

RADIONICE

Radionice igranog filma / početna i napredna

Radionica animiranog filma

Osnove izrade računalnih igara

Snimanje dronom

Masterclass: FILMSKA REŽIJA, IZMEĐU UMJETNOSTI I ZANATA.

WORKSHOPS

Film Workshops / beginners and intermediate

Animation Workshop

Workshop: Video Game Design Basic

Dron Footage Workshop

Master Class: FILM DIRECTING – ART OR CRAFT?



RADIONICA FILMA (POČETNA I NAPREDNA) **/ FILM WORKSHOPS** (BEGINNER AND INTERMEDIATE)

Opis radionice / Workshop description

Interdisciplinarni i integralni program funkcionalnog medijskog, filmskog i informatičkog opismenjavanja **FROOOM!** (u 11 gradova RH) nastao je 2011. g iz izražene društvene potrebe za inovativnim obrazovnim metodama koje djeci i mladima pružaju uvid u stvaranje filmova i medijskih umjetnosti te izmještaju i izoštravaju pogled na stvarnost i medijski okoliš kojem su svakodnevno izloženi. Inovativnost Froooma je integralan i problematski diskurzivan (majeutički) pristup obrazovanju što se postiže dinamičnim ispreplitanjem povezanih dramskih i prostornih vježbi te vježbi tehničkog tipa i filmskog jezika na svim obrazovnim razinama, a program uključuje i besplatne matineje arhivskih i novih filmova za djecu, koncerte filmske glazbe, sajmove i predavanja otvorena javnosti. Frooom su dosad podržali i omogućili mnogi domaći i strani partneri, producenti i distributeri, regionalni filmski arhivi, TV postaje, osnovne škole, akademije te kulturni centri.

FROOOM is interdisciplinary film school for children and teenagers (founded 2011.)

The mission of the project is to stimulate critical approach of children and teenagers towards media contents and foster intercultural exchange to empower understanding of local cultural and media knowledge.

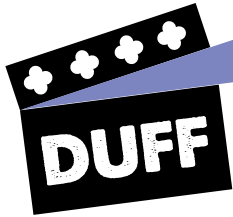
We provide to the students of the workshop, through innovative methods of participation and playfulness in the process of learning, a basis of complete introduction of film, film/media history, media and visual culture by exploring complex and exciting process of creation of the film and video art.

Our education method insists on interactive learning, empowering children and teenagers to understand media content from any possible point of view and guiding them through it with playfulness and fun.

INTERDISCIPLINARNA
FILMSKA RADIONICA
ZA DJECU I MLADE

FROOOM!





RADIONICA ANIMIRANOG FILMA / ANIMATION WORKSHOP

ANILUPA, Porto, Portugal

Centro Lúdico da Imagem Animada ANILUPA of Associação de Ludotecas do Porto

ANILUPA je obrazovno-kulturni centar koji se bavi širokim rasponom aktivnosti u području animacije. Korisnici Anilupinih obrazovno-kulturnih programa su udruge civilnog društva i zainteresirana javnost. ANILUPA potiče aktivno sudjelovanje u animacijskim radionicama, nudeći polaznicima široke mogućnosti stjecanja znanja i ohrabrujući ih da se slobodno izraze, samorazvijaju te realiziraju u osobnom i društvenom smislu.

Filmografija centra sadrži preko 200 filmova nastalih na radionicama u kojima su sudjelovali polaznici raznih dobnih skupina te društvenog i kulturnog porijekla, a koji su prikazani na brojnim međunarodnim festivalima, na kojima su odnijeli i brojne nagrade.

Animation centre ANILUPA is an educational and cultural centre that develops a wide variety of activities in the field of animation, targeting educational, social and cultural organizations as well as the general public.

ANILUPA encourages active participation in all phases of the making of short animated films, providing the participants with great learning opportunities and encouraging their self-expression as well as personal and social development.

The filmography of the centre at the moment contains more than 200 films, which were made by the groups of participants of various ages and different social and cultural backgrounds and have been screened and awarded in multiple film festivals around the world.

