

The Heuristic Method of Teaching CGI

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About

Timothy Scherbatykh

Hi! I'm the CEO and founder of CGI School. I majored in English Teaching, and am now getting an MBA degree at Chicago Booth.

My lifelong passions are learning, teaching, and CGI. To take them to the next level, I created a new type of school for training CGI artists.

CGI SCHOOL FACTS

360

GRADUATES

The number of students that graduated from CGI Bootcamp this year.

12

STUDENTS IN A GROUP

A perfect group size to study effectively while learning teamwork.

23

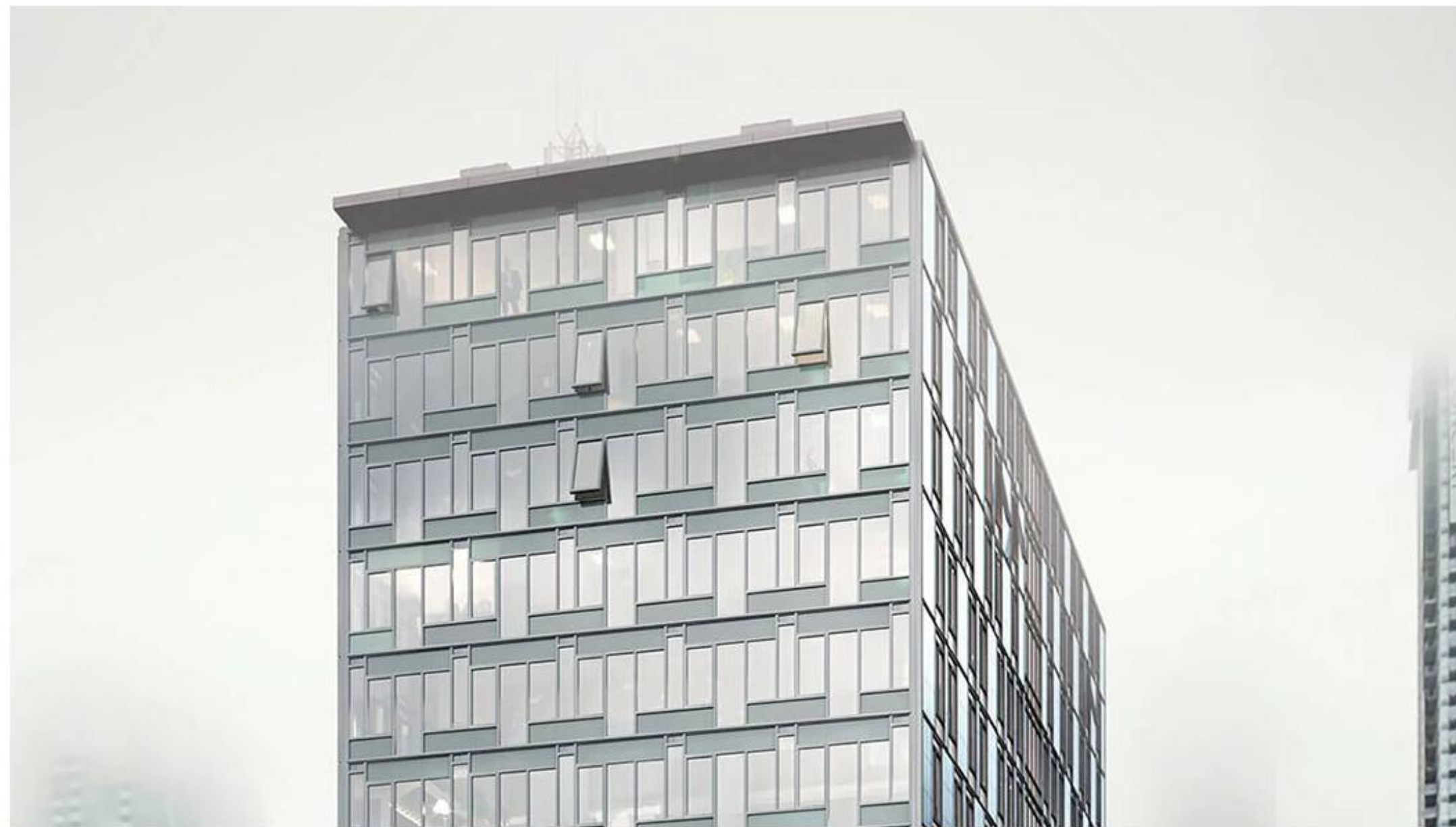
DAYS OF STUDYING

That is 22 days for classes and an exam on the 23rd.

