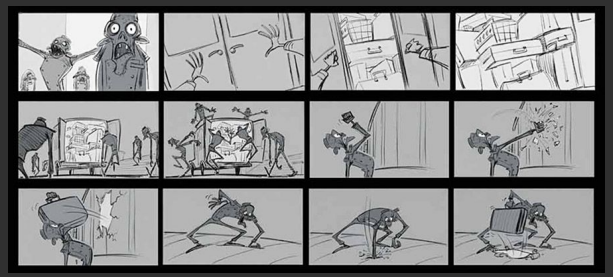
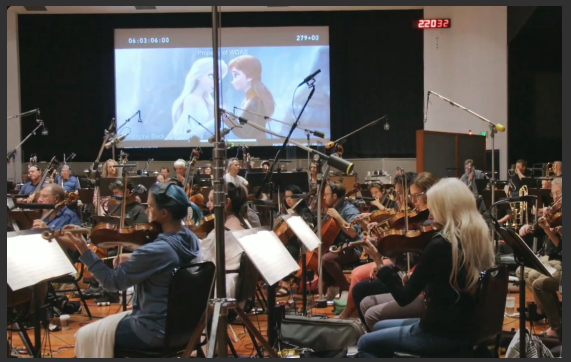
Introduction to Animation Pipeline

2D / 3D / Stop Motion / Live Action (VFX)

