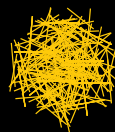


ESSEMBLE:  
BRIDGING  
THE FRONTIERS  
BETWEEN FILM  
AND ANIMATION



essemble



**ESSEMBLE:**  
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# THE PROJECT

ESSEMBLE is a strategic partnership project in the area of Film and Media Arts education focusing on the development of creative and technical skills in digital film and animation production.

Essemble addresses the need of European Film and Media Schools for training and mobility activities focusing on media and film related technologies that push the traditional barriers of the medium and call for new pedagogical and didactic approaches. In particular, the project involves the delivery of a set of intensive training activities dealing with the acquisition of skills and competences in new film technologies, such as stereoscopic imaging, augmented reality and visual effects, and their application in the context of the creative production of new film formats that cross live action, animation and virtual moving images. Complementary, the project also involves the development of new learning methods and didactic materials focusing on new film production technologies; the reinforcement of digital skills amongst arts students and teachers, and the implementation of a new interdisciplinary program. Together, these activities should address the clear need for much more stronger and interdisciplinary training on

the creative use of new technological tools for film, animation and media related content creation and production.

Essemble both contributes to the overall quality of film and media arts education in Europe by reinforcing its technological edge and the integration between conceptual and creative skills, while at the same time contributes to its international relevance by promoting the alignment of educational strategies and content with state of the art practices and tendencies in film production, namely on what concerns the ever more deeper convergence between film and other discourses via the integration of different digital technologies.



# TARGET GROUP

The target group for the project is each school final year undergraduate students and Master students. A selected group of each school students are recruited accordingly with their areas of expertise to form four teams. These four groups will all work together in accordance with their area at different stages of the production.

Target group also includes other students and teachers from the schools involved in the course that will indirectly benefit from the project and both professionals and local stakeholders in the areas of film and animation production who will in the three years period benefit from the project, namely via access to the know-how that is disseminated from it.



# THE CONSORTIUM

Essemble results from the combined efforts of a European consortium of higher education institutions in the area of film and media education. The current project is a follow-up to a very successful project that, under previous funding from the EU Media program, as focused on the improvement of film and media arts education in Europe, by focusing on the acquisition of the skills and competences essential to future professionals wishing to integrate a very complex and competitive international production and creation environment, where the mastering of technological and creative advanced skills is a must.





## UNIVERSIDADE LUSÓFONA

Universidade Lusófona assumes itself as the leading provider of film and media education in Portugal and an active participant in the European training and research landscape in all areas related with film, animation and interactive media.

The Film and Media Arts department at Universidade Lusófona is committed to providing hands-on specialized skill training, to foster individual and collaborative creative growth, and to serve as a testing ground for the application of emerging film and media technologies. Our department promotes both initial, continuous and advance training in the different areas of film and media creation and development, besides actively being engaged in several research projects with partners and organizations at a national and international level.

The film and media arts department offers state of the art facilities and equipment, in the midst of a vibrant environment that nourishes our students talent and their strive for creative and technical fulfilment. The department and the students' productions are regularly funded by the Portuguese Film Institute (ICA) and the university is a full member of CILECT-






Centre International de Liaison des Écoles de Cinéma et de Télévision and GEECT - Groupement Européen des Ecoles de Cinéma et de Télévision, besides being accredited by the EU for the provision of initial and continuous training, it is also a member of the European Network of Excellence for film and audiovisual training. Universidade Lusófona Film and Media Arts department currently offers 9 undergraduate courses, 5 masters courses including 2 European Joint Master Degrees and 1 Phd programme in Media Arts. The department is the leading institution in the Essemble's consortium.

**LUCA**

## LUCA SCHOOL OF ARTS

LUCA School of Arts is the only college in Flanders exclusively dedicated to art and architecture, making it unique in the region. The art college combines the strengths and expertise of five renowned Flemish higher education institutions for art and architecture spread across Brussels, Ghent, Genk and Leuven.




