



WORKSHOPS & INDUSTRY TALKS

# HIGH SCHOOL CATALOGUE

## A HEAD START TO YOUR STUDENTS' CAREERS

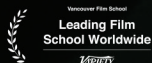
It's never too early for your students to plan for their creative careers. VFS is offering a wide selection of in-person Industry Talks and Workshops to introduce them to the creative industries. This is their opportunity to explore what drives them and discover potential career paths.

\*Workshops/Industry Talks that run one day or less are complimentary. A small fee is associated with multi-day offerings.

## INFORMATION & BOOKINGS

VFS High School Outreach [✉ outreach@vfs.com](mailto:outreach@vfs.com)

SCHOOL OF FILM & TELEVISION | SCHOOL OF ANIMATION & VISUAL EFFECTS | SCHOOL OF GAMES & CREATIVE DESIGN



SCHOOL OF

# FILM & TELEVISION

## ACTING FOR FILM & TELEVISION

### CONSENSUAL COMBAT

In-Person Workshop | Duration: 2 hours

Actors often need to be in each other's space, especially if fighting is involved. How can we be sensitive to actors' boundaries and needs even in moments of violence? After a brief introduction to stage combat combined with principles of consent and boundaries, you will explore how to start creating exciting and gritty work in a respectful workplace. No prior experience in stage combat is necessary.

\*Please wear comfortable clothing & footwear that you can move in.

### AUDITIONING AND THE ART OF SELF-TAPE

In-Person Workshop | Duration: 2 hours

This workshop dives into the details of how a professional actor both prepares for an audition and delivers an industry-standard self-tape. Understanding what is expected and how to introduce yourself to both the casting world and agents as you begin your journey is critical. A detailed understanding of the art of the self-tape will be explored, live auditions and coaching will take place, and, time permitting, student self-tapes will be reviewed.

### BEING AND BELIEVING ON SET

In-Person Workshop | Duration: 2 hours

Harrison Ford once compared his work as a carpenter to his work as a leading actor in film: "Essentially, I need the tools to solve the problems of the day." This workshop will familiarize you with an on-set environment and introduce you to the tools that professional actors use to achieve a dynamic and truthful performance.

### FROM IMPULSE TO THE LENS

In-Person Workshop | Duration: 2 hours

Actors have an innate ability to intuit and create a scene impulsively. This workshop explores techniques that enable the actor to listen and respond in kind to one another and elevate their on-camera presence! All work is recorded on camera and forwarded to the actors.

### THERE ARE NO SMALL ROLES

In-Person Workshop | Duration: 2 hours

OK, we lied – there are small roles. Actor or Principal roles are a stepping-stone for every working actor! Barista, student, store clerk, cheerleader or even Mean Girl #2 are titles given to a character that simply progresses the story along. In this workshop, you'll explore how these roles can be fun and challenging ways to help you gain on-set experience, and five different techniques to make these roles memorable!

### EMOTIONAL CONNECTION

In-Person Workshop | Duration: 2 hours

In this acting workshop, you'll learn from an industry professional how to emotionally connect to your material via text analysis and breath work.

### THE ACTOR'S PORTFOLIO - LAUNCHING YOUR CAREER

In-Person Industry Talk | Duration: 2 hours

If you're interested in becoming a professional actor, you'll need to acquire the tools to make a strong first impression. This workshop offers the foundation needed to build an industry-standard portfolio, exploring all the materials needed to showcase you and your talent. This includes resume and cover letter writing for talent agencies, headshots, and a professional promo reel.

### CONSENT FOR THE EMPOWERED ACTOR

In-Person Workshop | Duration: 2 hours

We always say an Actor's job is to say "YES, AND!"; however, what about saying "no"? This workshop will teach aspiring actors the foundational principles regarding consent in performance. Following an overview of the role of an Intimacy Coordinator, you will explore boundary work and consent within your own acting and acting with others, identify power dimensions and structures, and discuss overall best practices regarding close, and perhaps intimate, moments as an actor.