Animation / Film / Series Making

Pre- Production → Production → Post - Production





Short Film

Feature Film

Animated Series

FORTNITE

unrailed! 2
BACK ON TRACK

grand theft auto
VI
MAY 26, 2026

PEAK

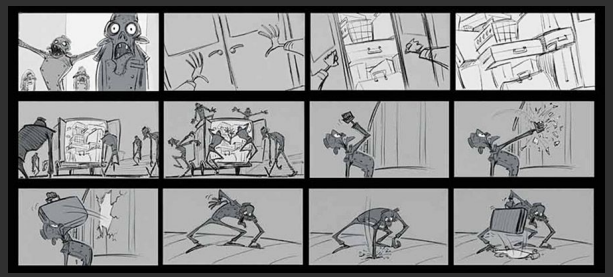
CYBERPUNK
2077
ULTIMATE EDITION

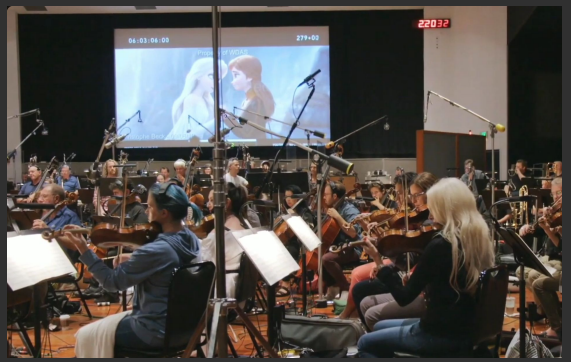
MINECRAFT

Game Design

Animation / Film / Series Making

Pre- Production → Production → Post - Production



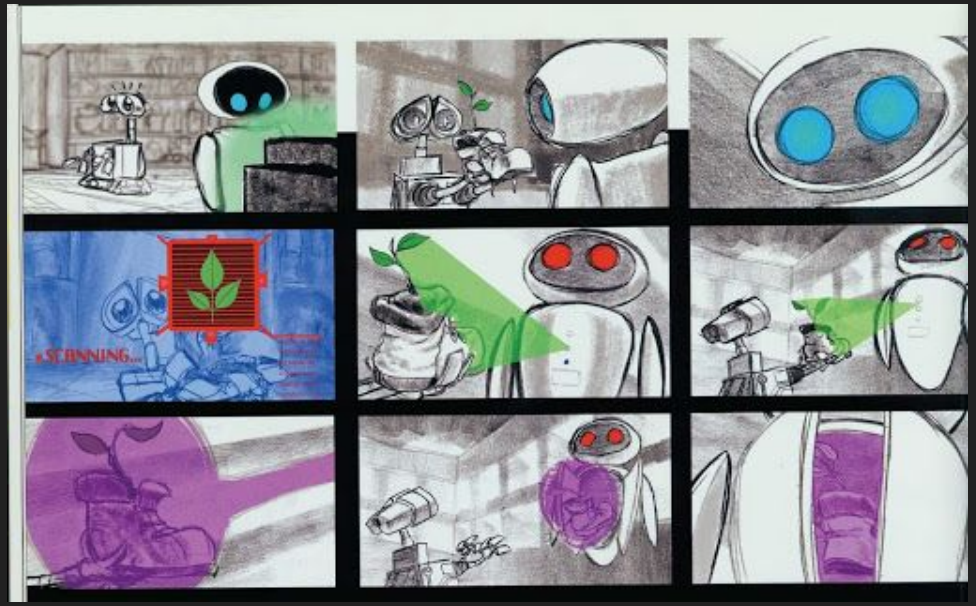


