
DIGITAL ASIA
SCHOOL OF ANIMATION

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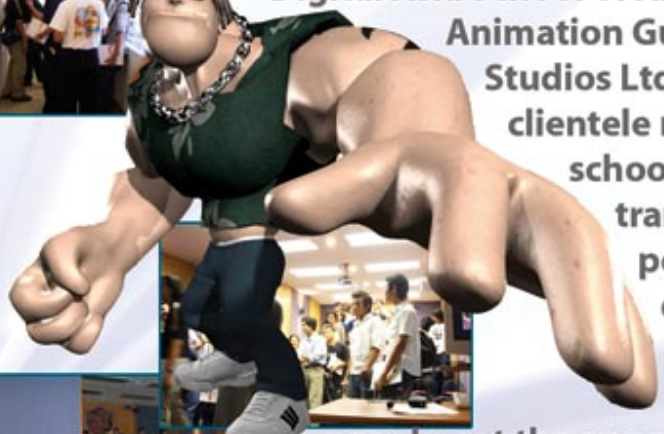
Digital Asia School of Animation is a leading training institute offering quality training programs in Animation, Gaming, Virtual Reality, Special Effects and Makeup Fx. Digital Asia School of Animation is the only Canadian accredited training center of its kind in Thailand and India.

Digital Asia School of Animation (DASA) is currently an authorized training partner of SOFTIMAGE, Canada. DASA is also working on alliances with top Universities in the UK, and around the world to provide leverage to the students to pursue higher Degree courses in animation, through these universities, through credit transfers. Digital Asia School of Animation is managing training center(s) in Bangkok(Thailand) and in India. Students from all over the globe come to Digital Asia School of Animation for serious study.



Digital Asia School of Animation was founded in the year 2003 by the noted Animation Guru Mr. Shyam Ramanna, who has also founded Crest Animation Studios Ltd - the most coveted production house in India, with international clientele ranging from Hollywood to major production houses in the world. The school was set up in Bangkok, Thailand, with the idea of transforming the artistic capabilities of the Thai people into quality animations and hence deriving quality animators from this part of the world. Soon, the school became the most popular and renowned hub for quality animation training, here people got the opportunity to explore, transform their imaginations into reality and come out with not just knowledge of animation tools & software, but also the overall 'big picture'.

DASA will extensively expand its operations in India. Schools will be located in all major cities, such as Mumbai, New Delhi, Calcutta, Bangalore, Madras and Hyderabad. Afterwards, we will expand to the smaller satellite cities. DASA is committed to educating India's youth in the latest 3D software and animation techniques to continue building India as the world's choice for animation. DASA works closely with reputed studios such as Crest Animation Studios which alone employs over 400 animators and like other CGI company's requires animators for their ever growing needs. Students of DASA in India will enjoy the benefits of mentors and internships at Crest, prior to entering the professional field. They will be the best qualified CGI graduates in India.

Virtual Reality Simulation Design

Virtual Reality Simulation Design is a specialized program offered by Digital Asia School of Animation. This program is ideal for professionals who are interested in implementing Virtual Reality Technologies in the field of Architecture, Training Software Design, Product Design / Visualization and Entertainment Solutions.

Program details:

Module A. (Introduction to Virtual Reality Concepts)

- Introduction to Virtual Reality Concepts
- Present Technology and Reach / Possibilities
- Solutions / Architecture / Implementation
- Specialized Virtual Reality Hardware

Module B. (VR Simulations for Architecture Solutions)

The architecture industry is rapidly using Virtual Reality Technology for real-time simulations of architecture models, fully textured and within a 3D environment. With current technologies it is possible to pre-visualize many animated people, add convincing vegetation, lens flares, shadows and realistic water in real-time (without doing pre-rendering). The materials system allows you to use advanced features like cube maps, pixel shaders and bump mapping to create jaw dropping realistic materials. You can switch between designs or add several interactive elements. Doors can swing open as you approach them, elevators can work and any other element of the presentation can react to the user. The real-time development environment really makes a difference. You will be working directly on your end result. This allows you to perfectly tweak material properties and place objects such as trees and people. The real-time development environment works just as dynamically as the final result so you are editing your project at high frame rates. With the latest in VR simulation toolkits one can Render 72,500,000 polygons per second at real-time performance (hardware dependant). This module covers a dedicated solution to implement VR techniques in the architecture industry.