More than 4,000 students can choose from in excess of thirty programmes in Audiovisual Arts & Techniques, Architecture, Interior Design & Construction, Music & Drama, Product Design and Visual Arts & Design. It offers both professional and academic bachelors, masters and postgraduate degrees. For its architecture courses, LUCA collaborates exclusively with KU Leuven at the LUCA campus.

The quality system implemented at LUCA is the higher education quality system required by the Flemish government. For the formal accreditation of its programmes LUCA meets the predetermined minimal quality requirements set out by the Dutch-Flemish accreditation agency (NVAO).



## MOHOLY-NAGY UNIVERSITY OF ART AND DESIGN BUDAPEST - MOME

MOME is one of the most significant European institutions of visual culture due to its traditions and intellectual background.



MOME was found in its effort to visualize its professional concepts. MOME compounds its own character and traditions with the most up-to-date trends. Its educational structure comprises architecture, design, media, as well as theory. Therefore, MOME has a great international potential considering its broad field of education and synthesis of students. The three-cycle study structure (BA/MA/DLA,PhD) provides adequate flexibility and mobility for its students. MOME's definite ambition is to further broaden its international relations. It welcomes every professional co-operation which inspires its educational and artistic work. MOME on the one hand is a university which educates professional designers, and on the other hand an intellectual workshop with the aim of setting up creative process in order to enhance design consciousness in Hungary.

The Animation community of MOME is one of the defining creative workshops and intellectual centers of Hungarian animation. Its scope of activities cover the operation of the university department running the animation BA and MA educational programs, while its work is defined by activities that reach beyond education. Talent management and content development set in an international network are of significant role.



## IFS INTERNATIONALE FILMSCHULE KÖLN

The ifs internationale filmschule köln is a recognized full study and further education institution for media professionals. The school is consistently ranked as one of the best film schools in Germany, based on its out-standing student support, excellent teaching and project work, and active festival participation, including a Student Academy Award. The ifs' portfolio covers Bachelor's programs in Screenwriting, Directing, Creative Producing, DoP,

Editing Picture & Sound, VFX & Animation, and Production Design, as well as international Master's programs in Serial Storytelling and Digital Narratives. The study programs are carried out in cooperation with TH Köln – University of Applied Sciences. The ifs is currently developing new master's programs. In addition, there are several further education programs for media professionals ranging from Costume Design to Masterclass Non-Fiction.

The ifs is a member of CILECT, the International Association of Film and Television Schools, and cultivates partnerships with a global network of film schools and universities.

The background of the page is filled with a dense, chaotic network of thin, grey lines of varying lengths and orientations, creating a complex, web-like pattern that resembles a tangled mass of threads or a digital network. This pattern is most prominent in the upper half of the page and fades slightly towards the bottom.

Technology  
Arts Sciences  
TH Köln

## TH KÖLN – UNIVERSITY OF APPLIED SCIENCES

TH Köln offers students and scientists from Germany and abroad an inspiring environment to learn, work and research in the social, cultural, engineering and natural sciences. Currently there are more than 25,000 students enrolled in over 90 undergraduate and graduate programs. Creating social innovation is TH Köln's main idea as the university approaches the challenges of today's society. Interdisciplinary thinking and acting, as well as regional, national, and international activities, have made the TH Köln both a valued partner and a trailblazer in many areas. The TH Köln was founded as the Cologne University of Applied Sciences in 1971 and is regarded as one of the most innovative universities of applied sciences.

Through a cooperation contract concluded with ifs internationale filmschule köln the TH Köln - University of Applied Sciences expanded its program in working with film and media. As a cooperation partner, ifs offers a B.A. in Film with a specialization in Screenwriting, Directing, Creative Producing, Director of Photography, Editing Picture & Sound, VFX and Animation, and Production Design, as well as international Master's Programs

in Serial Storytelling and Digital Narratives. In addition, eleven further education programs provide training in a wide variety of disciplines, ranging from Costume Design to Interactive Media. Individual and intensive supervision is the core focus of the study and further education programs at ifs. The education and training is focused on combining a foundation of scientific-theoretical knowledge and technical skills with artistic hands-on project work, aiming at professional specialization as well as at interdisciplinary cooperation. Close collaboration with national and international teachers from both the national and international Film & TV-Scene and academia guarantees a first-class education, according to international standards. The undergraduate and graduate programs are accredited by a national accreditation agency (AQAS).



