



# MAKING A SHORT FILM

A STEP-BY-STEP FILMMAKING COURSE

DIDIER KONINGS

DESIGNER & FILMMAKER

## DAY - 01 — ( 2 HOUR BLOCK )

- COURSE INTRODUCTION	Didier Konings brief intro, breakdown of the Short Film course.
- GENERATING INSPIRATION	Techniques to find and generate inspiration for your short film / Inner-circle advantages / How to turn weakness into a strength
- THE CORE OF THE STORY	What do you want to tell with your story? A brief analysis on film and finding the human story.
- SCRIPT BREAKDOWN	Table reading dialogue, Breaking down the script for each department.

## DAY - 02 — ( 2 HOUR BLOCK )

- CREATING THE FILM IN PRE PRODUCTION	Analysing film scenes, Blocking your scene, Storytelling through Cinematography, Ripomatic and storyboarding techniques. Shot-lists
- PRODUCTION DESIGN	Storytelling through design. Visualising your world and characters.
- DESIGN AND VISUAL EFFECTS	Breaking down VFX / SFX - Setting up the Pipeline.

## DAY - 03 — ( 2 HOUR BLOCK )

- SHOOTING THE FILM	Techniques for Directing: Directing options. Directing moments. Directing Actors etc. Shooting smart and Efficient.
- POST PRODUCTION TECHNIQUES	Walkthrough on post production: Editing, VFX, Sound Design, Colour Grading, Mixing
- BRANDING THE FILM	Poster Design, Branding the film, Festivals Trajectories and Online submission, Pitch decks and Feature films.
- THE LEARNING CURVES	Team Breakdown, Learning and Improvement.



# CONCEPT ART FOR FILM

TECHNIQUES FROM THE INDUSTRY

**DIDIER KONINGS**

CONCEPT ARTIST - DIGITAL MATTE PAINTER

## **DAY - 01 — ( 2 HOUR BLOCK )**

- COURSE INTRODUCTION	Didier Konings brief intro “Concept Art for Film / Different types of Concept Art.
- BRIEF / SCRIPT BREAKDOWN	Breaking down the script / Meetings with Directors Producers / Asking the right questions. In-house planning / Freelance planning.
- RESEARCH / REFERENCE	Getting Started / Doing research / Collecting reference / Establishing the mood.
- DESIGN INSPIRATION	Techniques to generate visual inspiration / Wallscapes / 2D Mirror Techniques / Image Manipulation / 3D Mirror Techniques / Smallscapes / Texturing Wrapping.

## **DAY - 02 — ( 2 HOUR BLOCK )**

- SHOT DESIGN	Cinematography / Still frame overpaints / Value sketching / Storyboarding / Composition / Rythum
- CHARACTERS IN SCENES	Photoshoots / Daz 3D / Posing

## **DAY - 03 — ( 2 HOUR BLOCK )**

- 2D ENVIRONMENT DESIGN	Photography / 2D Environments / Photobash
- 3D ENVIRONMENTS DESIGN	Modeling / Kitbash / Rendering / Keyshot
- PHOTOSHOP TECHNIQUES	Finishing Techniques / Blending options / Atmosphere / Effects.



# MATTE PAINTING FOR FILM

TECHNIQUES FROM THE INDUSTRY

DIDIER KONINGS

CONCEPT ARTIST - DIGITAL MATTE PAINTER

## DAY - 01 — ( 2 HOUR BLOCK )

- COURSE INTRODUCTION	Didier Konings brief intro “DMP for Film / Different types of DMP.
- HISTORY	A brief History on Matte Painting / Different type of Matte Painting.
- BRIEF / SCRIPT BREAKDOWN	Breaking down the script / VFX Breakdown and planning for Matte Painting.
- SHOT DESIGN	Visualising the Painting, Location scouting, Prepping the shoot.

## DAY - 02 — ( 2 HOUR BLOCK )

- SHOOTING	Shooting plates / Photogrammetry / Collecting Data / Reference Photography
- PREPPING THE PLATE	Prepping the Plate / Camera Data
- BREAKING DOWN	Breakdown of Layers / Planning the Painting.

## DAY - 03 — ( 2 HOUR BLOCK )

- 2D MATTE PAINTING TECHNIQUES	Photography / 2D Environments / Photobash
- 3D MATTE PAINTING TECHNIQUES	Modeling / Kitbash / Rendering / Keyshot / Projection in maya

## DAY - 04 — ( 2 HOUR BLOCK )

- PHOTOSHOP TECHNIQUES	Finishing Techniques / Prepping Mattes / Tricks / Snowscapes / Reflections / Rain / Dealing with plants / Color Corrections / Values
- COMPOSITING IN NUKE	Projection Mapping / Color Space / De-grain / Undistort / Exporting



## ***DAY - 01 — ( 2 HOUR BLOCK )***

<b><i>- COURSE INTRODUCTION</i></b>	Didier Konings brief intro Poster Design for Film
<b><i>- HISTORY</i></b>	History of the film posters / Types of posters / Masters from the industry
<b><i>- FILM BREAKDOWN</i></b>	Teasing Story Elements / Portraying Characters / Mood / Iconography / Composition
<b><i>- LAYOUT</i></b>	Value sketches / Story / Composition / Planning photoshoots.

## ***DAY - 02 — ( 2 HOUR BLOCK )***

<b><i>- PHOTOSHOOTS</i></b>	Lighting / Shooting the Cast / Shooting 2D Elements
<b><i>- GENERATING CG ELEMENTS</i></b>	Using 3D / Modeling / Lighting / Rendering.

## ***DAY - 03 — ( 2 HOUR BLOCK )***

<b><i>PHOTOSHOP</i></b>	Building the poster / Compositing Elements /
<b><i>FINISHING</i></b>	Illustration Techniques / Effects / Painting / Filters / Color / Light
<b><i>TYPOGRAPHY</i></b>	Title design / Credit Blocks / Logo's