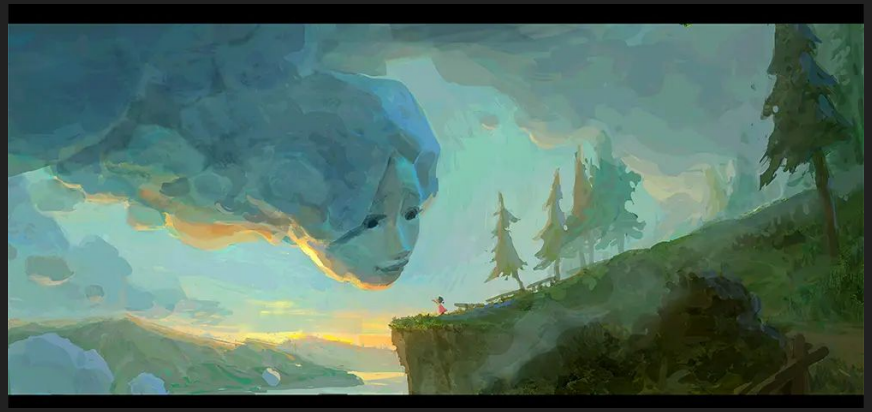
Pre- Production

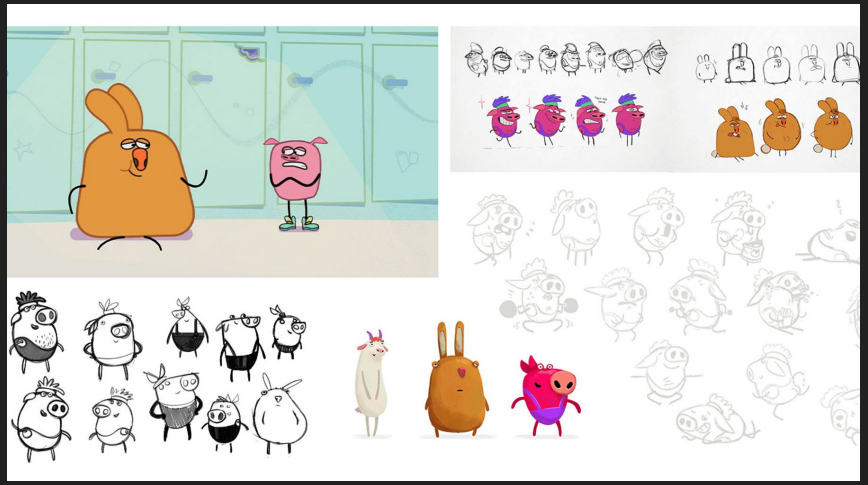
Lay the Foundation

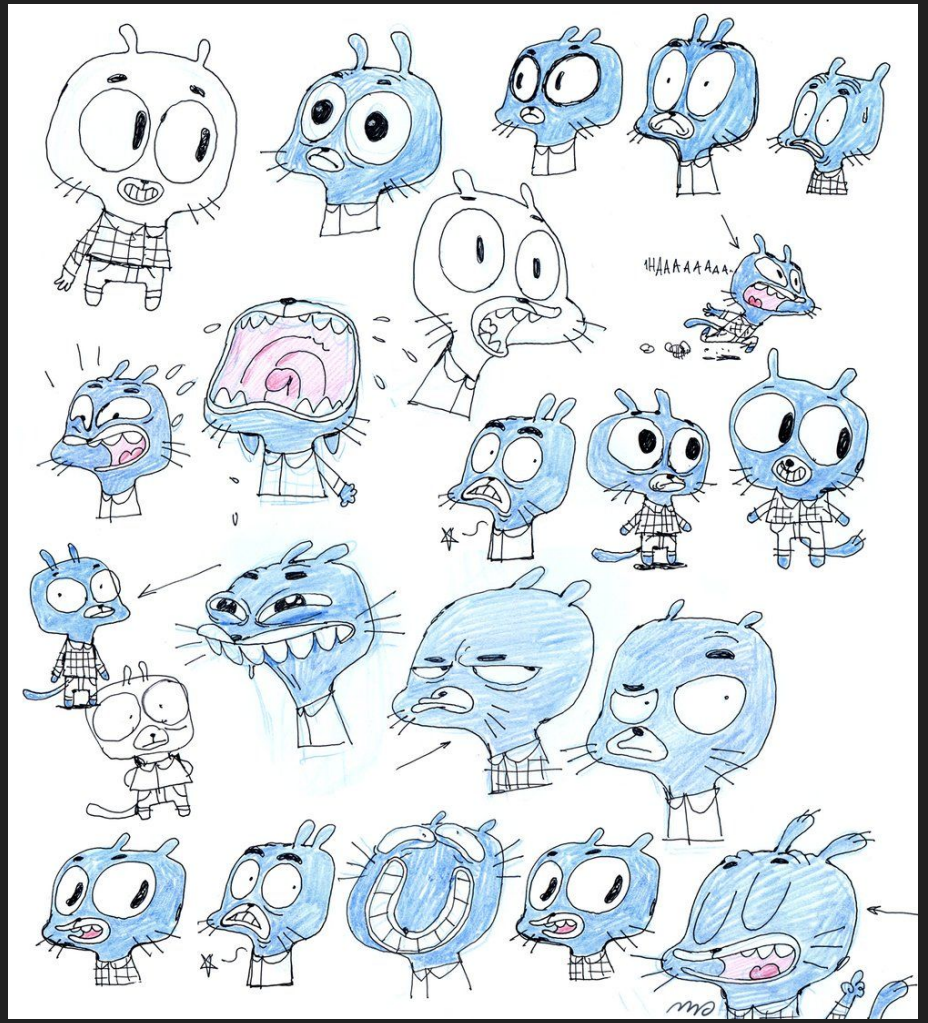
- Ideation
- Story
- Characters
- Visual Development
- Design

Personal work based on "Urashima Taro" by Iwaya Sazanami








¡HAAAAAAAA!

Production

Let’s start cooking!

2D Animation

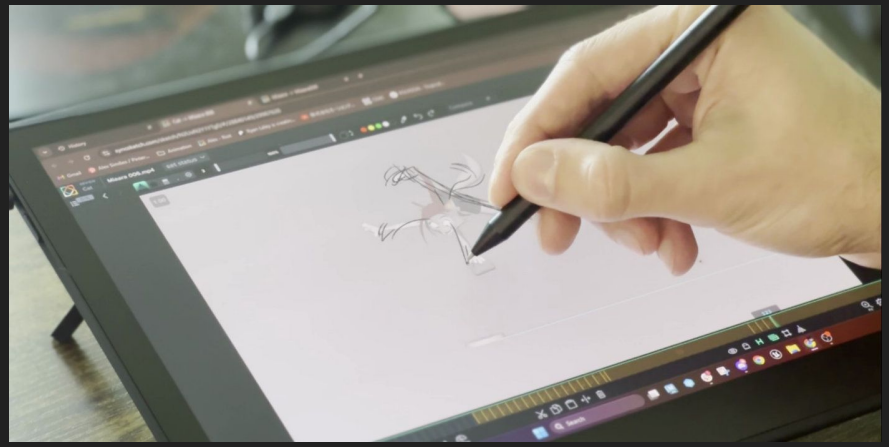
- Layout
- Asset Making
- 2D Rigging
- Animation
- Backgrounds

