

Apoorva Kaushik

Mr. Speice

Independent Study Mentorship

26 January, 2018

Planning for the Future  
Mentor Visit 1

Mentor: Marta Marks

Profession: Head of Artist Management and Recruiting

Location: Reel FX

Date: January 19, 2018

Time: 12:00 - 1:00

I conducted my first mentor visit on January 19, 2018 with my mentor Marta Marks who is the head of artist management and recruiting at Reel FX studios. During my first mentor visit, we focused on getting a general idea of what the direction I was heading with my final product, so that we could decide on what we would do in our future mentor visit. After analyzing a few of my ideas we believe that a short animation clip of fifteen seconds so that I would be able to create something that is high quality in the time that I have to work on my final product. To do this I would need to animate a short clip at a high quality in order to make my animation useable for a demo reel that I can use in the future to show people my skills in animation.

To create an animation product I would use Autodesk Maya as my primary software since I have experience using it and will be able to push my skills using it. In order to create this final animation product Ms. Marks suggested that I base my animation off of a clip from a movie or tv show so that I would be able to focus on the animation and storytelling rather than writing story line. In addition, using a clip as reference would also let me use the audio so that I would not have to record any additional audio for post production. In order to tackle this project I will have

to learn how to do a few more things in animation so that I can have a wider variety of clips to work from. Specifically I will have to work on learning more about character animation, dialogue animation and how to apply more of the principles of animation to my work. I will be doing this by working through a tutorial on how to animate a dialogue scene in Autodesk Maya. In addition, I will be working on how to incorporate different techniques into Maya such as animation layers and time editors. This will allow me to create a high quality final product that I can show to people in order to display the skills I have in the animation industry.

In addition to learning these new skills I will also be going on regular mentor visits at Reel FX. Ms. Marks said that we could use a combination of meetings at Reel FX and conference calls to serve different purposes. She said that she would have me speak to an animator about my ideas and the skills I would need to have if I were to animate a fifteen second clip with complex character rigs for my final product. We would use the meetings at Reel FX to go over my work and for me to shadow professionals. Furthermore, the conference calls could be used so that I can fix things that Ms. Marks critiques and change them quickly.

In upcoming meeting we plan to work on fine tuning my product idea and analyzing the specific things I would need to do to create an animation. This initial meeting was spent discussing future visits and future product ideas that I could create at a high quality using Autodesk Maya. In general this mentor visit was very helpful in setting up the foundation for my mentorship under Marta Marks at Reel FX.