### ON-CAMERA AUDITION

In-Person Workshop | Duration: 1 hour

Learn what it takes to create a memorable and dynamic on-camera audition. This workshop will usher students through the primary technical elements of acting for film and TV, the lingo for auditions, text analysis, and how to bring their authentic selves to their work. Budding actors will discover an empowering new skill in a supportive and encouraging environment.

### UNLEASH YOUR VOICE: AN INTRODUCTION TO VOICE ACTING

In-Person Workshop | Duration: 1.5 hours

Voice acting is an ever-growing segment of film, TV, and video games, allowing performers to step into imaginative and wide-ranging roles. Led by VFS Acting Head Omari Newton (Netflix's 'The Dragon Prince', Black Panther in various Marvel animated projects), you will participate in several exercises covering the foundation of voice acting, including utilizing resonators, diction & enunciation, and breath control. Ultimately, you will leave with an elementary understanding of building dynamic, original characters through voice.

## FILM PRODUCTION

### LIGHTING WORKSHOP - SPACE CHAIR!

In-Person Workshop | Duration: 30 minutes

Take part in a practical exercise that demonstrates how camera, lighting, sound and an interactive rear-screen projection can create a sci-fi illusion that's out of this world!

### FUNCTIONING FILM SETS

In-Person Workshop/Industry Talk | Duration: 2 hours

With a focus on recent and popular movies, this hybrid talk/workshop will explain the various roles on set, from director to props master to camera assistant, and conclude with the filming of a scene with participants filling in the various roles.

### FROM SCRIPT TO SCREEN: THE DIRECTOR'S PROCESS

In-Person Workshop | Duration: 1.5 hours

What does a Director do in preparation for shooting a film? Get the full rundown - from interpreting the script, to creating a pitch deck, & storyboarding - and join Connor Gaston (VFS Senior Directing Instructor) for a deep dive into the script-to-screen process of a director.

### HOW TO WRITE AND PRODUCE A FANTASTIC SUPER-LOW-BUDGET SHORT FILM

In-Person Industry Talk | Duration: 2 hours

An interactive lecture for teachers who want to mentor their students as they make their first super-low-budget short films; the focus is encouraging students to use what they have. You'll also learn about the components of an affordable "Make Movie Kit" (costing under \$600) which allows students to make quality short films using their phones. Other topics include, writing for low budget, selecting cast & crew, and film festival submissions.

### THE ROLE OF THE SET DESIGNER: FROM CONCEPT TO VISUAL STRUCTURE

In-Person Workshop | Duration: 1.5 hours

In this workshop, you will read through a short script, draw a small floor plan of what the set design could be based on the given criteria, and present your final set design model. The floor plan that most closely matches the actual final structure of the set will win a prize! Afterwards, you'll watch a film shot within this actual set.

## MAKEUP DESIGN FOR FILM & TELEVISION

### MAKEUP FOR FILM, TV, & THEATRE WORKSHOP

In-Person Workshop | Duration: 3 hours

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Following a brief lecture on Makeup Artistry for film, TV, and theatre, you will take part in a demo on makeup techniques; choose from several options including Injury Simulation, Aging Techniques for Theatre, Basic Makeup for Theatre, & Skull Makeup. Students will apply these techniques on each other, with all tools and products supplied. Finally, you'll get to learn all about VFS's industry-leading Makeup Design for Film & Television program.

### INTRODUCTION TO MAKEUP FOR FILM, TV, & THEATRE

In-Person Industry Talk | Duration: 1 hour

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Discover the world of production makeup for film & TV. This discussion will provide valuable information about production makeup within the entertainment industry and VFS's industry-leading Makeup Design for Film & Television program. A Q&A will follow.

## SOUND DESIGN FOR VISUAL MEDIA

### SOUND DESIGN FOR FILM, TV, & GAMES

In-Person Industry Talk | Duration: 1 hour

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There is so much behind-the-scenes work that goes into constructing powerful sound for movies, television, and games. Learn about the designing, editing & mixing processes (and beyond!) that go into crafting compelling sound for memorable entertainment.