3D Animation

- Modeling
- Rigging
- Pre-Vis Layouts
- Texturing
- Animation
- Lighting

Stop Motion

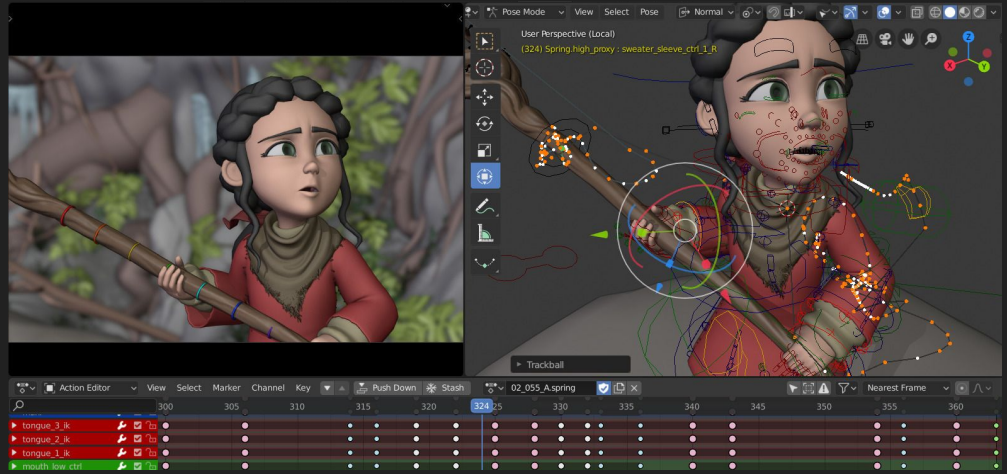
- Building Sets
- Puppets
- Camera Setups
- Shooting/ Animating



SC003
06 : 10 : 00 : 05
ww069-Sc003

Insert Scene Drawing Animation Windows Help
Camera Drawing Perspective
Palettes
White
Black
Piel
Sombra Cabello
Cabello
SombraPiel
New 3
Frame 1 Start 10 Stop 30 FPS 24

STREAM WARS
arcane_strife_pilot | s130_p080 (30.0 mm)
S130_P080
Episode_01_LA
ARCANE


Pose Mode
View
Select
Pose
Normal
User Perspective (Local)
(324) Spring.high_proxy : sweater_sleeve_ctrl_1_R
Trackball
Action Editor
View
Select
Marker
Channel
Key
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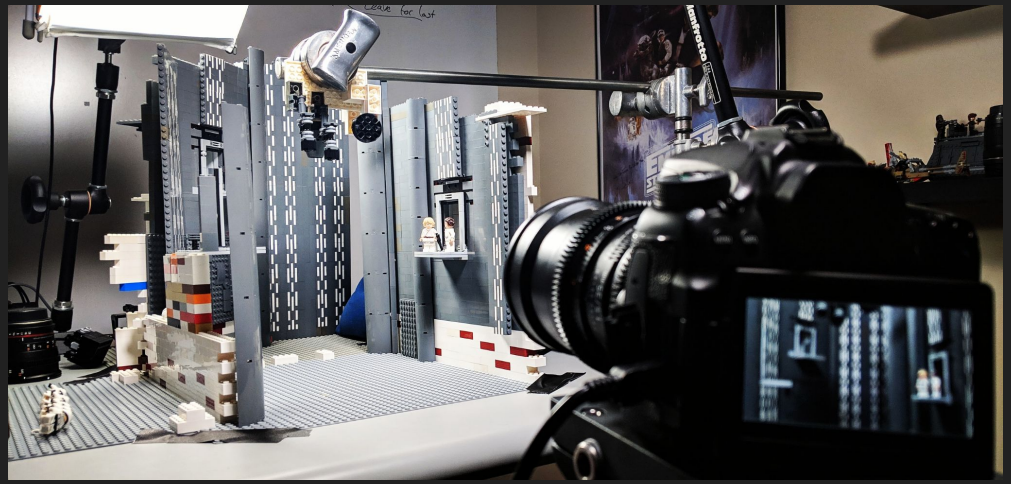
mouth_low_ctrl