132

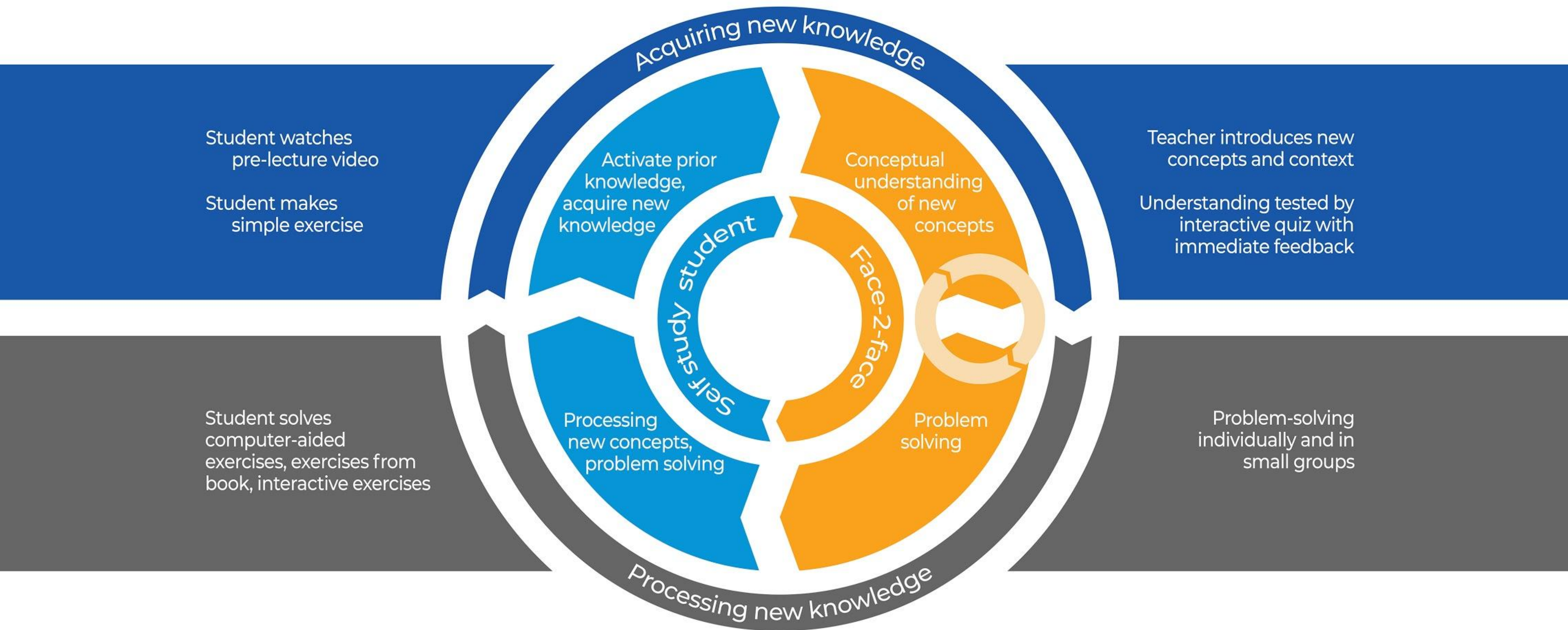
HOURS OF PRACTICE

Students read theory at home. So in classes, they get to real work.



Works of CGI School Graduates





Blended Learning

It's an approach to education that combines online and offline activities. Students read the material at home, while in class they use what they learned for practical assignments. The lessons are supervised by a mentor who acts as a instructor rather than a teacher.

PROJECT-BASED LEARNING



CONTEXT-LED

There are no lectures. Students learn by working on a series of projects which simulate real-life situations – in our case, the everyday work of a junior CGI artist. This approach makes every exercise meaningful and important for the future.

EFFECTIVE IN LONG TERM

The teacher only guides the process and does not provide answers. Students come up with solutions on their own and within a specific timeframe. So instead of cramming, they explore and seek to understand, which leads to better memorization.

SELF-DIRECTED

Students take the initiative and manage their learning process. They can choose to work autonomously or collaborate with the team in order to find a solution. The focus is on social skills just as much as on intellectual development.

