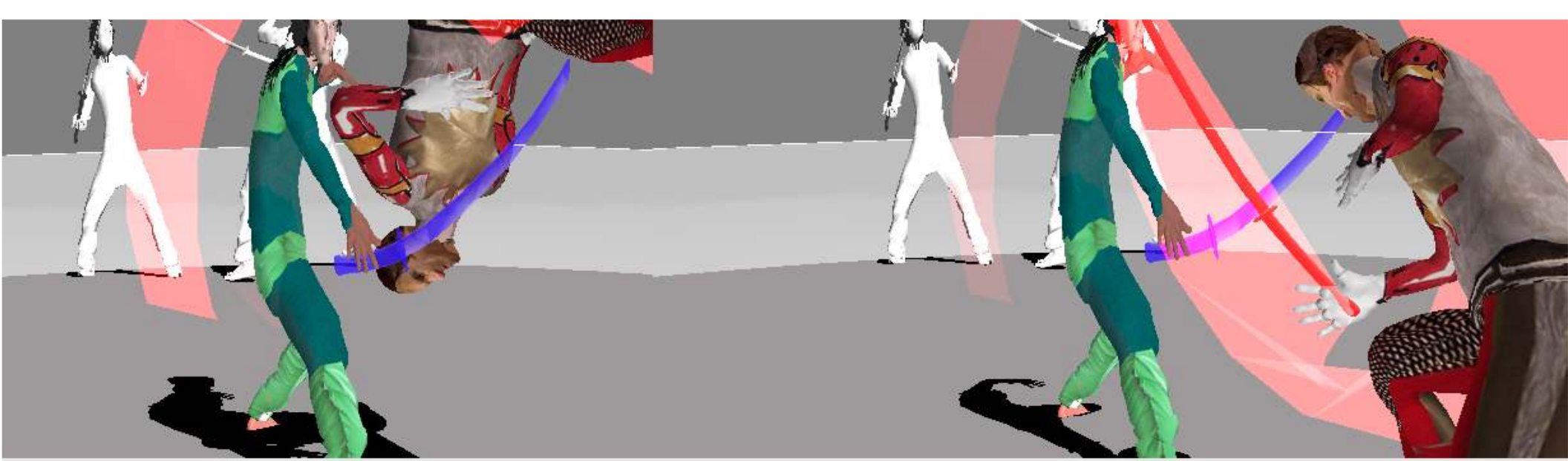
storytelling



interactive animation









NYU Tisch Targets Asia

by Brian Wolff

When film fans think of New York University-trained filmmakers, they're likely to picture Martin Scorsese or Spike Lee shooting movies in Manhattan. But a new view of NYU's Tisch School of the Arts is emerging—and it's in Singapore. Tisch Asia is already offering a Master of Fine Arts program in film production, and this fall its MFA curriculum in Animation and Digital Arts will begin. Headed by Vice Dean Paul Shirazi, Tisch Asia is operating in a 40,000-square-foot facility in central Singapore that contains sound stages and theaters as well as animation and editing labs and a film library.

The two-year Animation and Digital Arts program has been developed under the leadership of Jean-Marc Gauthier, an interactive artist who's on the Animation and Digital Arts faculty at Tisch's NYC campus. He's also the author of *Creating Interactive 3D Actors and their Worlds and Virtual Sets*

and *Pre-visualization for Games, Movies and the Web*. Given his background, it's not surprising that the new curriculum will have a broad focus.

"We want to go towards applications of animation that are not just traditional animation, but the whole range—which tends to be much more diverse than even 20 years ago," he explains. "We want to explore new venues in interactivity and the different uses of animation, whether it's for cell



Back to the Future: Jean-Marc Gauthier's course instructs students to animate simple objects, create rigs and transformations, create motion graphs and use other media such as video, text, subtitles, and audio for the context of animation.

phones or theme parks."

Considering the rising profile of Singapore—with the presence of Electronic Arts and George Lucas' animation company—it seems like a natural expansion for NYU. Gauthier notes that SIGGRAPH Asia chose Singapore for its December 2007 gathering, and he hopes that the animation scene there will lead to internships for Tisch students. "Ours will be the first MFA animation program there," he says. "Most of what has been offered is more on the undergraduate level. There's a huge demand now for students who have competence in storytelling and conceptual ideas and not just technical execution, and this program will try to address that."

Scientific visualization is also an important focus of the curriculum, because Gauthier sees career opportunities increasing in that field. "For example, if we think about bringing robotics into our lives we definitely have to think about how those things move—from an animator's point of view and not only from an engineering perspective. Industrial design is one field where complex ideas are being defined through animation."

As a result, the MFA program will include scientific visualization as part of its second-year coursework. However, Gauthier stresses that first-year MFA courses will emphasize fundamentals. "I expect to have at least some students who know too much about computers, so we're going back to the basics and studying motion by observation—maybe without computers."

Another cornerstone of the Tisch Asia animation program will be an emphasis on collaborative projects. As Gauthier sees it, "The master's thesis class will be organized like a production course. I'm trying to build something dynamic that encourages collaboration. Personally, I don't like to see a student trying to do a 'big masterpiece' and never recover from it. A thesis project

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Animation and Digital Arts MFA

<http://www.tischasia.nyu.edu.sg/page/animation.html>