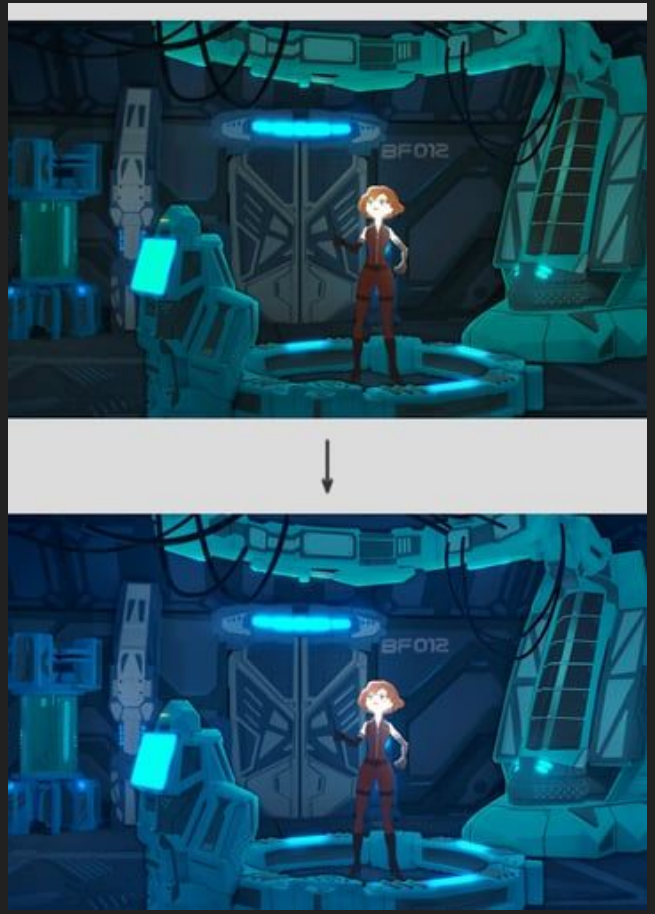
Post - Production

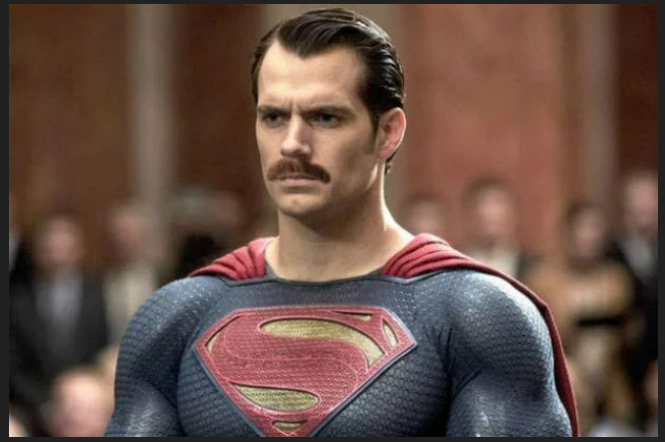
Trailers are out !!

