



JUMBLA ACADEMY

WHY JUMBLA ACADEMY?

“

INSPIRATION IS FOR AMATEURS. THE REST
OF US JUST SHOW UP AND GET TO WORK.

- CHUCK CLOSE

”



240 HOURS OF IN-STUDIO CLASSES

HANDS ON TRAINING AND FEEDBACK – SMALL CLASS SIZES

ALL SOFTWARE AND HARDWARE PROVIDED FOR YOU

REAL STUDIO EXPERIENCE

DEDICATED PROFESSOR FROM WITHIN THE INDUSTRY

EACH STUDENT GETS A JUMBLA ANIMATION ARTIST AS A MENTOR

NETWORKING WITHIN THE INDUSTRY

GET YOUR SHOWREEL JOB READY

LEARN TIPS AND TECHNIQUES TO IMPROVE YOUR ANIMATION
AND MOTION GRAPHICS SKILLS FAST

UNLIMITED BUSINESS HOUR USE OF THE JUMBLA STUDIO
AND COMPUTER EQUIPMENT TO WORK ON YOUR PROJECT
OUTSIDE OF CLASS

PRESENTATIONS AND Q&A SESSIONS WITH THE JUMBLA
EXECUTIVE CREATIVE DIRECTOR AND HEAD OF PRODUCTION

You'll get all the training and tips you need
to make a great showreel using all your own
original content. You'll also rub shoulders and be
mentored by some of the best in the industry.

After completing Jumbla Academy, you'll have
gained an invaluable insight into the world of
animation and motion graphics. This in-studio
experience is sure to take your CV to the
top of the pile.



INTRODUCING: CINEMA 4D

Get ready to add even more awesomeness to your showreel and skillset with the introduction of Cinema 4D to the Jumbla Academy curriculum!

As one of our core applications for 3D modelling and rendering, we thought it was only fair that Jumbla Academy students should benefit from Cinema 4D's cutting-edge capabilities too.

Just like every other aspect of Jumbla Academy, you'll be taught from the ground-up, learning the basics as well as a few advanced techniques.

You'll find out how to make photorealistic materials, use 3D painting tools, and create lifelike character animation.

OUR SEASONED CREATIVES SAY THAT CINEMA 4D IS PROBABLY THE BEST GATEWAY APPLICATION INTO THE WORLD OF 3D MODELLING AND MOTION GRAPHICS, THANKS IN LARGE PART TO ITS INTEGRATION WITH AFTER EFFECTS. IT ALSO SHARES SIMILAR CHARACTERISTICS SUCH AS A USER-FRIENDLY LAYOUT AND INTUITIVE INTERFACE.

So, while the features and functions of Cinema 4D are enough to make the mind boggle, it could soon be your animation and motion graphics weapon of choice.

JUMBLA ACADEMY FOR BUSINESS

▶ Jumbla Academy isn't just for recent university graduates...it's also open to established individuals and enterprises within the creative industries. With a staff skillset that includes animation and motion graphics, your business can:

- CUT COSTS AND THE TIME SPENT MANAGING EXTERNAL PROVIDERS
- KEEP SIMPLE ANIMATION JOBS IN-HOUSE
- PRODUCE ANIMATION AND MOTION GRAPHICS ON DEMAND
- EXPAND YOUR PRODUCT OR SERVICE OFFERING
- BUILD A BIGGER NETWORK OF INDUSTRY CONNECTIONS

Previous attendees of Jumbla Academy include Senior Designers, Advertising Executives, and Art Directors.

Email academy@jumbla.com.au if you have any business-specific queries. We're more than happy to assist.

WHAT YOU'LL LEARN

We've all been there before - making the transition from education to employment. Even if you manage to find a job, it's tough knowing how to put the skills you learnt at uni to good use. This is why we invented Jumbla Academy.

We're opening the doors of our Melbourne-based studio to junior animators who are looking to break into the animation and motion graphics industry.

