

HERBERT TYLER BAYLIS_{A.O.C.A}

tylerbaylis@rogers.com [LinkedIn.Com](#) www.imdb.com/name/nm1057917/

Website: <https://tylerbaylis.com/>

cel. 416-420-8522

TEACHING PHILOSOPHY

With regards to: Sessional Instructor: Drawing From Objects, Job Code 3582

Drawing is the core to conceiving any work of art and fundamental to expressing oneself. Drawing is the structure upon which ideas are built; every concept, every idea, must be delineated in some way in order for the creative process to begin. Drawing enables the artist to gauge the merit of their work, it lessens the burden and facilitates the path to creativity. There is no limitation to drawing skill. No zenith. No nadir. Drawing is a companion that ever gives, ever forgives.

With regards to: Sessional Instructor: Visual Design for Animation, Job Code 3599

I have been teaching an animation course of my own devising for two years at Achievemore Education in Markham. The course is intended as an introduction for those without any experience. In my course I cover: developing an idea, writing a one page pitch, scripting, character design, model/expression sheets, stock poses, location design, and storyboarding, all using the time tested method of pencil on paper. Electronically, *Krita* and *Blender* are used for actual animation. Both programs are free to download and generally self explanatory/intuitive. My emphasis has been as an overview and not specific character animation which requires a higher level of drawing skill. My knowledge of animation is based upon the 20 years of working in the animation industry here in Toronto, as well as in Korea.