PEER-TO-PEER PEDAGOGY

ENGAGING

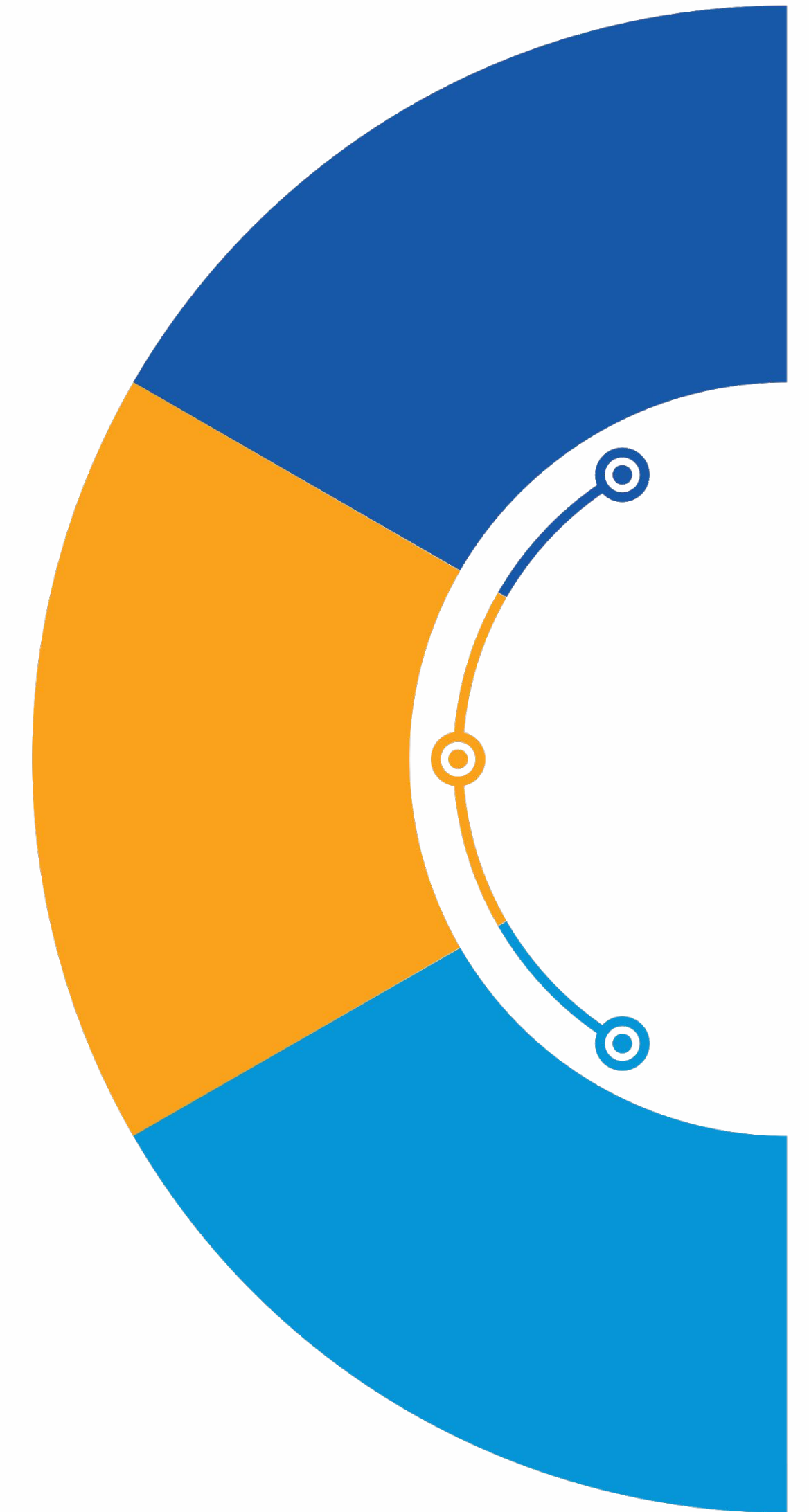
P2P demands active participation. Class discussions engage everyone, which is difficult to achieve with a top-down learning model when there is a teacher delivering a lesson.

MEANINGFUL

P2P encourages students to take responsibility for their progress and start planning their learning paths. Basically, students learn how to learn.

COLLABORATIVE

P2P puts students in a position where they need to learn to work together and help each other. This improves leadership skills, boosts self-esteem and builds a positive attitude to teamwork.