Over the course of 15 weeks, we'll challenge you to improve your animation and motion graphics skills, teaching you practical techniques, better time management, how to polish projects, and everything between. It's all based on the latest, most up-to-date industry best practice in an award-winning studio environment.

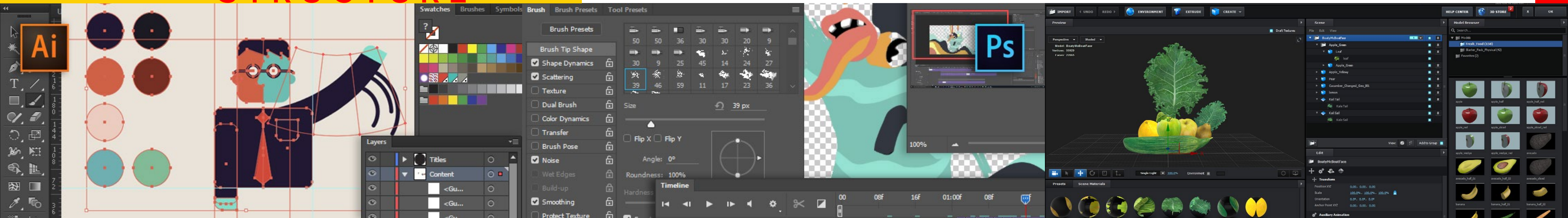
Jumbla Academy only allows a maximum of 12 students per class, although we don't really like the term 'student.' We want you to know what it's like to work in an actual studio under a creative director with briefs, deadlines, and project feedback.

“ YOU CAN DESIGN AND CREATE, AND BUILD THE MOST WONDERFUL PLACE IN THE WORLD. BUT IT TAKES PEOPLE TO MAKE THE DREAM A REALITY.

- WALT DISNEY

”

COURSE STRUCTURE



WEEK 01

Get yourself settled and meet your tutor, mentor, and the rest of the team before settling down at your new part-time home for the next four months. We delve into **Illustrator** and immediately begin learning about character design.

WEEK 02

A refresher course on design elements and principles as well as colour theory and typography. Put this knowledge to the test with a style frame design exercise in **Illustrator**.

WEEK 03

Apply your new art skills as we get up to speed with **Photoshop**. Learn about the studio's workflow for texturing vector assets.

WEEK 04

It's time to animate! Get a comprehensive first look at **After Effects**, including how to make things move using the principles of animation. We also deconstruct the almighty graph editor and bend it to our will.

WEEK 05

Time to rig up our characters and begin animating some walk cycles. From there, we can tackle scene transitions and use them to create super dynamic motion.

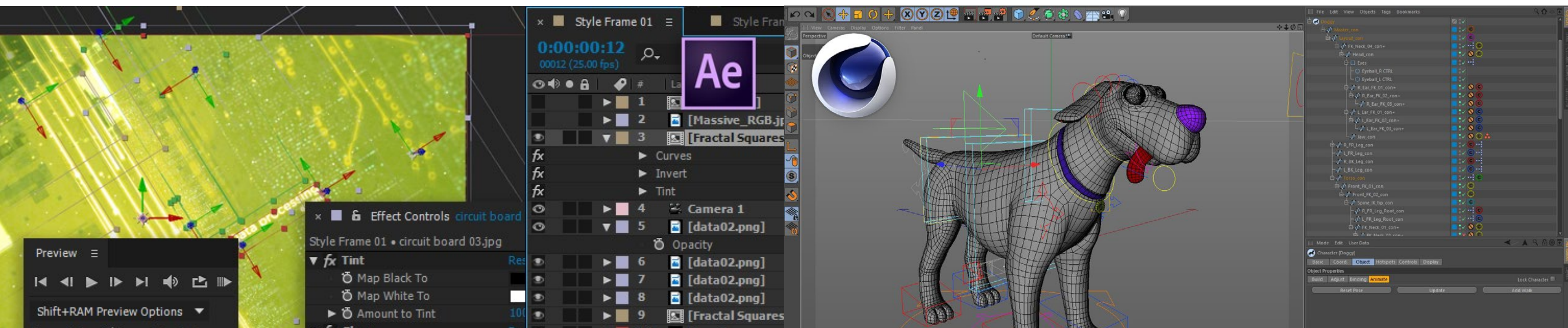
WEEK 06

We take a closer look at **After Effects** and have a play with its most popular plugins. You'll also animate a style frame and spend one whole day getting familiar with Element 3D.