Module C. (VR Simulations for Training Software)

VR training can replace training that is too dangerous, expensive or practically impossible to create in real life. With the latest VR solutions you have a flexible system with which you can build training applications. The latest VR solutions can even help to create networked training VR materials and let programmers use special effects and a sophisticated logic structure to enhance realism. VR training is a great alternative to recreating scenarios that are either impossible or too expensive to set up in real life. Modern desktop computers are capable of running the same complex VR scenarios that would have required massive and expensive equipment in the past. To make desktop VR feasible commercially you will need to be able to create scenarios quickly and reliably. You also require a great deal of flexibility due to the varying requirements and new challenges of multifaceted VR training programs. This module will be covering training simulation designs using Virtual Reality technology.

Module D. (Product Design Simulation)

Whether you want to present your product in a very attractive manner or need a clearer picture in assisting with your design process, VR technology is the ideal solution for design and product visualization. Images are rendered in real-time so you can quickly produce a visualization from a model. Real-time rendering also allows you to 'touch' the object. Interact with it, turn it around, give it a different color or compare various models. VR solutions allow you to add almost any interactive characteristics you wish to your models. For example, a portable CD player can open it's lid when the cover button is pressed, simulate the actual display and even play sound when you press the play button. One of the main advantages of VR technology is that you can demonstrate how things work. For example, it is possible to press buttons or open a device. It's also possible to change the appearance of object such as their textures and colors. This level of realism and flexibility is impossible using movies or image stills.

Module E. (Visualization and Entertainment Simulation)

Virtual Reality solutions are a fast and easy way to create digital entertainment. By using a real-time interface creating a game or interactive simulation is easier and quicker than ever before. You can use many graphic features to create entertainment that looks stunning and is fun to play. Use features such as shadows, particles effects, cube maps, blur, skinning, dynamics simulation and bump mapping to enhance your projects. VR Solutions provide all the features you need. The skinning system allows you to create realistic characters. The path finding system enables characters to dynamically choose a path through the level. With the built-in FSM component you can define behavior for your characters. The flexibility of VR solutions allows you to build totally customized logic. Specialized A.I. functions reduce working with character logic and path finding to a simple task.

You can quickly build networked games through the use of VR solutions. Multiple users can play and interact in a single environment. Networking works on a LAN and also over the internet. The good news is that you can publish your game directly to an executable file or installer. No royalties are involved. Publish, and you are ready to distribute your game. This module will cover 3D Realtime Games design using latest state of the art Virtual Reality Simulation Toolkit.

Handheld Game Design program

The Handheld Game Design program offered by Digital Asia School of Animation covers detailed techniques and technologies to create customized mobile games. The curriculum is upgraded on a regular basis and students get the latest in advanced study materials. This program is recommended for people interested in venturing into the mobile gaming trade.

Program details:

Module A. (Introduction to Mobile Gaming)

- Mobile Gaming / Techniques
- Development Systems / Engines / SDK(s)
- Solutions / Middlewares / Planning
- Design Theory / Team Structure
- Designing Contents for Mobile Games.

Module B. (Macromedia Mobile Game Development Module)

The Macromedia Mobile Developer Module is designed to support wireless developers and game design professionals interested in mobilizing their Flash and non-Flash assets and/or creating mobile games. With this program, developers have access to a broad range of techniques which help in the development of flash applications and contents for wireless mobile devices. This module will cover Flash Lite & Flash with Action scripting for creating professional games.