LMS for Blended Learning



LEARNING FROM ANY DEVICE

The Learning Management System allows students to access the material via laptops, tablets, and smartphones. This way, students can learn whenever they have the time.



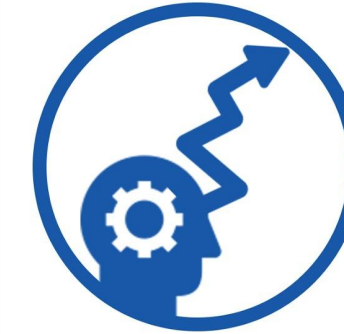
SELF-MANAGEMENT TOOL

LMS helps students organize their studies at home. It contains all the necessary materials and tools, so that trainees can easily find what they need, pass tests, and monitor their progress.



OFFLINE ACCESS

Students can download our LMS as a mobile app, with all lessons adopted to M-learning. This allows them to access training 24/7, learn on the go, and manage their time effectively.



LEARNING ANALYTICS

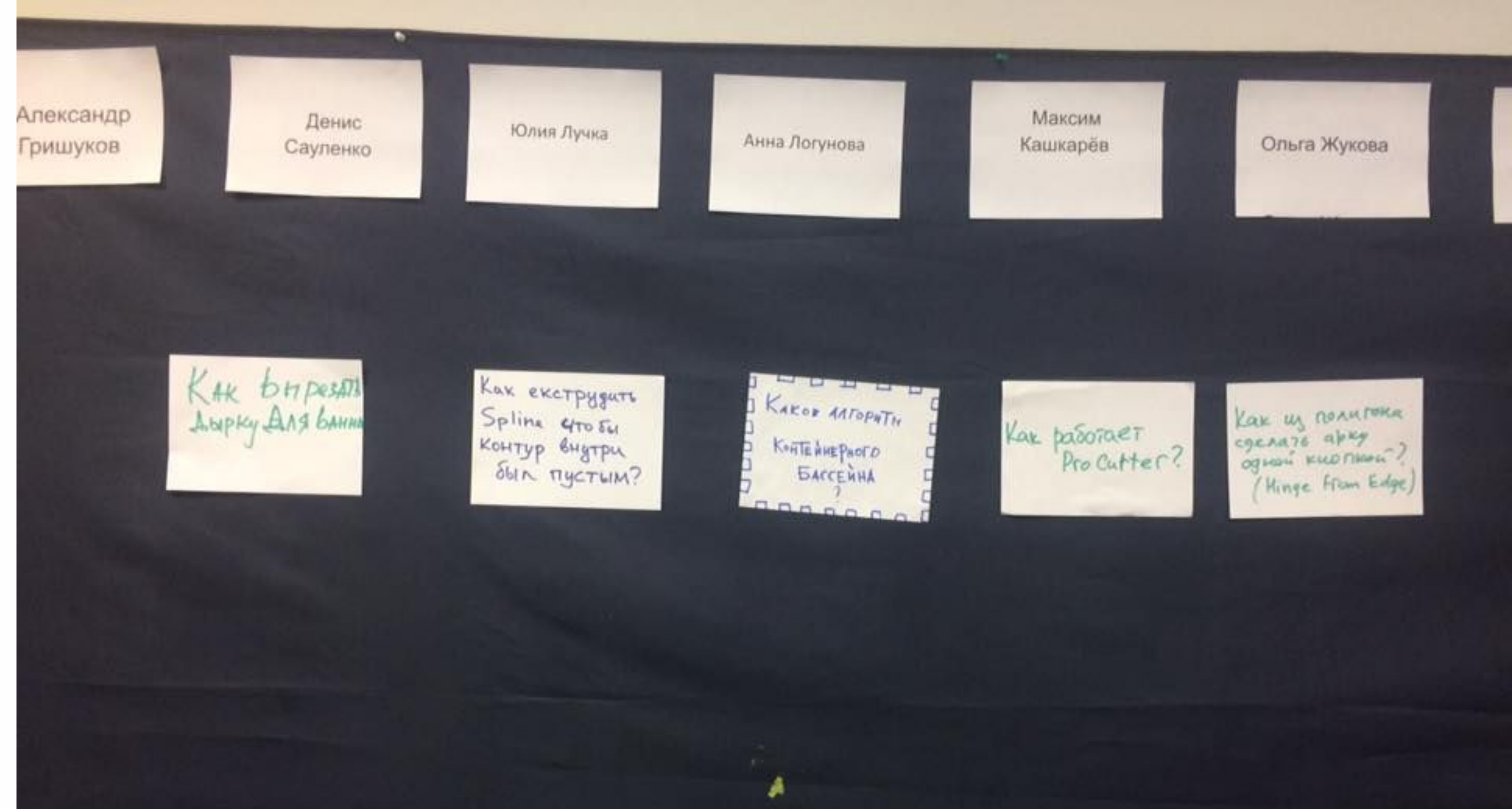
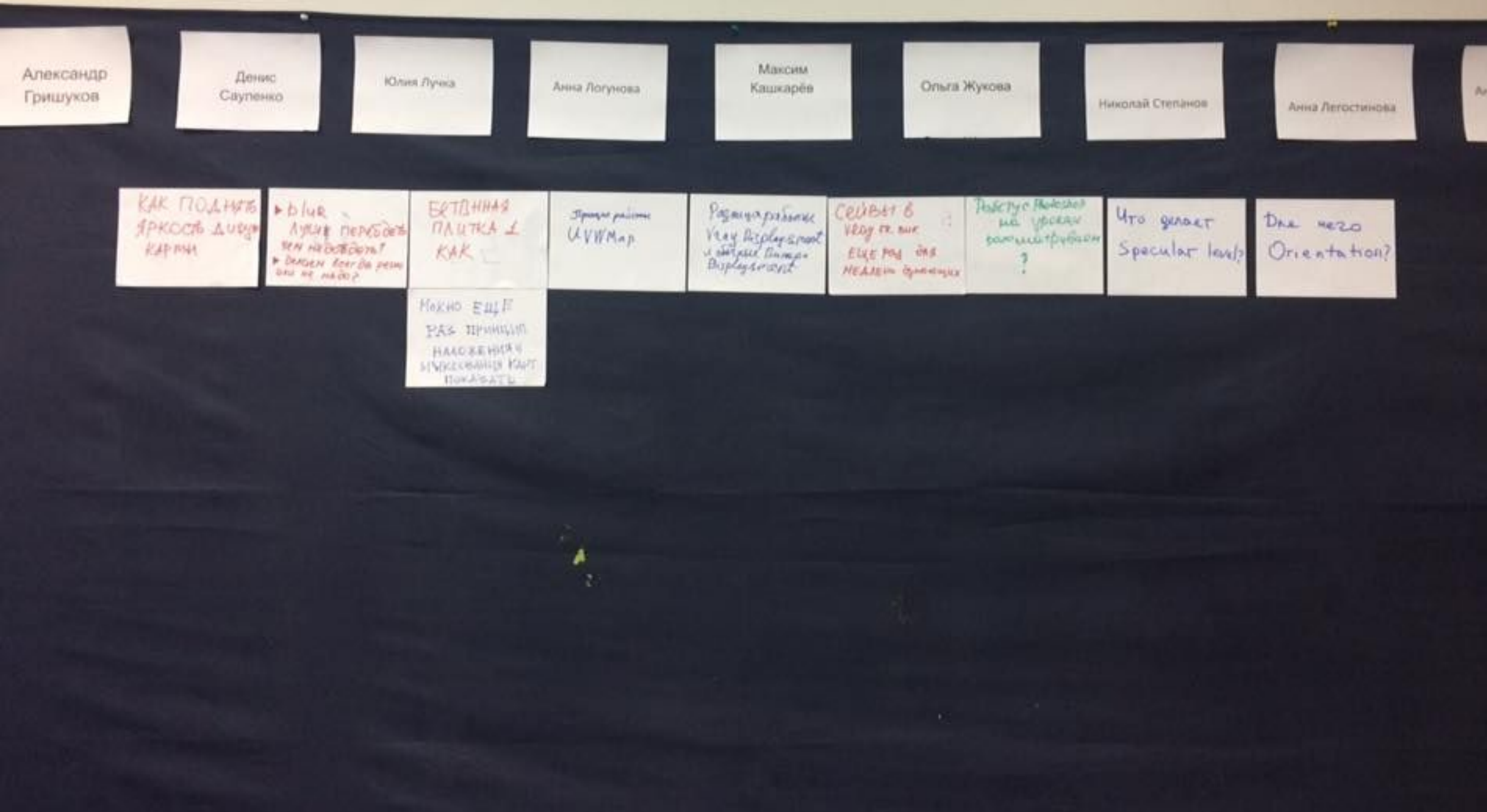
Analytical data from LMS helps us evaluate the effectiveness of our program. We look at factors like time taken to complete a lesson, test scores, etc. This way, we find ways to adjust and improve.