# TRAINING ACTIVITIES

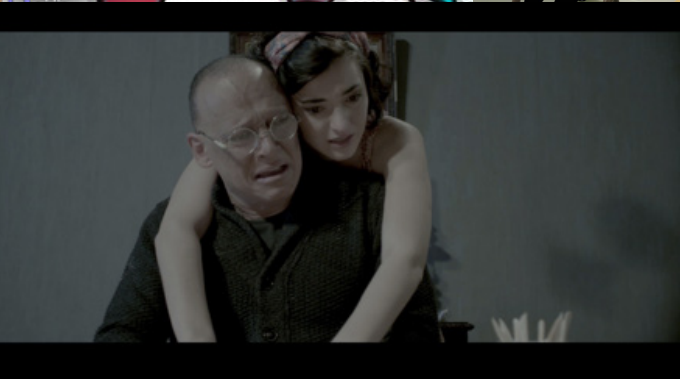
ESSEMBLE revolves around a two folded approach: intensive live training sessions and production workshops that follow the production path that goes from conception to post-production and finishing, namely when stereoscopic compositing is involved. The two main achievements foreseen for the project are the competences to be acquired by students and the films they will complete. Both these achievements are closely interlinked and one depends on the other. On each central stage of the production value chain, a selected group of students is both the object of the training activity and the main responsible for the development of the production process.

Our focus is on the training of both the students' abilities to express and communicate their "views" to others and their capacity to integrate original visual aesthetical elements coming from new technological arenas into to their discourse.





# THE FILMS





# FLYING BICYCLES



## Synopsis:

Miloslav, an old small stop motion puppet, wants to revive his acting career. He takes on an audition for a new movie called 'Flying Bicycles'. Things are not what they used to be however. Miloslav needs go up against many kinds of newer animation characters, ranging from old colorless drawn 2D-characters to fully-fledged modern 3D rivals. Can he proof his worth and win the role?

## Info:

'Flying Bicycles' is a live action movie that combines characters from every style of animation in the history of film. They interact with each other as well as with the live cast of the film.



**Cast:**

<b>Director:</b>	Henrique Gomes
<b>Casting Director:</b>	Marta Nogueira
<b>Casting Assistant:</b>	Aine Mar
<b>Extras:</b>	Paula Correia
	Miguel Almeida
	João Fatela
	Gonçalo Almeida

**Story:**

<b>Concept designed by:</b>	Gonçalo L. Almeida
	Bertrand De Bock
	Jakob Gehrmann
	Alexandra Medina
	Zoltan Debreczeni
	Zsófia Kállai
<b>Screenplay by:</b>	Bertrand De Bock



# **Crew:**

<b>Producer:</b>	Gonalo L. Almeida
<b>Director:</b>	Bertrand De Bock
<b>D.O.P.:</b>	Jakob Gehrmann
<b>Editor:</b>	Alexandra Medina
<b>1st image ass:</b>	Daniel Ferreira
<b>Lighting ass:</b>	Ricardo Giglio
<b>Sound Assistant/ADR:</b>	Braulio Varges
<b>Makeup/Hairstyling:</b>	Paula Correia, Matilde Jacobetty
<b>VFX supervisor:</b>	Christoph Willerscheidt
<b>Animation team:</b>	Zoltan Debreczeni Zs3fia K3llai Adam Makk Tim Hnngz Michael D3mmig Sebastian Kellermann Julien Hecker Robin Pfister Sebastian Kellermann Philip Kaufhold



# STUDIO 109

(WORKING TITTLE)



## Synopsis:

As the childish Afonso realizes it is finally time to grow up, he submits himself to a procedure that's will irreversibly change him into a much different man.