COURSE STRUCTURE

THIS COURSE IS DESIGNED TO
MAKE YOU GO FROM UNIVERSITY
TO JOB READY IN 15 WEEKS.

CLASSES AND MENTORING FROM
ANIMATORS AND MOTION GRAPHICS
ARTISTS CURRENTLY WORKING
IN AN AWARD-WINNING STUDIO.



WEEK 07

We dive head-first into **Cinema 4D** and uncover ways to work around the program, before embarking on a crash course in the basics of modelling with geometry. Next stop - making everything look snazzy with materials and lighting!

WEEK 08

It's time to get those polygons moving with a look at animation in **Cinema 4D**. Add and animate cameras to the scenes so you're always getting the best angle. We examine how **Cinema 4D** and **After Effects** work together, wrapping the week with an animated style frame.

WEEKS 09-10

This is where the fun really starts. Using **After Effects**, you'll create a typographic and design-based animation of studio quality while learning how to produce style frames, mood boards, storyboards, and of course - the final rendered animation.

WEEKS 11-12

During these two weeks you'll receive your second brief - character animation. You'll be focusing the animation around a central hero character, which will include at least one complete walk cycle.

WEEKS 13-14

It's time to pool all you've learned into a short title sequence, in line with a provided brief - choose the genre of your preference and get ready to impress.

WEEK 15

In the final week our Creative Director will host a Q&A session, providing a unique insight into studio life, along with advice and guidance from one of the best in the industry. Our Head of Production will join the fun, revealing the industry's hiring and production processes, along with tips on what employers are looking for in a great animator (tip: bring a pen - this is some good stuff!). You'll also have a chance to revisit past projects to refine the details and produce your pièce de résistance - a showreel of your most impressive work!

ABOUT THE STUDIO

As this is the world's first animation class within a working animation studio (well, as far as we know), we thought it would be good for you to know what its really like here.

You'll experience what life is like in a working animation and motion graphics studio, rubbing shoulders with some of the industry's top talent and making invaluable connections.

You'll get to work among great people, cool artwork, and heaps of indoor plants. There's free coffee and fruit too!

From the moment you walk through the front door, you'll realise this isn't your standard workspace. The music is the first giveaway, with Spotify pumping out a carefully curated selection of tunes all day (the sound of mouse clicks and tapping keyboards is a bit boring).

We all work in the same open space, have lunch together, and make regular use of the BBQ. Other notable features include two outdoor courtyards, table tennis, foosball, PS4, Xbox, a fishpond, and dartboard.

ESSENTIALLY, WE LOVE WHAT WE DO AND WANT TO KEEP IT THAT WAY. IT'S ALL ABOUT STAYING CREATIVE AND HAVING SOME FUN ALONG THE WAY.



MENTORS

Studying at university and working a full-time job just aren't the same. From tighter deadlines to more responsibilities, the challenges that come with transitioning from education to employment catch many graduates off guard.

To better prepare you for working life, Jumbla Academy not only offers in-studio learning, but also an innovative mentorship programme.

AT THE START OF YOUR JUMBLA ACADEMY JOURNEY, YOU'LL HAVE A COFFEE AND CHAT WITH YOUR MENTOR ABOUT ANIMATION AND MOTION GRAPHICS. YOU'LL ALSO BE ABLE TO GRAB A QUICK WORD WHILE HAVING LUNCH, AS WE ALL GATHER AROUND THE COMMUNAL TABLES TO SAMPLE THE WORLD CUISINE AVAILABLE NEARBY.

The mentorship programme is a unique addition to Jumbla Academy, which gives you access to the expertise of professionals. Several of our animators and motion designers wish this type of thing existed when they were studying!