A CGI Squad

Teamwork is essential to succeed in CGI Bootcamp and in future career, so students work in a group of 6.





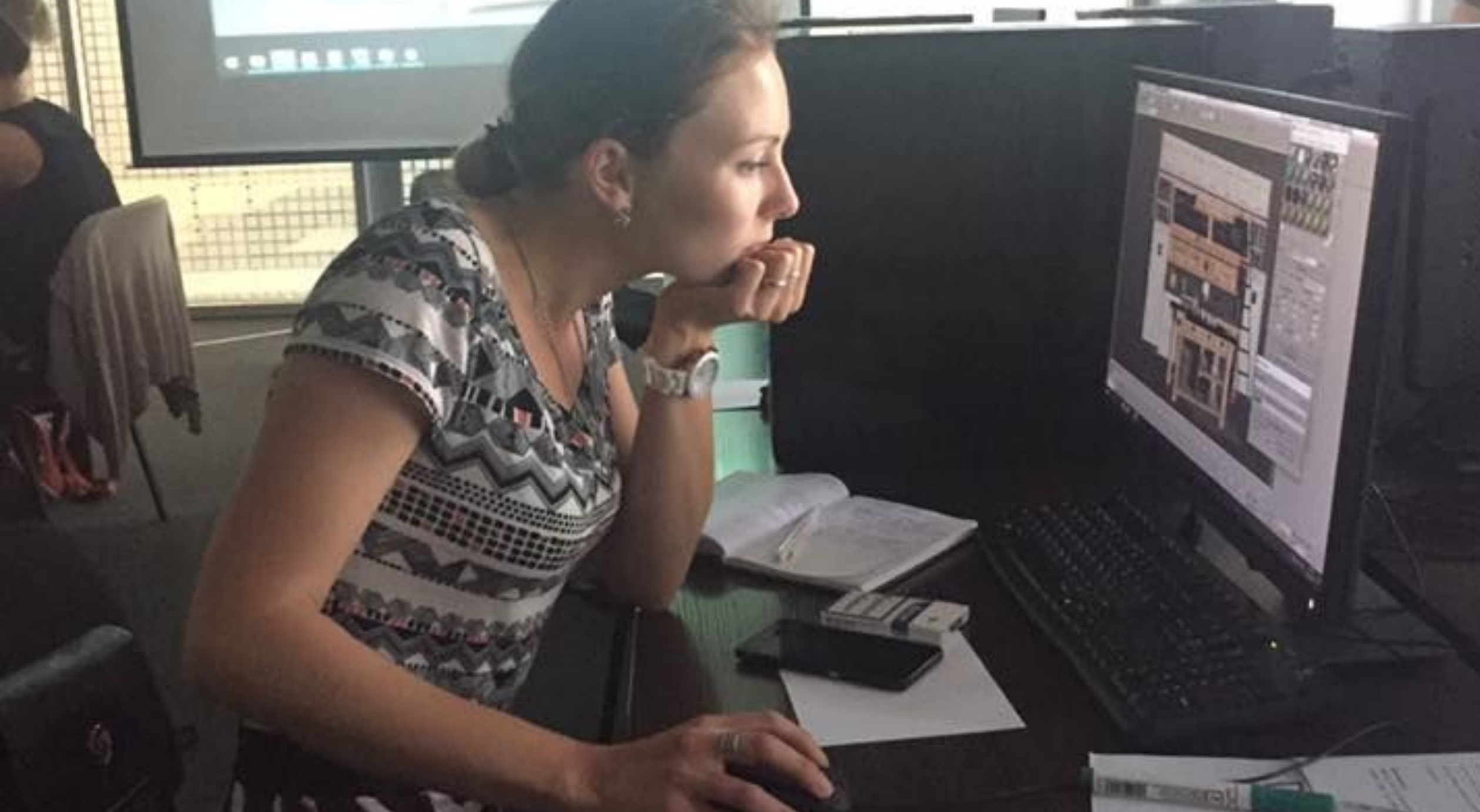
Facilitation Time

After each class, students have a question and answer session with the mentor.