## **Crew**

### **Head of Production**

Karina De Queiroz

### **Assist Production**

Sílvia De Queiroz

Melissa de Queiroz

### **1<sup>st</sup> Assist Director**

Gonçalo Lopes de Almeida

### **Gaffers**

André Rijo

Rodrigo Albuquerque

### **Sound Design**

Daniel Gonçalves

### **Production Design and Costumes**

Patrícia Lourenço

### **Animation team**

### **Concept and drawing**

Barbara A.

### **Interpolation**

Joana Marques

Gonçalo Encarnação

### **Post-production, color grading, graphic design**

André Rijo

### **Production**

Mariana Mendes

### **Directors**

Vasco Reis Ruivo

Lucas Hein

### **DOP**

Erno Baelus

### **Best Boy**

Jacob ( alemão)

Ricardo Giglio

### **Assist. Sound Design**

Miguel Solano

### **Hair and Make up**

Catarina Freitas

### **Layout**

Joao Fortuna

Rodrigo Silveira

Gonçalo Encarnação

### **Pintura**

Joana Marques

Gonçalo Encarnação

# A RAPARIGA DO CABELO VERDE

## Synopsis

This is the story about a 15 year old called Anna who's sense of right and wrong no longer exists.

### Cast

Gonçalo Galvão Teles

José Pimentão

Leandra Moreira

Miguel Linares

### Script

Axel de Coster

Bence Hlavay

Christoph Willerscheidt

Matilde Jacobetty

### Editor

André Vaz

Matilde Jacobetty

### Makeup/Clothes

Matilde Jacobetty

### Sound

João Alves

### Team Production

Marta Vaz de Sousa

Mariana Mendes

### Director

Axel de Coster

Matilde Jacobetty

### Director of Photography

Rodrigo Albuquerque

### First Assistant

Ricardo Giglio

### Second Assistant/ Gaffer

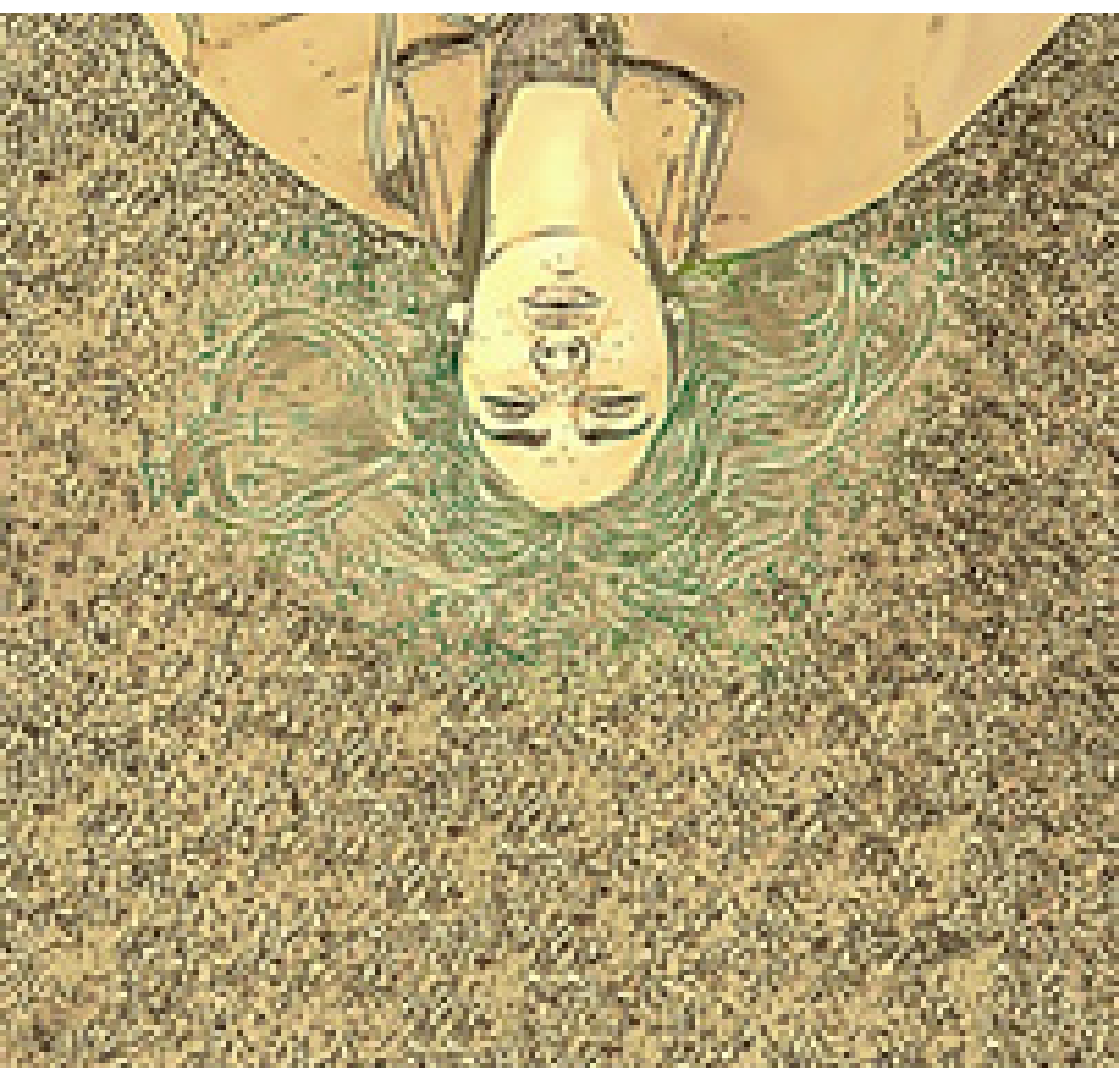
Margarida Saraiva

### Art Director

Rita Duarte

### Art Assistant

André Barreto