Module C. (Pocket PC Game Programing with Macromedia Technology)

The market for mobile and PDA's gaming devices is growing rapidly. By 2008, analysts predict there will be over 100 million converged devices and 2 billion mobile phone subscribers (IDC, 2004). This creates an exciting opportunity for developers and designers to provide content beyond that of the browser, and the desktop. Pocket PC's are used in a wide variety of industries ranging from recreational to professional, and from retail to medical. As PDA Manufacturers continue to improve and push the technology forward, so too will the need for Pocket PC Applications grow. Development for Pocket PC Devices will soon become a mandatory requirement for every Small Business, National Company and Global Corporation. Master the art of Pocket PC game design using Macromedia and Zinc V2 technology. This middleware solution is used worldwide in making games for PDAs and Pocket PCs.

Module D. (RAD Tools for Pocket PC Game Design)

Master Rapid Game Design Tools that empower you to create the game of your dreams for Pocket PC, quickly and efficiently. The toolkits allow you to design and develop 2D games for personal computers and mobile devices. No need to worry about system issues or compatibility, no need to do anything other than to invent the ideas! Game development has never been easier. These toolkits are designed to be portable across all popular platforms, including Windows (95, 98, Me, NT, 2000, XP), Linux, and Pocket PC. Once you've completed your games, you can begin selling them - there are no royalty hassles to worry about!.

Game Design Program

The Game design program offered by Digital Asia School of Animation covers all the necessary skills required in order to create professional games within a short span of time. Students will learn how to develop professional games such as 3D First Person shooter Games, Disney Style Games (platform games), Strategy Games, Mobile Games as well as Online Games within the training program.

Program details:

Module A. (introduction to Game Design)
- Game Design Theory
- 3D Studio Modeling / Animation / Rendering
- Alias Maya Modeling / Animation / Rendering
- Game Concept Design
- Game Engine Architecture Study
- Level Design

Module B. (Programming & Scripting for Gaming)
- Introduction to C++ for Game Programmers
- Introduction to DirectX Programming
- 3D Game Engine Programming
- Ai implementation within 3D Game Levels

Module C. (Disney Style Games Development)
- Concept / Storyboarding / Character Design
- Scripting / Coding / Environments Development
- Developing a 4 level Disney Style Game (platform game)

Module D. (FPS Games Development)
- Concept / Story / Storyboarding Development
- Level Development for 3D Games
- Models / Entities / Character Development / Audio
- Engine Architecture Study, Scripting Language
- Ai implementation for opponent characters
- 2 Level 3D FPS Game Design
- Compilation

Module E. (Strategy Games Development)
- Concept / Story / Storyboarding / Character Design
- Models / Entities / Character Development / Audio
- Engine Architecture Study, Scripting Language
- Developing a 2 level Strategy Game

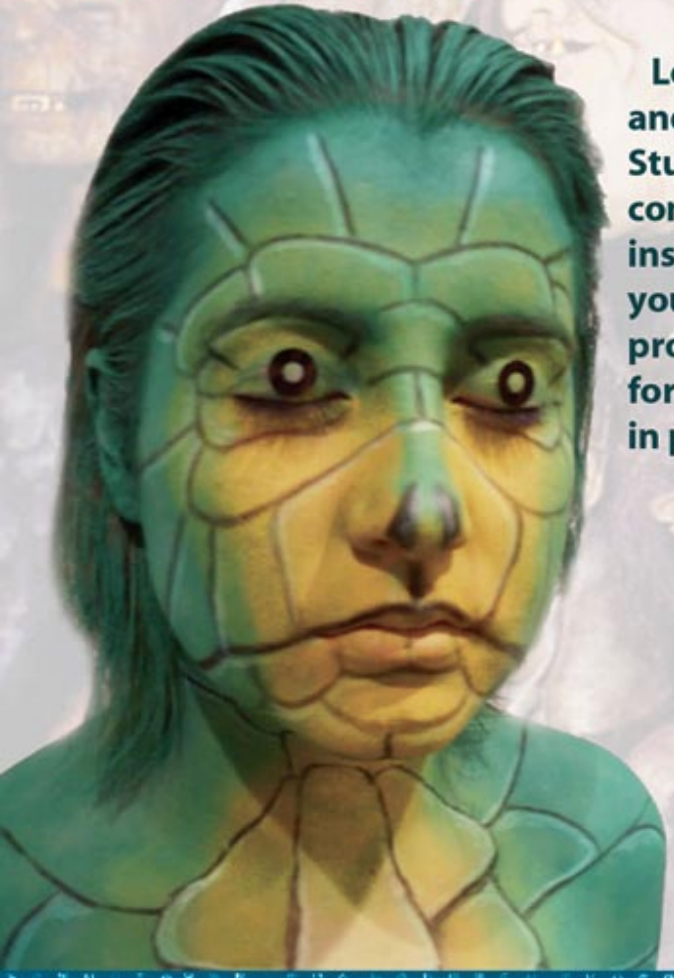
Module F. (Mobile Games Development)
- Concept / Story / Storyboarding / Characters Design
- Modeling for Mobile gaming
- Macromedia Flash with Action Scripts
- Pocket-Pc game development toolkits