- Compositing
- Final Editing
- Final VFX
- Colour Grading
- Sound Fx
- Music

Compositing and Editing

Colour Grading – Green Screen — VFX

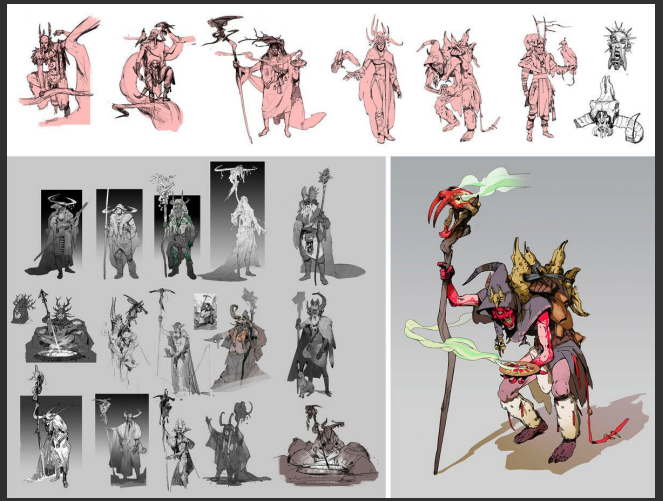


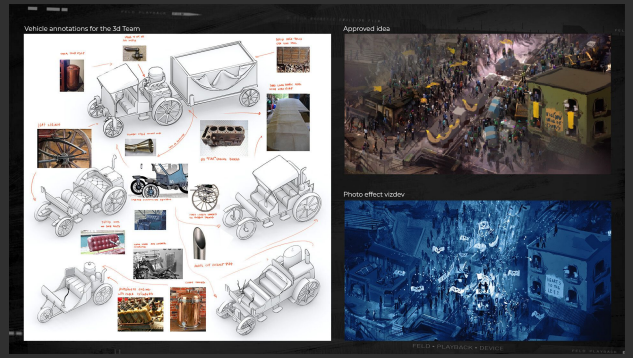


Planning

Game Design

Pre- Production → Production → Post - Production



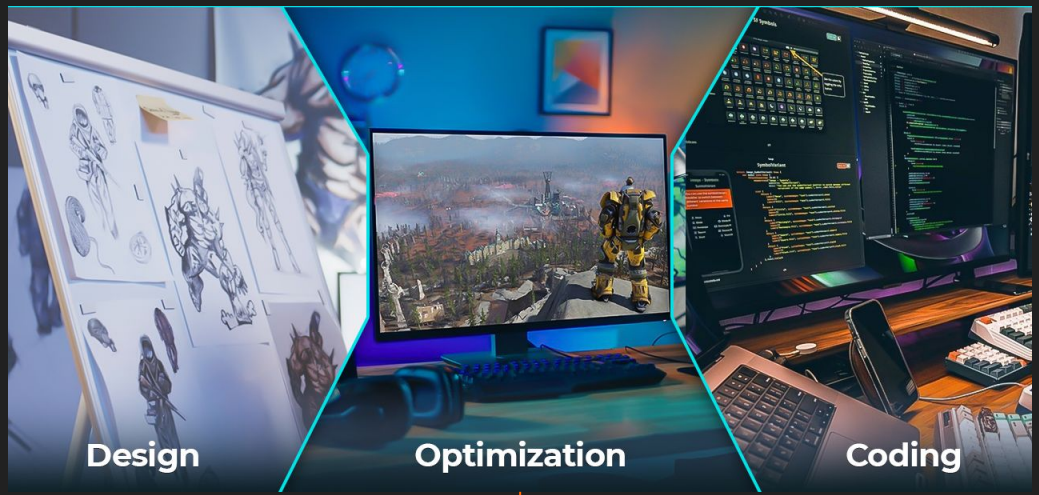


Launch

Post - Launch Support

Production Phase

Design → Develop → Test

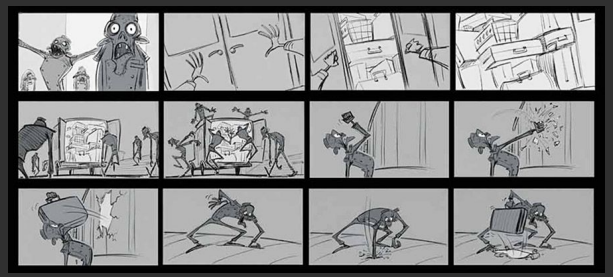


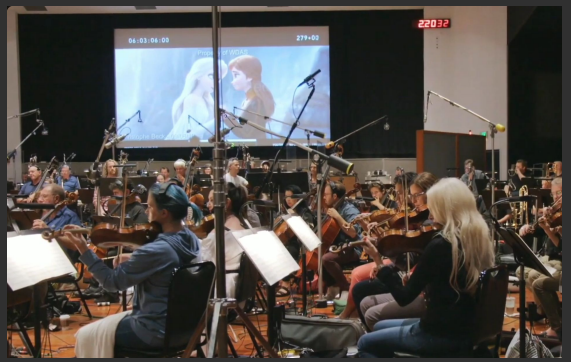
Post - Production

Add Final dialogue, Sound FX and Music!

Animation Pipeline

Pre- Production → Production → Post - Production





See you in next class !!