

## AARDMAN AWAY DAY WORKSHOPS

Learn the unique art of model making at these fun, interactive workshops!

Our adult-focused Away Days offer organisations a creative alternative for corporate team building events. We provide participants with the unique opportunity to learn how to make their own clay models of our world-famous characters, discover how to create an animation, and learn some of the tricks of the trade from our studio. Learning theory is woven in throughout the sessions, as participants are encouraged to focus on communication and team building skills, while taking part in fun group activities and challenges.

- This is a really flexible activity which can be adapted to suit most venue spaces
- Our team will come to you! We can hold the workshops anywhere in the UK, or even abroad
- Suitable for all abilities









The workshops are run by our team of expert model makers, who have worked on some of Aardman's best-loved titles, including: *Wallace & Gromit, Chicken Run, Shaun the Sheep, Morph* and *Creature Comforts*.

They are real pros, have loads of great anecdotes about the studio, and put on a really entertaining and engaging session.

The workshops also provide a great opportunity for participants to ask any questions they may have about Aardman and our production processes.









DURATION: 2hrs CAPACITY: Up to 15 participants FOCUS: Team building COST: £750 + VAT

- Using examples from classic Aardman titles, we explore the question: "What makes a good character?"
- Participants receive a guided model making demonstration on how to create Gromit's face out of clay, and then take part in a 'Guess Gromit's emotion' exercise.
- The group splits into teams and are tasked with creating their own original characters: a mascot for their company.







DURATION: Full Away Day – approx. 4hrs CAPACITY: Up to 100 participants FOCUS: Team building & communication COST: 10 – 25 participants: £1,250 26 – 100 participants: £50 per head

- Includes 2 model making sessions, including Gromit's face (+ the 'Guess Gromit's Emotion' activity) and Morph.
- The group is split into teams and tasked with creating their own themed animation.
- They will be guided through the process learning the techniques that we use in the studio, including: devising the narrative, creating a Live Action Video (LAV) test, and shooting their films using stop frame animation software.



## **IMPORTANT INFO**

We are happy to discuss a bespoke event based on your group size, preferred timings, individual requirements and objectives for the day. Get in touch with us at <u>workshops@aardman.com</u> to make an enquiry.

Please note, in addition to the workshop fee, you also need to cover the following costs:

- Workshop materials\*
- Tech equipment (iPads)
- Crew travel expenses
- Venue hire

You can view the full terms and conditions on our website here:  $\underline{T\&Cs}$ 

\* Prior to booking we can provide an estimated quote for the cost of materials, based on your expected number of participants



## **MAKE A BOOKING ENQUIRY**

If you'd like to make a booking enquiry, or find out more about our workshops, send us a message and we'll get back to you as soon as possible: workshops@aardman.com

> For details on our other events and activities visit our website: <u>www.aardman.com/events</u>