But just like everything else in life, you will only get out what you put in. Our mentors can't do the work for you, that is still your responsibility.



COURSE DATES & TIMES

SEMESTER TWO 2018
WILL START IN JUNE

9AM – 5PM
TWO DAYS PER WEEK

Remember that you are welcome
to come into the studio and use the
workspace whenever you like during
the course (business hours only).





MEET PROFESSOR LAHIRU

Lahiru “The Professor” Karunaratne literally walked off the street into Jumbla one day. When we realised that he wasn’t a homeless person and had a showreel to present, we were pleasantly surprised, and also very impressed.

Working his way up from intern, to junior motion designer, to creative manager, and now Professor of Jumbla Academy, Lahiru is a true all-rounder that knows the ins and out of all things animation, motion graphics and anything else you can think of! In his spare time you can find him on the office couch playing PS4.

“ THE BEST THING ABOUT JUMBLA ACADEMY IS THAT IT ACTUALLY TAKES PLACE HERE IN THE STUDIO ITSELF. YOU’RE NOT IN SOME KIND OF CLOSED OFF CLASSROOM - YOU’RE WORKING IN AN ACTUAL, OPERATING STUDIO.

YOU’VE GOT DESIGNERS WORKING TO YOUR RIGHT, YOU’VE GOT CLIENTS COMING IN ON YOUR LEFT. YOU STILL GET A CHANCE TO FOCUS, BUT THERE’S AN ENERGY HERE THAT YOU JUST CAN’T GET WORKING INSIDE OF A CLASSROOM.

- PROFESSOR KARUNARATNE

”

FAQS

HOW DO I APPLY?

Fill out an application form at:
jumbla.com/apply
Applications close 25 May 2018.

WHEN IS THE NEXT SEMESTER?

The next semester will start in June 2018.

DO I NEED ANY ANIMATION EXPERIENCE?

In order to be a successful applicant, we would like students to have some animation or creative design experience. Although the course will cover everything you need to know, a basic knowledge of the software and a good artistic eye will come in handy. When applying, please include a link to any folio, showreel or creative work that you think best demonstrates your skills and experience.

WHAT SORT OF TIME COMMITMENT IS INVOLVED?

