

MEDIA FACT SHEET

Program Name: Digital Makeup Effects Artist Program: Creature and Character Design

What: CMU College of Makeup Art & Design's groundbreaking program, Digital Makeup Effects Artist Program: Creature and Character Design. This 17-week program is the first of its kind in Canada and is the next step in an evolving discipline that will meet future industry demands to provide skilled makeup artists who are fully conversant in both practical and digital makeup effects and design.

The curriculum of this unique Digital Makeup Effects Program blends life drawing, traditional figurative sculpture, an intro to 3D scanning and printing, online portfolio creation, Photoshop; and ZBrush, the industry standard for digital sculpting. Graduates will receive a college diploma and a highly coveted, blended skill set that primes them for jobs in film, television, video gaming, toy design, prototyping, special effects; and 3D scanning, printing, and modelling.

Where: 110 Lombard Street Toronto, Ontario, Canada M5C 1M3

When: First intake of students - May 30 2016.

Spokespeople: Barry Patterson – President, CMU College of Makeup Art & Design
JC Cappelletti – Digital Sculptor and Program Curriculum Consultant
David Scott – Program Instructor, CMU College of Makeup Art & Design

Video – Program

Description: www.bit.ly/watchdme

Curriculum: www.bit.ly/cmu2016dmeprogram

Full Press Release: www.bit.ly/2016dmeprerelease

Social Media: Facebook: [CMUcollege](https://www.facebook.com/CMUcollege) Twitter: [CMUcollege](https://twitter.com/CMUcollege) Instagram: [CMUcollege](https://www.instagram.com/CMUcollege)

Photo Collection: www.bit.ly/cmu2016dmepix (High Res Images)

Video – B-Roll: www.bit.ly/cmu2016dmepix

Job Opportunities: www.bit.ly/joblistdme

About CMU College of Makeup Art & Design www.cmucollege.com

CMU College of Makeup Art & Design is the world's foremost training institution for aspiring makeup artists. Attracting students from across the country and around the world, CMU is the only makeup school that offers courses in all eight disciplines of makeup artistry. Specialized areas of study include character and special effects makeup, creature design and prosthetics, theatrical makeup design, fashion photographic makeup and digital makeup effects. CMU is committed to providing unparalleled training for the next generation of makeup artists worldwide.

MEDIA ENQUIRIES:

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QUOTES

"Today we are seeing more employers integrate practical and digital effects into the overall concept and design of the sophisticated content they produce," says **President of CMU College of Makeup Art & Design, Barry Patterson**. "We identified a gap between available training and emerging industry demands which led us to create the new Digital Makeup Effects Program to prepare creative artists for that future."

CAREER OUTLOOK AS A CREATURE & CHARACTER DESIGNER

<http://www.cmucollege.com/blog/career-outlook-as-a-creature-character-designer/>

WHAT'S THE DIFFERENCE BETWEEN PRACTICAL & DIGITAL MAKEUP EFFECTS?

Practical makeup effects / practical creature effects / practical special effects / PFX

Anything made with the hand.

Examples: Animatronics, prosthetic (glue to the body – fat suit), puppetry.

- Jaws
- Jurassic Park (T-Rex)
- Empire Strikes Back
- Hellboy
- (Yoda)

Digital makeup effects / digital creature effects / visual special effects / CGI / VFX

Anything computer generated.

Examples: 3D scans of sculpted, painted silicone models (harry potter), green screen

- 300
- The Perfect Storm
- Lord of the Rings
- (Gollum)

Blend - practical and digital makeup effects creature and character design

Visual continuity between the practical and digital elements.

- Ex Machina
- Pacific Rim
- Benjamin Button
- Avatar

Jurassic World analogy of how the two disciplines are blended:

- For **Practical Effects** the artist sculpts a life-size dinosaur that looks incredibly real even when you are touching it. This takes a couple months during pre-production and then a puppeteer operates the dinosaur on set. Finally, in post-production, the **Digital Effects** artists will add the final touches that make it really come to life, including making the eyes and tongue move, or saliva dripping out of its mouth.

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WHAT IS ZBRUSH?

ZBrush is a digital sculpting tool that combines 3D/2.5D modeling, texturing and painting. It uses a proprietary "pixol" technology to store lighting, color, material, and depth information for all objects on the screen. **It is the industry standard in digital sculpting** and has received an Academy Award (scientific and technical achievement) for revolutionizing the world of cinema and special effects.

Today ZBrush is used in virtually every film that requires special effects work. Here are just a small number of the films that impressed audiences visually and where ZBrush has played a key role: Avatar, The Avengers, The Lord of the Rings and Hobbit films, Tron, Star Trek Into Darkness, Iron Man, Pacific Rim, The Amazing Spiderman, Pirates of the Caribbean series. Its versatility has also made it an integral part of more cartoon-like productions such as Wreck it Ralph, Rango, Despicable Me, The Lorax, Dragons 2, and Tangled.

BIO – J C CAPPALLETTI

DIGITAL SCULPTOR AND PROGRAM CURRICULUM CONSULTANT

www.linkedin.com/in/jcappelletti <http://jcappelletti.blogspot.ca/>

Art Director, Toy Maker, and Professional 3D Instructor: Sculpture in Clay, Character Modeling, Zbrush, Maya Fundamentals, Photoshop, and Media Prep classes.

BIO – DAVID SCOTT

PROGRAM INSTRUCTOR: Prosthetics and Creature Design

David Scott has been professionally established in the film and television industry for over 25 years. Not only has he worked for Oscar-winning makeup artists such as Stephan DuPuis, David Anderson and Stan Winston himself, the native Toronto artist is also the owner of Form & Dynamics, a special effects company that has serviced numerous productions. His major film credits include *Resident Evil: Afterlife*, *Resident Evil: Apocalypse*, *Dawn of the Dead*, *300*, *The Incredible Hulk*, *Don't Say A Word*, *Silent Hill 2*, *Jason X*, *Wrong Turn*, *Battlefield Earth* and *Backcountry* (TIFF 2014; Canadian Screen Award nomination). Along with TV series such as *Murdoch Mysteries*, *Remedy*, *The L.A. Complex*, *Mutant X*, *Todd and the Book of Pure Evil*, and *Kids in the Hall: Death Comes to Town* for which he received another Canadian Screen Award nomination.

BIO – PAUL WOLLENZIEN

PROGRAM INSTRUCTOR: Digital Sculpting ZBRUSH

Paul Wollenzien is an expert in digital sculpting and ZBrush. With formal training in Digital Visual Effects, Digital Character Animation and Classical Animation, Paul has pursued an extensive career in visual effects leading him to found his own production studio, Rune Entertainment. With clients like Disney, Cineplex, and The Globe and Mail, Paul demonstrates his ability to creative innovative content and push the boundaries of digital media.

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