## WRITING FOR FILM, TELEVISION & GAMES

### WELCOME TO THE WRITER'S ROOM

In-Person Industry Talk | Duration: 1 hour

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Gain first-hand knowledge of the experience of working in a real writer's room. Understand the key tools used to break a story and build scripts. You'll then use these tools in a verbal pitch and break a story together to explore the dramatic elements used to build successful TV shows.

### SCREENPLAY FORMATTING

In-Person Industry Talk | Duration: 1 hour

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Proper formatting in a screenplay is as vital as the story itself! Learn the fundamentals of proper formatting for screenplays, giving you a competitive edge as you submit your polished work to agents.

### STRUCTURING YOUR SCREENPLAY FOR FILM & TV

In-Person Industry Talk | Duration: 90 minutes

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Structure is the backbone of all great screenplays. Figuring out just the right way to organize your ideas for a feature film or TV plot is the ultimate writer's block. Learn effective ways to help navigate and master the structure of a three-act feature film or five-act television script.

### HOW TO WRITE & PRODUCE A GOOD LOW-BUDGET SHORT FILM

In-Person Industry Talk | Duration: 3 hours

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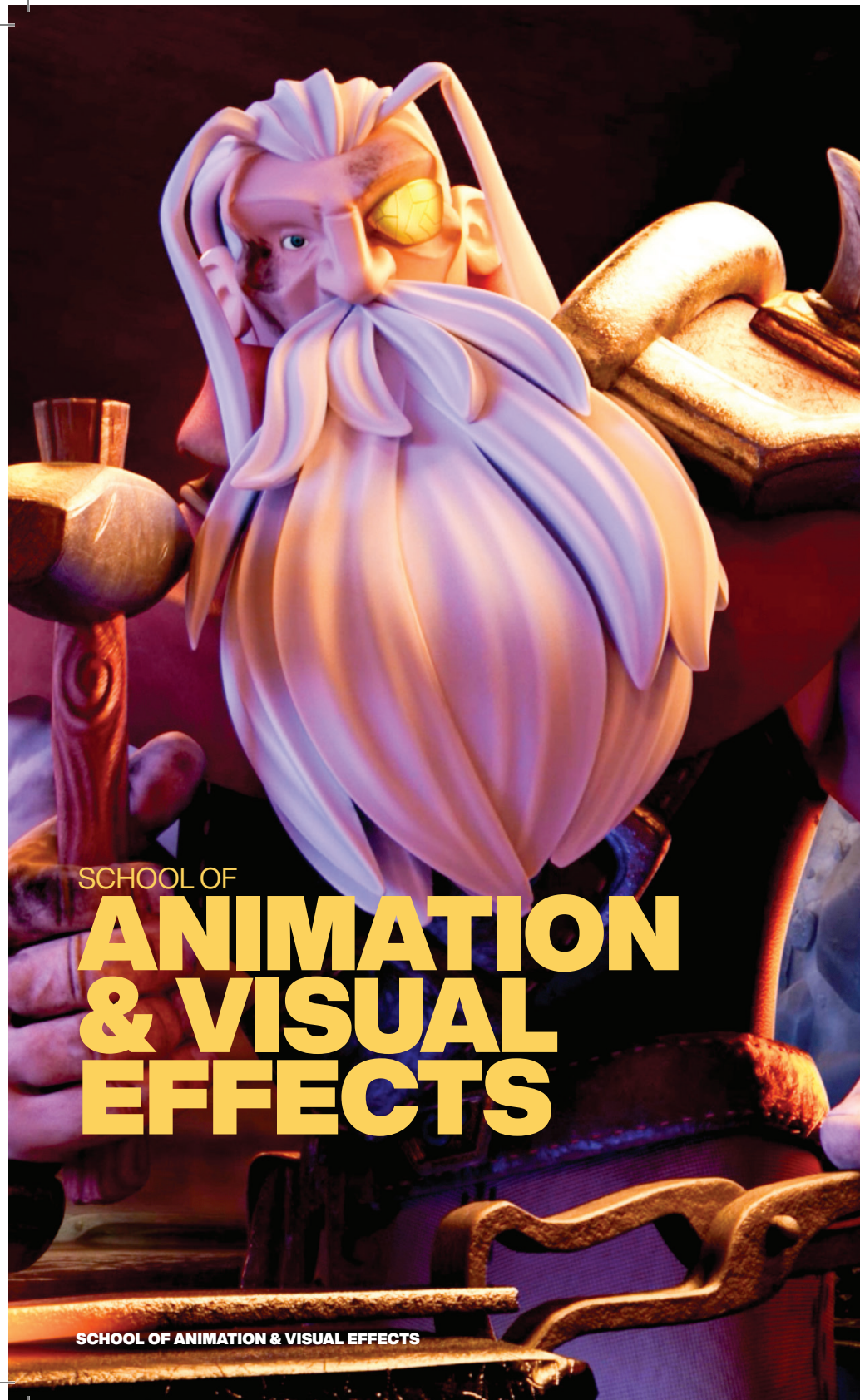
Have the perfect idea for a short film but not much of a budget? VFS has you covered. Learn how to write and produce quality work on a shoestring budget.