# REACHING OUT

Sarah fell out with her father Joe and was too overwhelmed by his PTSD and his Parkinson's disease. He was a changed man and Sarah yearned for freedom, so she left Portugal and went to London to study art. But she was not as successful there as she hoped, so now Sarah is arriving back home, desperately trying to reunite with her father. It takes several attempts, Joe will not even look at her, but in the end she breaks through to him by showing him a clay figure Joe made of Sarah when she was a little girl. Finally, Joe looks at Sarah and there is hope for them to start afresh.

**Cast:** Ana Vilela da Costa, Paulo Nery

**Crew: Produced by:** Universidade Lusófona

**Production Director** Rodrigo Albuquerque

**Actors director:** Diêgo Nurse **1<sup>st</sup> AD:** Eli Bastiaens

**Script Supervisor/ Writer:** Yael Brunnert

**DOP:** Rodrigo Albuquerque, **Gaffer:** Ricardo Giglio

**Second Camera:** Ricardo Giglio

**Assistant Camera:** Afonso Vieira **Sound:** Leonor Bastos

**Animator:** Eli Bastiaens **3d Modeller:** Botond István Tobai

**Animation Concept Artist:** Botond István Tobai

**Editor:** Francisco Moura **Art Director:** Filipa Simao

**Make-up:** Carla D'Oliveira

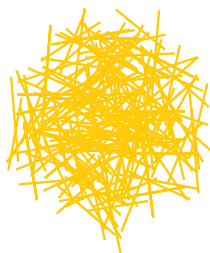






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A STRATEGIC PARTNERSHIP PROJECT  
FUNDED BY ERASMUS PLUS



# essemble

Agreement number – 2015-1-PT01-KA203-013112



UNIVERSIDADE  
LUSÓFONA



MOHOLY-NAGY MŰVÉSZETI EGYETEM  
MOHOLY-NAGY UNIVERSITY OF ART AND DESIGN BUDAPEST

Technology  
Arts Sciences  
TH Köln

LUCA



Co-funded by the  
Erasmus+ Programme  
of the European Union

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