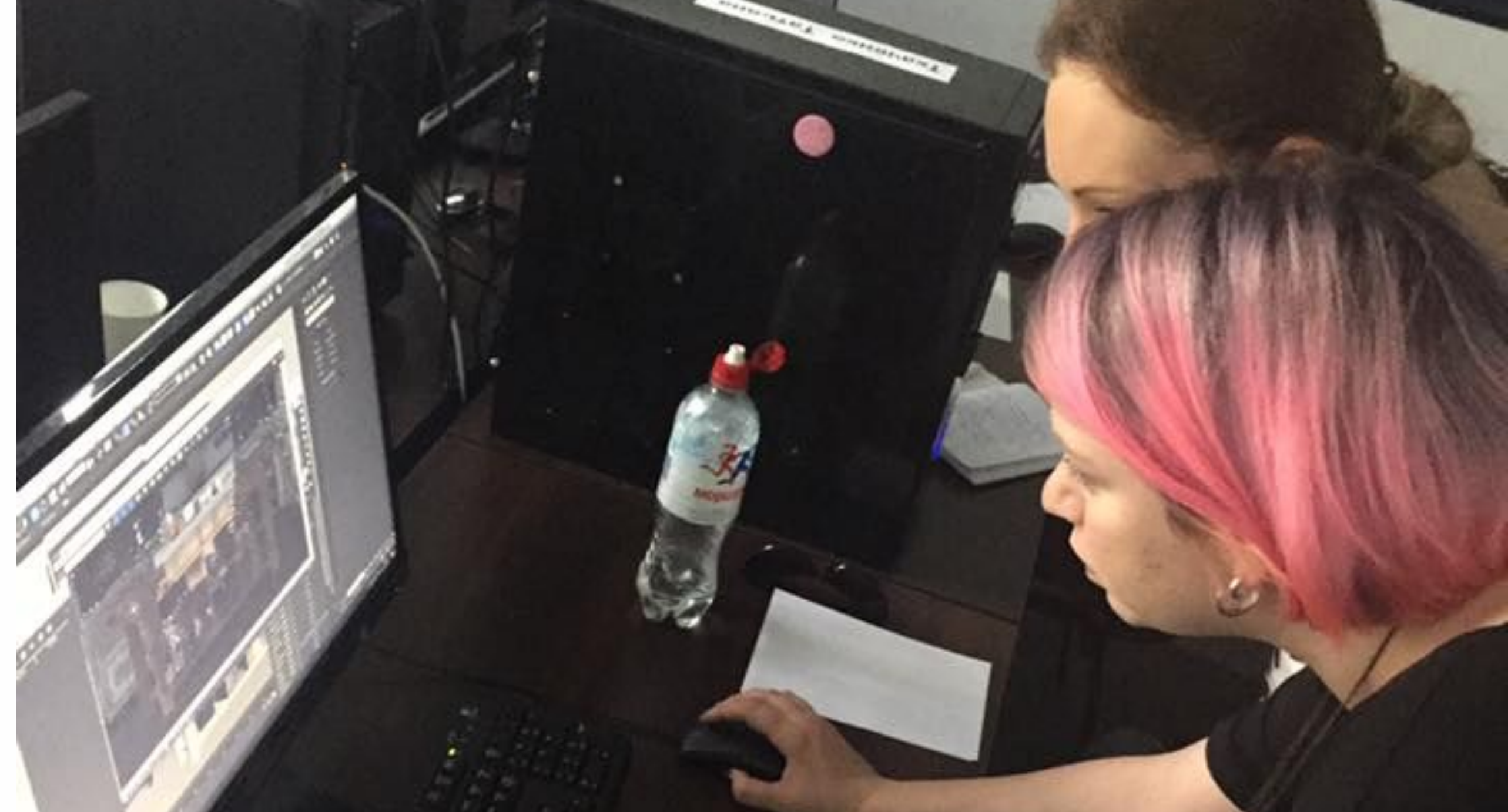


Orange Light

The student who is the first to complete the task adds an orange “bullet” card to his path on the board.



First to make the task?