Module G. (Simulation Design)
- Introduction to real-time simulation
- Concepts / Working / Procedures
- Real-time programming & architecture design
- Real-time Simulations design
- Data Compilation

Digital Asia School of Animation

Makeup Fx Program

Complete high quality theatrical makeup training offering a unique way of designing characters using production techniques. The Makeup effects (FX) technology is unique and used by artists working in the entertainment industry throughout the world.



Learn unique techniques used in special effects makeup and start your way towards a career you will love. Study under a team of real professionals. Our program combines theory, demonstration, and hands-on instruction. The specialized level training qualifies you to work as a makeup artist in film and television programs. In-depth technical training is a must for those who wish to have the competitive edge in pursuing their dreams.

The main objective of this program is to introduce students / professionals to the latest toolkits and available materials for fx makeup. After completing the program students will be able to create realistic looks for creatures, monsters, evil characters etc. Upon completion of the training program students can join T.V. / Movie industry / production houses in posts such as Jr.. makeup artists or special effects artists and after some practical training & experience will be able to conjure up amazing effects!

Who are suitable candidates for this course?

Animators and Artists who are interested in learning Makeup skills for movies and TV programs. The complete technology is covered in detail.

What is covered in the program?

The program will cover add-on makeup development for animals, human, hybrid models, ghosts, monsters. The main aim of the program is to cover the core technology so that students can design world class makeup for characters.

Where is this technology implemented?

The same technology has been used in various movies, TV programs and stage programs etc.

What will the students be capable of achieving upon completion of this program?

Students will be able to join TV studios, Film Studios, Product Houses according to their work / experience and will be able to join as Jr. Special Effects Makeup Artists.

What is the program duration & class schedule?

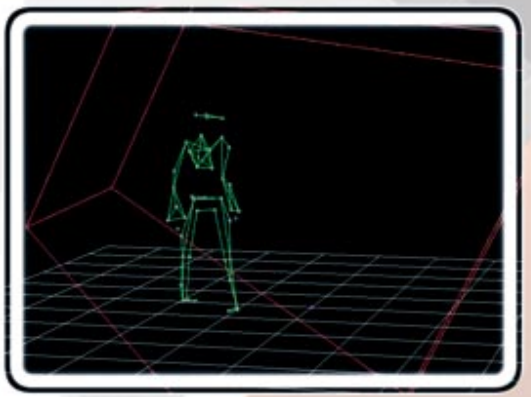
The total duration of this program is 15 days. Classes are held 2 Hours. a day. No prior training in makeup is required.

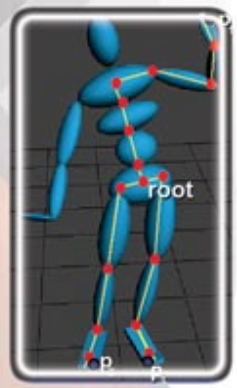
I still have some questions and would like to inquire as to wether I am well suited for this program, what should i do?

