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Independent Study Mentorship

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**Breaking into the Animation Industry  
Research Assessment 1**

**Date:** September 5, 2017

**Subject:** Modeling and Animation

**Works Cited:**

Hurwitz, Matt. "Incredible Animation -- Pixar's Digital Pipeline." *Digital Cinema*, 1 Oct. 2004, p. 8. *General OneFile*, go.galegroup.com/ps/i.do?

Robertson, Barbara. "Plotting a caper." *Computer Graphics World*, Nov.-Dec. 2014, p. 26+. *General OneFile*, go.galegroup.com/ps/i.do?

The animation industry is an extremely competitive field filled with growth and opportunity encompassing numerous studios and talented professionals. The growth and improvement that has been consistently seen in the animation industry also add to the future opportunities in the industry. The animation industry has been improving with technologies such as virtual reality in recent times which will likely affect the future greatly and generate employment and opportunity in new fields for the future. However, currently, industry professionals usually specialize in a specific area that is part of the animation pipeline. Most studios follow a standard animation pipeline that includes development, pre production, production, post production similar to live action. (Hurwitz 1) Personally, I am most interested in modeling and animation which are both portions of the production of the pipeline.

Modeling and animation departments are major facets of 3D computer animation studios and their production teams. 3D modelers and animators use art and technology to create and move all of the characters and props in animated games or movies. These professionals use industry standard 3D software such as Autodesk Maya to create high quality models and animation. (Robertson 2) This information about specific software will help me gain some knowledge on more specialized tools and techniques for modeling later on. On a day to day basis, modelers use 3D software to create models based off of concept art from a previsualization and art department. (Huwitz 1) Similarly, animators use 3D software to move models into keyframes and create the animation based on storyboards and story reels from pre-production. (Hurwitz 1-2) The time that is taken to model a character or animate a scene depends on its technical complexity and its importance in the overall production. This affects the daily routine of these careers and can make these careers very dynamic something that I tend to enjoy. Now that I have a better grasp of how animation is created on a large scale I will be able to better understand the requirements of a career in the animation industry, and understand job requirements of modelers and animators.. This knowledge will also help me understand more terminology as I speak with industry professionals since the animation industry involves a lot of jargon relating to the various aspects of production.

Furthermore, I would like to explore other areas within animation studios, such as rigging, lighting and visual effects in post production. (Hurwitz 1- 4) This would give me a more varied experience in the animation industry and allow me to know what I may want to specialize in for my future. I hope to have a good foundation of knowledge and understanding of the animation industry so that in the future I can build on my experience in university and beyond. I

also think that having some general knowledge about the numerous fields in the animation pipeline would allow me to have a better chance to do well later on after I get a degree in college.

Due to the competitive nature of animation studios many studios require a bachelor's degree for their employees. However, the most critical part of any application to a studio is a demo reel. A demo reel is a short compilation of a person's best work and should show a person's competency and skill in their field. Furthermore, most employers are looking for individuals who have some experience in both fine arts and technology such as programming and tools in various industry standard software. This general information about the requirements for a career in the animation field will give me an idea of what I should be working towards and what I will need to do to enter the industry. Specifically, this year I want to work on improving my skills in modeling and animation along with my understanding of production so that in the future I will have a high quality demo reel.

Overall, the animation industry still greatly interests me due to its dynamic nature and its future growth and opportunity, and I hope that I will be able to gain some experience in the animation industry this year. With this information, I want to explore the principles of animation and the animation pipeline more deeply in the future. With this, I will be to understand the various skills and techniques needed for animation animation and have a solid foundation for my future.