Help the teammate



A CGI Bootcamp student

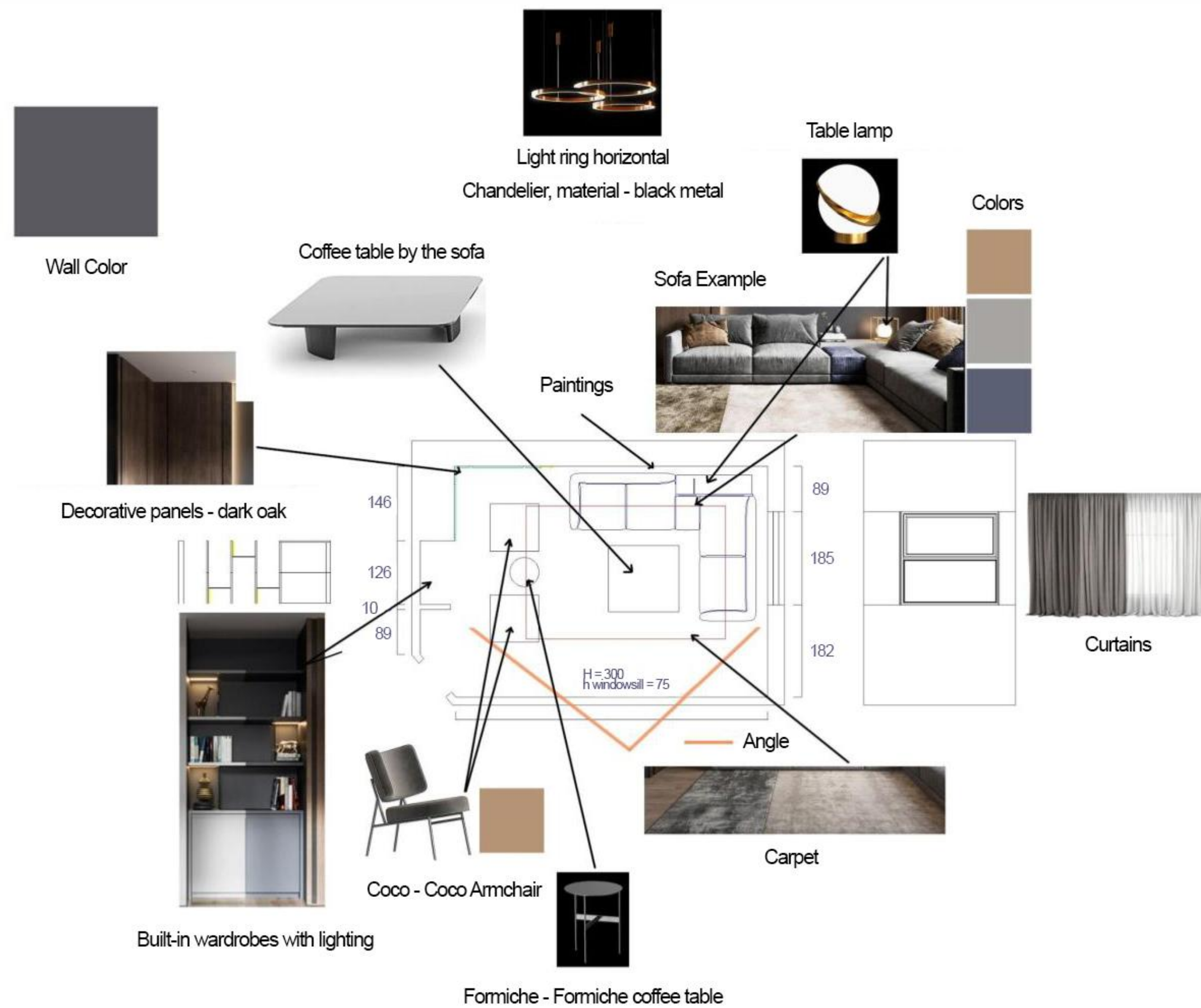


A CGI artist and Mentor



Green Light

Green “bullet” card means that the student successfully completed the task, and came second or later.



Exam Assignment

Students work on a task from a real CGI project and must deliver the result in 7 hours.



Final Exam Work

The resulting 3D rendering should comply with our set of quality requirements, accord with the brief and the project context.

Assessment Criteria

- **Materials:** should look like in real life in color, pattern, or grain, and reflect the light accordingly.
- **Lighting:** the 3D render should have the right chiaroscuro balance.
- **Render:** should have no intersecting objects and be post-produced correctly.
- **Storytelling:** the 3D render should tell a story through lighting, decor, additional elements.
- **Details:** the scene should have the right decor, and all objects are to be modeled in detail.
- **Composition:** the camera angle should make for a beautiful shot, with all elements balanced well.

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Assessment Process

The exam assignment will be judged and commented on by a group of specialists working in CGI — designers, marketers, sales managers, senior CGI artists.



Graduation Party

CGI Bootcamp is more than a path to a career, but a transformative experience. And when it's over, we celebrate the birth of new artists with the CGI community



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