You are more than welcome to drop by any of our offices so that we may address any concerns you have regarding your program of interest.

Motion Capture Training Program

Motion Capture training program is a specialized program offered by Digital Asia School of Animation for professionals who are interested in learning and mastering the complete art of motion capturing using world class hardware and software.





During the first phase students will be introduced to state-of-the-art Gypsy Motion Capture Hardware. Students will learn more about hardware component devices / connections etc. In the second phase students will learn how to wear and readjust various parameters of the hardware (Motion capture Dress) and learn more about procedures we implement while capturing motion data from the suits the motion.

The fourth phase involves the editing of motion capture files. Students will learn how to edit and recompile the motion capture files and later export them to various 3D applications within which they apply the motion files to various character rigs (biped rigs).

Third phase will introduce students to the capturing tools and software solutions. Students will learn to capture the data, retrieved from the hardware devices in the machines (computer). Students will capture large amounts of various types of motions to get fully familiar with the hardware.

Film Animation Program

The Film Animation Program offered by Digital Asia School of Animation covers major tools and technologies used in the film and movie making industry. Using the latest tools of the trade, students learn and master the necessary skills required in the production of film and movie animations. This curriculum is upgraded on a regular basis and students acquire state of the art study materials. This program is recommended for people who are interested in venturing into the field of film animation.

Program details:

Module A. (Introduction to Animation Technology)

- Animation Design Theory
- Requirements / Applications
- Solutions / Middlewares / Planning
- Design Theory / Team Structure

Module B. (3D modeling / Animation / Rendering)

- 3D Modeling/Animation/Rendering/Simulation with 3D Studio Max
- 3D Modeling/Animation/Rendering/Simulation with Alias Maya
- 3D Modeling/Animation/Rendering/Simulation with Softimage | XSI
- Detail Study of External Rendering Engine(s) for Movie Rendering Work

Module C. (Character Modeling)

- Introduction & rapid modeling with NURBS
- Entities development with NURBE
- Character Modeling with NURBS
- Organic / Animals Modeling with NURBS

Module D. (Character Rigging)

- Character Animation with Bones using Max / Maya / Softimage
- Character Animation using bi-ped rigs
- Customized Rigs Dev. / Customized Motion Development for Rigs
- Rapid Human Character Animation with Rigging
- Customized Rigs Rev. for multi-ped creatures
- Rapid Multi-ped Creature Animation with Rigging

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Module E. (Environmental Simulation for Movies)

- Concept / Technology / Implementation
- Environments Development
- Nature Simulation & Customized Terrains Development
- Raytracing / Global Illumination Rendering for Nature Scenes
- HDRI Rendering Implementation for Nature Scenes
- Water Simulation & Rendering Implementation for Nature Scenes
- Light / Camera matching inbetween Nature Simulation tool & other 3D Tools
- Integration of Natural Scenes with Character Animation for Movie Projects

Module F. (Movie Editing)

- Concept / Procedures / Working Process / Requirements / Implementations
- Complete Movie Editing / Rendering / Rotoscoping using Discreet Combustion
- Complete Movie Editing / Rendering / Rotoscoping using Avid

Module G. (SFX)

- Developing Explosion / Fire / Dust Simulation for Animation Projects
- Developing Water Simulations for Animation Projects
- Professional Hair / Fur Simulation for Movie Projects
- Professional Cloth Simulation for Movie Projects using Syflex

Module H. (Facial Expression capturing)

- Concept / Procedures / Working Process / Requirements / Implementations
- Photo matching upper body development
- Using Facial Capturing system for capturing facial expressions.
- Exporting captured expressions to Max / Maya
- Using captured data with customized 3D models inside max / Maya.
- Quick Lip-Sync for character animation.

Module I. (Final Project)

- Final Movie Project

If you have any enquiries or would like to schedule an appointment please feel free to contact us at:

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DASA is open from 0900 - 1800 Hrs. Monday to Fridays and Sundays.