

Apoorva Kaushik

Mr. Speice

Independent Study Mentorship

8 December, 2017

### **Interview Assessment 6**

**Name of Professional:** Jasmine Johnson

**Profession/Title:** Head of Production

**Studio Name:** Brazen Animation

**Date of Interview:** November 7, 2017

My sixth interview was conducted with Jasmine Johnson the head of production at Brazen Animation. Brazen animation is a studio in downtown Dallas that has made original short films, and has also made content for advertisements and virtual reality. Brazen employs a diverse group of people and was founded by industry veterans who came together in 2013 to make Brazen Animation. This studio is very efficient and employs twenty five to thirty people to work on around 35 projects at any one time. Ms. Johnson had the perspective of a manager position and by speaking to her I was able to learn about how Brazen animation works in comparison to other studios she has worked at.

From this meeting I was able to discover how Brazen animation manages so many projects with a low headcount of employees. Ms. Johnson said that not all studios work on so many projects at one time and that Brazen uses specific techniques in order to manage the amount of projects. In order to work on multiple projects the producers coordinate the projects so

that each department is working on a project that will then continue move through the animation pipeline. Projects are prioritized based on deadlines and complexity of the project. Furthermore, communication is key when working on various something and is something Brazen prioritizes in order to coordinate all of their projects. To produce these projects Brazen uses various softwares including Maya, Houdini, Toon Boom and the Adobe Suite. Autodesk Maya is a software that most animators should know to be able to work in high end animation studios since Maya is the current industry standard. Overall, this is very helpful information since I plan on exploring some new softwares this year and these softwares are a good place to start learning about different parts of the pipeline like visual effects. These softwares were similar to the softwares used by other studios I have interviewed and this information will be very helpful information in the future when I am working on various types of animation.

From this interview I was also able to learn more about how different size animation studios function. Ms. Johnson said that larger studios and smaller scale studios can differ in many ways including how long the studio works on a project, and how they give critiques. Many larger studios will produce feature films and and will spend anywhere from eighteen months to five years on creating one project. On the other hand smaller studios are usually able to work on multiple small project over the course of a few months. This creates a major difference for employees as in a small studio an animator will work on many projects whereas a large studio will have employees dedicated to one project for a long time. In addition to learning about Brazens deadline I was also able to learn about Brazens methods for giving critiques on various scenes. Ms. Johnson said that Brazen mostly conducts open critiques where anyone can come in and watch the critique. However, many larger studios can't do this since they have larger

amounts of employees. Furthermore, the number of critiques on any scene depends on the length of the scene, the complexity of the scene, and how much experience the animator has. In general, this information on critiques will help me understand how many critiques to get and who to ask for critiques in the future.

Overall this interview was very interesting and I was able to understand more of the animation industry and how studio's function from the information I gained through this interview. I will be able to implement the information about critiques by getting critiques from various people on my own work. In general this interview was very helpful and I was able to gain a lot of new knowledge regarding animation studios.