



The Gnomon Workshop – Designing Backgrounds for Animation

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The Gnomon Workshop – Designing Backgrounds for Animation: Embark on a journey to discover the complete workflow for designing and painting backgrounds for television production with Mike Bear, Background Painter and Designer for the acclaimed series Rick and Morty. In this 2-hour workshop, Mike shares his meticulous design process, guiding participants from script review to final painting.

This workshop is tailored for artists and illustrators with some Photoshop experience who aspire to delve into animation production work and understand the intricate thought process behind background design for animation.

CHAPTER LIST:

- Preview
- Introduction
- Gathering References & Sketching
- Selecting and Refining Sketches
- Inking the Chosen Sketch
- Blocking in Grayscale Designs
- Exploring Color Thumbnails
- Painting Process in Photoshop
- Adding Final Details & Conclusion

Join Mike as he unravels the secrets of his design process, from initial script analysis to the meticulous gathering of references and sketching out preliminary ideas. Witness the transformation of selected sketches into clean, final backgrounds suitable for television animation. Explore the transition from grayscale designs to vibrant colour thumbnails, and follow along as Mike demonstrates his painting workflow in Photoshop.

By the end of this workshop, participants will gain invaluable insights into animation background design and acquire a deeper understanding of the creative decisions that shape the visual landscape of television productions.

Don't miss this opportunity to learn from a seasoned industry professional and elevate your background painting skills to new heights.



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