### HOW TO LAUNCH AND SUSTAIN A CAREER WRITING FOR FILM, TV, & GAMES

In-Person Industry Talk | Duration: 2 hours

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Navigating an industry writing career is a common question from VFS Writing students. Learn how to maximize your potential for a successful writing career in entertainment and games through VFS's industry-leading Writing program.



# SCHOOL OF ANIMATION & VISUAL EFFECTS

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## 3D ANIMATION & VISUAL EFFECTS

### CARTOON CONFIDENTIAL

In-Person Industry Talk | Duration: 1 hour

A look at the \$22 billion 3D & VFX industry including job prospects, animation within the creative economy, and how VFS can help launch your animation career.

### THE FUTURE OF VFX AND ENTERTAINMENT

In-Person Industry Talk | Duration: 1 hour

Learn where technological advancements are taking the world of filmed entertainment. With the advent of AI, Machine Learning, AR/VR, and Virtual Production there are endless possibilities (and potential hurdles) that await artists.

### AI - REMIXING CULTURE AND THE DEMYSTIFICATION OF PROCESS IN ENTERTAINMENT ARTS

In-Person Workshop | Duration: 1.5 hours

Casey Kwan, Creative Director for VFS's School of Animation, will discuss the disruption of technological advances in entertainment arts and the culture of remix. Using examples from production and student work, Kwan will talk about recent advances in image-making software and the fear of artificial intelligence, while demystifying the behind-the-curtain process of how films, television, and games are actually produced.

## ANIMATION CONCEPT ART

### THE DESIGN OF STORYTELLING

In-Person Workshop | Duration: 2 hours


Discover simple and effective techniques for telling and sharing effective & compelling stories. In this workshop, you'll break down how stories actually function and how they are constructed from an initial concept.

## CLASSICAL ANIMATION

### THE 2D DIGITAL ANIMATION REVOLUTION

In-Person Industry Talk | Duration: 2 hours

There has been a recent resurgence in Classical Animation in the industry. Find out why this is and the tools that are being used to make this happen.



SCHOOL OF

# GAMES & CREATIVE DESIGN

## GAME DESIGN

### FROM CONCEPT TO PITCH: MASTERING THE GAME DEVELOPMENT PROCESS

In-Person Industry Talk | Duration: 1.5-hour

Explore how games are made, from concept to development, and learn to put your game ideas into a pitch. By the end of this workshop, you'll break down how to create a compelling game pitch and pitch your idea to the class.

### THE HOW TO'S OF COMPELLING STORY AND DESIGN

In-Person Workshop | Duration: 1.5-hour

Ever wonder what makes a great story or what motivates game designers and filmmakers to make their creative choices? This workshop will discuss the principles and processes behind successful, critically acclaimed Pixar films, while exploring the relationship between story and design.

## VR/AR DESIGN & DEVELOPMENT

### UNLEASHING AR MAGIC WITH ADOBE AERO

In-Person Workshop | Duration: 90 minutes

In this workshop, you'll dive into the world of AR using Adobe Aero. Starting with a discussion on the applications of AR in today's creative economy, you'll then learn the basics of Aero, importing and manipulating assets, and how AR functions on different devices.