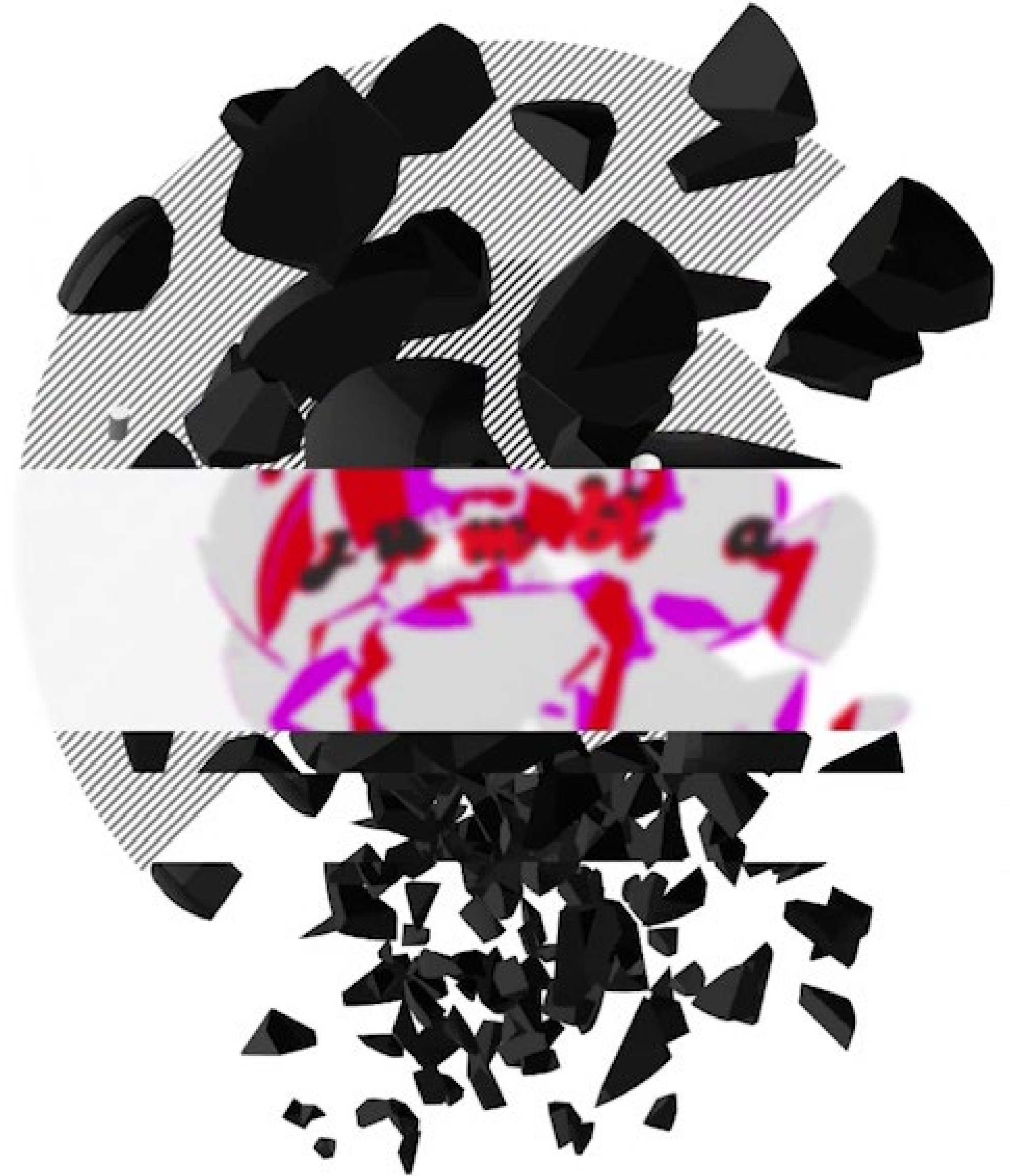
Jumbla Academy runs for 15 consecutive weeks. The course is two full days (9am – 5pm) per week.

WHERE WILL THE COURSE BE HELD?

The course is held right here at Jumbla HQ. Along with the experience of working in an animation studio, you'll also benefit from Jumbla's many office perks. We are located at 34 Park Street, South Melbourne.

CAN I TAKE THE COURSE ONLINE?

At the moment, our priority is offering small groups of students a hands-on studio experience. However, we may offer an online service for Jumbla Academy in the future. So, if you don't live in Melbourne, keep your eyes peeled.



FAQS

WHAT DO I NEED TO BRING?

Nothing. Just your skills will be enough. We provide all the hardware and software you will need. Bring lunch or money for lunch.

I'M ALREADY A GOOD ANIMATOR, IS THIS COURSE FOR ME?

It depends. If you think your showreel is good enough to get you a job, by all means email it to hireme@jumbla.com.au. However, if you don't hear back, then this course is for you. We are here to help you make that jump from university to an animation and motion graphics career.

I'M NOT FROM AUSTRALIA, DO I NEED A VISA TO ATTEND JUMBLA ACADEMY?

If you can be physically present in Melbourne during the course dates, then you can attend Jumbla Academy. No student visa is required to take the course. Depending on your nationality, you may need a tourist visa to be in Australia for the duration of the course. Please note that if, as an enrolled Jumbla Academy student, you encounter Visa issues and are unable to remain in Australia for the duration of the course, we are unfortunately not able to issue any refunds.

IS THIS COURSE ELIGIBLE FOR A GOVERNMENT STUDY LOAN?

No. Jumbla Academy is run by a working animation and motion graphics studio, not an academic institution. Fees cannot be paid by HECS-HELP study assist programs.

