

IN THE SPOTLIGHT

RENAUD JUNGSMANN

vfx
workshop

L'ÉCOLE
DES EFFETS
SPÉCIAUX
NUMÉRIQUES

e-on
ACADEMIC

Renata, VFX workshop student

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Software

Renaud Jungmann is the Director of the VFX Workshop, a school in Paris. The VFX Workshop teaches all the techniques to be a computer graphist.

Renaud aims at changing the way VFX and animation are taught. He wants to push their education even further – ensuring his students are more equipped with all of the tools available on the market when they enter the industry.

e-on: Can you tell us more about your background, and when you decided to open a VFX Workshop? What were your biggest challenges?

Renaud Jungmann: I have been working in the animation industry for 25 years. I've worked for different schools, as a course leader, pedagogical director and as a school director.

I've created courses in 3D animation, as well as for video games, 2D animation, and VFX. The previous school I worked for was ranked, at that time, in the Top 10 Best International Schools by *Imagine FX* magazine.

Now, I've started a new project, the VFX-Workshop. I had been thinking about this workshop for a while now. When the contract with my previous school ended, I was afforded the opportunity to invest more time and money into it. The project got a lot of support from the VFX industry, as it's desperately waiting for a school that teaches students something more accurately targeted towards their needs.

I wanted to change the way CGI and VFX is taught. While there's a lot of art schools for animation, we were lacking a school that developed a real technical approach.

I considered the large number of tools that existed and wanted to find a way to help students learn how to use them. For the professionals, the important thing is a real technical approach.



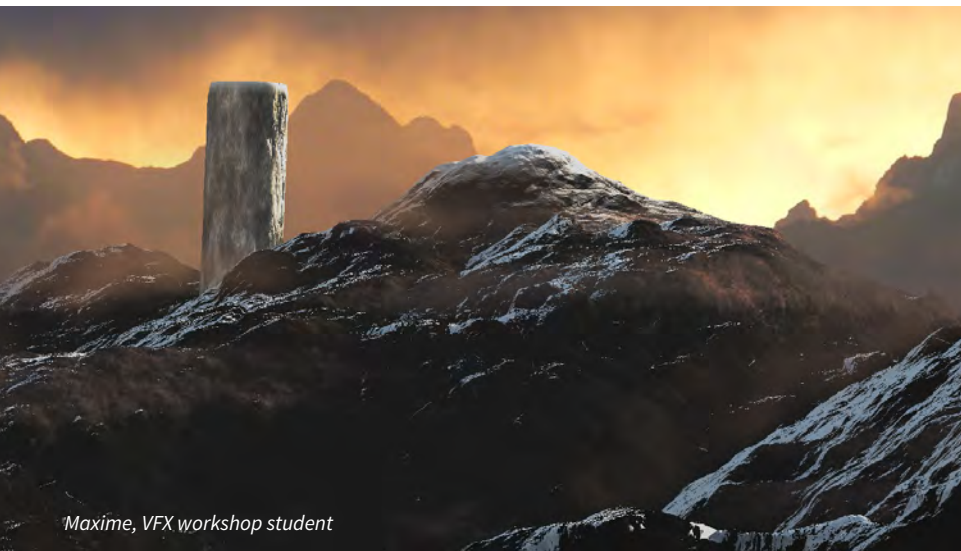
e: What is your vision of the future of VFX, and what do you believe will be its impact on education?

RJ: At the VFX Workshop, we've changed the way CGI has been taught. Instead of a traditional approach, we develop our teaching in-department. For example, we have a "hard modeling department," a "creature department," a "texture and look department," and of course, an "environment department." This is comparable to a production studio. Each department teaches how to solve common cases of production. If you need to build a full environment, you need to know the different tools and workflows to do that. Of course, many tools are common to different departments. This boosts the learning curve and helps students understand the way they can use these different tools. If something is really complex to create, then we use the right tool that helps!

In the future, the production techniques will merge. Actually, studios are developing movies and animations the same way. Video game production takes knowledge from CGI, and CGI takes knowledge from video game techniques. We are going to have a unified production pipeline. This will help students gain more experience so that they can not only just be modelers, but become a real CGI talent!



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Maxime, VFX workshop student

My teachers and I, took a new look over the tools that were already in existence and how they were involved in the production process. We then set the curriculum.

e-on: Why did you decide to equip your school with VUE and PlantFactory?

RJ: I've known Vue for a while now. It's a tool that can be used in different ways throughout production - sometimes for creating visual concepts, for creating actual backgrounds, lighting, environments, etc.

I believe we must use the tools that can help people in the way they produce their images. Vue and PlantFactory really help manage the complexity of that. We all must work in a smarter way, so that we're able to be more efficient. To have an approach of procedural modeling that can be easily controlled is key to producing high end pictures.



Anna Pauline, VFX workshop student