Carla Sofia Correia

Po struci dizajnerica i vizualna umjetnica, Carla započinje svoju profesionalnu karijeru edukatora 2001. godine, osmišljavajući i vodeći umjetničke radionice u Serralves Museum Foundation. Pridruživši se Anilupinom animacijskom timu počinje razvijati i voditi razne projekte i aktivnosti vezano uz animaciju. U međuvremenu, Carla je stekla bogato iskustvo vođenja kreativnih animacijskih radionica utemeljenih na didaktici učenja kroz igru, kao i tečajeva vezanih uz razne aspekte i faze nastanka animiranog filma.

Carla Sofia Correia holds a bachelor in Design by UAIG, a degree in Art and Communication - Audiovisual, by ESAP, and a Master's Degree in Visual Arts Education, by the FPCE and FBUP of the University of Porto. She began working in the area of education through art by creating and leading artistic expression workshops for children in the Serralves Museum Foundation (2001-2008). In 2001 she joins the team of animation centre ANILUPA of the Associação de Ludotecas do Porto, where she develops and carries out various projects and activities related to animation. She has a wide experience in designing and leading animated film workshops, which emphasize artistic expression of participants and are based on learning through play pedagogy, as well as training courses about different aspects of animation and animated films.

Jurga Miksyte

Po struci pedagog i menadžer u kulturi, Jurga je radila u raznim udrugama u kulturi, dok nije u centru Anilupa otkrila čaroliju animacije i njen didaktički potencijal. Pridruživši se Anilupinom timu 2014. godine, nastavlja raditi na neformalnim obrazovnim projektima. Jurga vodi kratke radionice optičkih igračkaka i animacije te sudjeluje u kontinuiranim stop-motion radionicama u fazama osmišljavanja priče, izradi scenografije i likova, animaciji, snimanju i dizajnu zvuka.

Jurga Miksyte has a bachelor degree in Cultural Management (Vilnius University) and a Master's Degree in Education and Local development (University of Porto/ Rovira i Virgili University). She has worked in different cultural organizations, before discovering the magic of animation and its educational potential at Animation Centre ANILUPA of Associação de Ludotecas do Porto, she was lucky to join its team in 2014, where she continues working in the field of non-formal education. Her functions in ANILUPA include carrying out interactive visits about the emergence of animation, leading short optical toy and animation workshops as well as supporting long-term stop-motion film workshops in the stages of creating the story, construction of the sets and the characters, animating and shooting, creating and capturing sounds and etc.

OSNOVE IZRADE RAČUNALNIH IGARA / VIDEO GAME DESIGN BASIC



Opis radionice / Workshop description

Cilj radionice je mlađe naraštaje naučiti izradi računalnih igara. Tijekom radionice, polaznici će samostalno koristiti programski alat unutar kojeg će elementima poput slika i zvukova dodavati razne funkcionalnosti preko kojih će ti elementi postati interaktivni, sve dok se u konačnici ne objedine u jednu smislenu cjelinu – jednostavnu ali kompletnu igru!

Sve naredbe u alatu se izvršavaju putem vizualnih uzročno-posljedičnih naredbi te je iz tog razloga radionica podobna za djecu, jer ne moraju znati složene programske naredbe, već sami mogu upravljati načinom na koji će igra reagirati na naredbe igrača, što osim znanja, djeci nakon radionice daje slobodu da se izraze kako oni žele i naprave nešto novo, nešto svoje.

Radionica ne mora imati samo svoj službeni početak i kraj. Svi zainteresirani za programiranje kompleksnijih igara u puno moćnijem Unity3D engine-u ili 2D/3D artisti željni da njihove kreacije ožive mogu se javiti putem LinkedIn profila: www.linkedin.com/in/damir-kovac-5783a8143/

The aim of the workshop is to teach kids how to design video games. The participants will use a programming tool to add different functions to video elements such as pictures and sounds so these elements can interact and integrate into a coherent unit – a simple, yet complete video game!

All commands within the tool are visually executed causal commands so the participants do not have to be familiar with more complicated programming tools. This makes the workshop suitable for young children, lets them choose themselves how the game will react to commands and teaches them skills that they can use after the workshop to design their own unique video game.

The workshop can be continued. Anyone interested in programming more complex games in Unity3D engine, as well as 2D/3D artists eager to animate their visions and creations are welcome to contact me on LinkedIn: www.linkedin.com/in/damir-kovac-5783a8143/.

