

Workshop

2D Character Concept, Design, and Animation of Coffee Talk with Toge Production

Pembicara : Dio Mahesa
Posisi/Jabatan : 2D Artist

Detail Acara :

Cara menginterpretasikan deskripsi yang ada seperti sifat, bentuk, dsb, menjadi sebuah desain karakter 2D sehingga dapat memberikan ekspresi wajah untuk menampilkan kesan yang sesuai. Kemudian karakter tersebut akan dihidupkan melalui proses penganimasian hingga akhirnya dapat digunakan di berbagai media interaktif contohnya seperti game visual novel, Coffee Talk dari Toge Productions.

Gratis +1 SKKM Ilmiah dan Penalaran

Tanggal & Waktu

1 Oktober 2020, pk. 14.00 - 16.00

Biaya Registrasi

Early Bird - 50K
OTS - 75K

Syarat dan Ketentuan

- Semua pembayaran tidak dapat dikembalikan (hanya berlaku untuk satu orang) dan tidak bisa dialihkan ke seminar atau workshop lain
- Peserta mempersiapkan Laptop/PC dan mengunduh aplikasi Zoom.
- Untuk menunjang kegiatan workshop, peserta dimohon untuk mempersiapkan software menggambar (photoshop/Paint Tool Sai/Clip Studio,dsb) dan drawing tablet serta mengunduh Esoteric Spine untuk animasi.
- Penyelenggara berhak untuk tidak memberikan izin untuk masuk ke dalam tempat acara apabila syarat-syarat & ketentuan tidak dipenuhi
- Link webinar akan diberikan H-2/ H-1 sebelum acara berlangsung melalui email Kurawal
- Segala pemberitahuan mengenai informasi dan perubahan kelas akan disampaikan langsung oleh sistem kami melalui email, harap melakukan pengecekan email secara berkala.

Form Link

<https://bit.ly/Workshop4K>

Tanggal pembukaan registrasi

Early bird = 9 September 2020 - 20 September 2020

OTS = 21 September 2020 - H-1 berlangsungnya kegiatan workshop*

*contoh, pendaftaran workshop Maika akan berakhir pada tanggal 1 Oktober

Contact Person:

Marvella

WA: 0821-7807-8339
Line: vella1403

Anjelina

WA: 0819-0539-9343
Line: anjelanjelina

Workshop

2D Character Concept, Design, and Animation of Coffee Talk with Toge Production

Speaker : Dio Mahesa

Position : 2D Artist

Details :

How to interpret character descriptions such as properties, shapes, etc., into a 2D character design so that it can provide facial expressions to present an appropriate impression. Then the character will be brought to life through the animation process so that it can be used in various interactive media such as visual novel games, such as Coffee Talk created by Toge Productions.

FREE +1 SKKM

Date & Time

October 1, 2020, 14.00 - 17.00

Registration Fee

Early Bird - 50K

OTS - 75K

Terms & Conditions

- No refunds, fees cannot be allocated to other seminars or workshops
- Participants must prepare their own laptop or PC and Zoom application in advance.
- To support the workshop activities, participants are asked to prepare drawing software (Photoshop / Paint Tool Sai / Clip Studio, etc.) and drawing tablets, also download Esoteric Spine for animation process.
- Organizers are entitled to not allow entry to the event if terms and conditions are not met
- The link to the webinar will be given 1 / 2 days before the event through the official Kurawal email
- Any changes concerning the event will be informed through the official Kurawal email, we advise the participant to regularly check updates through the e-mail they've given

Form Link

<https://bit.ly/Workshop4K>

Registration Date

Early bird = September 9, 2020 - September 20, 2020

OTS = September 21, 2020 - D-1 workshop day*

*for example, registration for Maika's workshop will end on October 1st

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