

The Gnomon Workshop Releases Three New Dvds

New Behind the Scenes Series Releases this Week

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This week The Gnomon Workshop will be releasing their ground-breaking new "Behind The Scenes" series. This new series is an exciting look at the creation of a game cinematic sequence. Produced with the cooperation of Producer Emmanuel Fragelus, Art Director Mark Goerner and Director Louis Bolivar, this series follows a team of artists as they demonstrate their production techniques from concept phase to final rendered animation. The first three titles to be released this week will cover such topics as Character Design, Character Modeling and Vehicle Design.

Accolades

"Paul Schoeni has always maintained a high level of quality combined with great attention to detail. His command of the modeling tools and enthusiasm for digital sculpting is energizing. This DVD is great for anybody that wants to learn from an experienced professional." Jason Turner - Modeling Supervisor DreamWorks Animation

"Cajun is one of the most versatile Modelers we have on our team. Here at Luma we strive to give the artists a wide variety of challenges so that they can grow their skill set and don't get pigeon holed into being just one kind of modeler. Caj has a real eye for the types of details that are important to creating realistic models and has proven himself by surprising us again and again with his creativity and flexibility." Chris Sage - Vice President, Luma Pictures

"If sketching were a Kung Fu style, Peter would be the grand master. He is a fantastic designer with a fresh approach and vision in this craft. It's a rare treat to see this process, so join Peter in the first steps of this journey that is the production method." Ismael Medrano - Senior Character Concept Artist SCEA

DVD Descriptions

Character Design for Production - Concept Techniques with Peter Han

In this first chapter of the series, concept artist Peter Han designs the lead character Geo, a seasoned veteran of numerous infiltration missions. Peter demonstrates his process for quick sketching, character exploration, prop design, gathering reference and producing orthographics and final illustrations for the 3D modelers. This DVD features production meetings with Art Director Mark Goerner, as he provides design direction for Geo.

Character Modeling for Production - Modeling Techniques with Cajun Hylton

This chapter in the series focuses on the creation of the character Geo, a seasoned veteran of numerous infiltration missions. Cajun Hylton takes the viewer step-by-step through the 3D modeling process, from simple proxy to final model using Maya and ZBrush. The viewer also gets to go behind the scenes and witness actual production meetings that discuss the design and creation of the character.

Vehicle Modeling for Production - Modeling Techniques with Paul Schoeni

This chapter in the series focuses on the vehicle featured in the cinematic, a futuristic helicopter designed by renowned Art Director Mark Goerner. Instructor Paul Schoeni takes the viewer step-by-step through the 3D modeling process in Maya, from simple proxy to final model. The viewer also gets to go behind the scenes and witness actual production meetings that discuss the design and creation of the helicopter.

Artist Bios

Richard Peter Han was educated at the Art Center College of Design and graduated with a Bachelor of Arts Degree in Illustration with a focus on Entertainment Design. He then started working in concept design for the video game industry creating work for major companies such as Sony, Konami, Cheyenne Mountain and Vivendi Universal. Game credits include: Warhawk, Stargate Worlds, Spyro the Dragon, Silent Hill Experience and World of Warcraft.

Cajun Hylton earned his Bachelor of Fine Arts Degree in Computer Animation from the International Fine Arts College. Since then he has worked on numerous films and commercials. In 2005 he became a Lead Modeler at Luma Pictures, working on projects ranging from Underworld 2: Evolution to Pirates of the Caribbean: At Worlds End.

Paul Schoeni earned his Bachelor of Fine Arts Degree in Industrial Design from Brigham Young University. His first job in the industry was at Digital Domain where he worked on the movie I, Robot. After a year at Digital Domain, Paul freelanced for Zoic Studios, Sprite Animation and Brain Zoo Studios, where he worked on various feature films, commercials and game cinematics. Since 2005, he has been a modeler at DreamWorks Animation working on movies such as Kung Fu Panda, Madagascar 2: The Crate Escape and Monsters vs. Aliens.

More Information at: www.thegnomonworkshop.com. Image and Video Courtesy of Gnomon Inc.