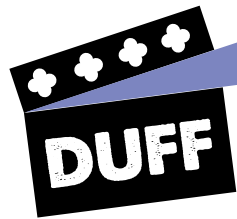
Radionica se organizira uz infrastrukturnu podršku informatičkog kluba Futura i Sveučilišta u Dubrovniku

Damir Kovač

Zanimanje pomorca i plovidbu je zamijenio informatikom kojom se bavi već dugi niz godina. Zadnje vrijeme kombinira iskustvo stečeno u programiranju poslovnih aplikacija zajedno sa ljubavi prema video-igramama radeći na raznim projektima razvoja računalnih igara. Smatra da je izrada video-igara ultimativan način da se pojedinac ili grupa istomišljenika kreativno izrazi, doslovno forma umjetnosti koja, naravno, uz tehničko znanje razvojnih alata i programiranja, omogućava da se na bezbroj načina stvore interaktivni svjetovi koji bi inače zauvijek ostali skriveni u nečijoj mašti.

Once a seaman, Damir traded seas with Computer Science and has been sailing the IT sector for many years now. Lately, he has started combining his love of video games and his vast experience in programming business applications to design video games. Damir strongly believes that designing video games is an ultimate way for a person or a group of people to express themselves in a creative way and that programming skills and tools make it possible to create numerous interactive worlds that would otherwise remain unexplored.

In his own words, he likes working and creating in the media of film, photography, illustration, graphic design and painting. The logic of dreams, philosophy, astronomy, mysticism, shamanism, skyscrapers, water, textures, robotics and stand-up comedy never cease to fascinate him.



SNIMANJE DRONOM / DRON FOOTAGE



Opis radionice / Workshop description

Na ovoj jednostavnoj radionici polaznici će naučiti što smiju i što ne smiju raditi s dronom, kako ga sigurno podići, letjeti i vratiti te kako ga koristiti za snimanje video materijala i fotografija. Radionica će se, ako nam to dozvoli vrijeme, održavati na otvorenom, na platou Srđa, a naći ćemo se na gornjoj postaji žičare.

This simple workshop will teach you what you can and what you must not do with a drone. You will learn how to take it off, fly and land safely while shooting video or taking photos at the same time. If the weather is fine, this will be a totally open-air workshop held on Mount Srđ. The meeting point is the top station of the cable car.

Nikola Duper

Nikola je rođen u Dubrovniku 1961. godine. Već od desete godine počinje se baviti fotografijom a početkom osamdesetih godina eksperimentira s prvim VHS video kamerama. 1987. godine odlazi u Italiju gdje 27 godina radi kao snimatelj, montažer, grafičar i redatelj. Specifično talijansko okruženje daje mu mogućnost stjecanja vrlo bogatog iskustva prvenstveno u području dokumentarnih filmova.

Nikola was born in Dubrovnik in 1961. As a 10 year old kid he started taking photos and some ten years later he discovered the video and started experimenting with VHS cameras. In 1987 he moved to Italy, where he lived and worked for 27 years. Nikola has an extensive experience working as a cameraman, director, editor and graphic designer. Over the years Nikola has particularly specialised in documenting the reality.

MASTERCLASS

FILMSKA REŽIJA, IZMEDJU UMJETNOSTI I ZANATA. / FILM DIRECTING - ART OR CRAFT?

Što je to talent, što se tu ima učiti, što se to uči na filmskim školama? Kako nastaje film i završava li se taj rad? Koje su razlike u radu na filmu - nekada i sada?

What is talent and what is there to learn? What do we teach at film schools? How is a film created and does this work ever end? In what way is filmmaking today different from what it used to be?



Nikola Vukčević

Redatelj i profesor režije na crnogorskoj nacionalnoj filmskoj akademiji - FDU Cetinje. Redatelj dva igrana filma i bezbroj muzičkih spotova, reklama i namjenskih filmova. Odrastao na muzici Arseno Dedića, Azre i Rundeka. Upravo počinje snimanje svog trećeg filma.

A director and professor of Directing at the Department of Film Directing at the Montenegro National Faculty of Dramatic Art in Cetinje. Nikola has directed two feature films, numerous music videos, ads and TV documentaries. Raised listening to Arsen Dedić, Azra and Rundek, Nikola is about to start shooting his third film.

DUFF