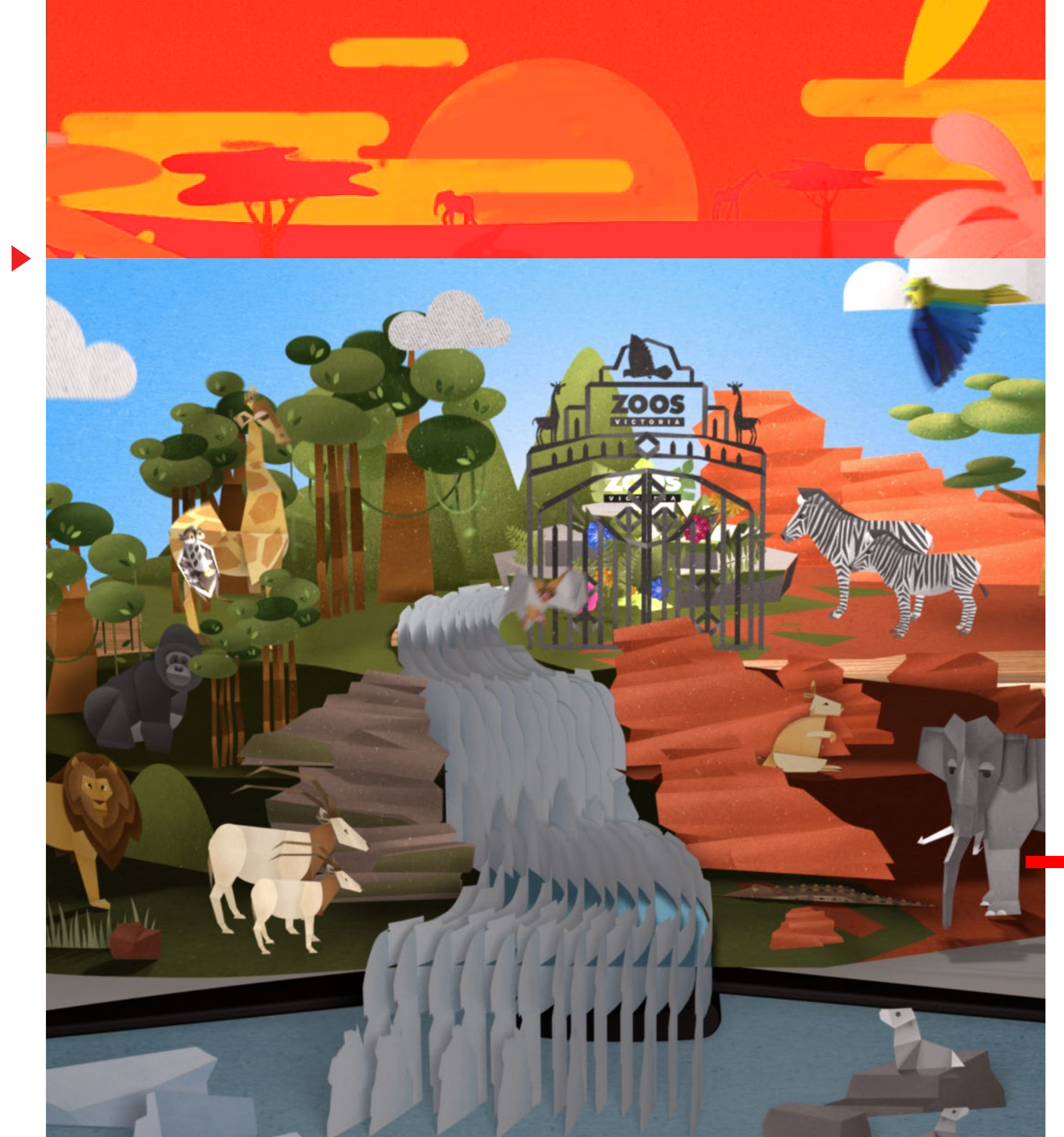
PRICING

\$4,620

SPOTS ARE LIMITED TO JUST
12 STUDENTS PER CLASS!

PAY UPFRONT AND
RECEIVE A 5% DISCOUNT,
OR PAY IN 3 X MONTHLY
INSTALMENTS OF \$1540.

WE ACCEPT ALL MAJOR
CREDIT CARDS, PAYPAL
OR BANK TRANSFER.
PRICING INCLUDES GST.



APPLICATION FORM

[JUMBLA.COM/APPLY](https://jumbbla.com/apply)

To apply, fill out an application form at
jumbbla.com/apply

Applications close on 25 May 2018.

Don't forget to include links to any creative work, folio,
or showreel.

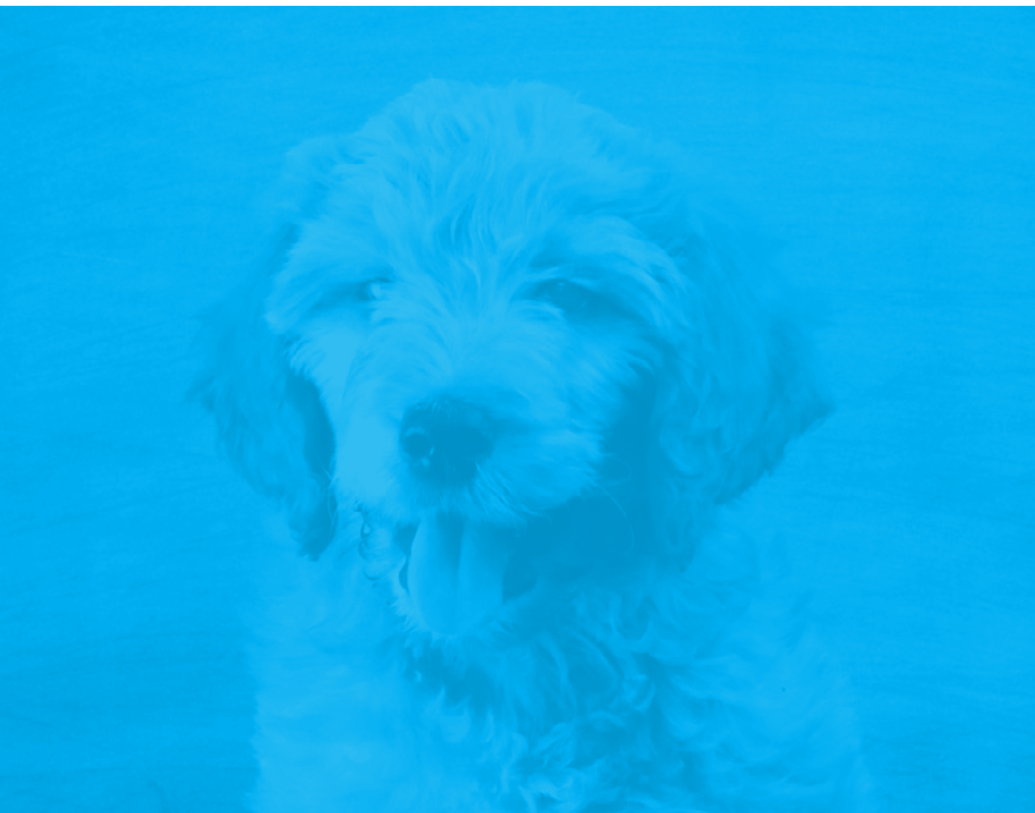
Please note that due to the course's complex and technical
nature, prospective students are strongly encouraged to
consider their English language proficiency during the
application process. After submitting your application, we'll
review it and let you know if you've successfully secured a
spot at Jumbbla Academy.

Be quick! Places are limited to just 12 students per class.

We hope to see you in the studio soon!

MORE QUESTIONS?

Email us at academy@jumbbla.com.au
or call **03 9023 9310** and ask for Emma.





THANKS
FOR YOUR INTEREST

GOOD LUCK!

34 PARK STREET, SOUTH MELBOURNE, VIC 3205

☎ [03] 9023 9310

✉ ACADEMY@JUMBLA.COM.AU

📍 JUMBLA.COM

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DESTINATION

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