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Mr. Speice

Independent Study Mentorship

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## Frightening Virtual Reality

### *Interview Assessment 5*

**Name of Professional:** Jason Rojas

**Profession/Title:** Motion Designer

**Studio Name:** Post Asylum

**Date of Interview:** November 3, 2017

My fifth interview was with Jason Rojas, a motion designer at Post Asylum Studios. Post Asylum is a studio in Dallas that does many types of work including, animation and motion graphics in advertising and more recently virtual reality games. During this interview I was able to learn a lot about the process of becoming an animator in a studio setting and how to progress in the industry. Mr. Rojas primarily discussed the various skills that are needed in order to succeed in the the animation industry. He had a very interesting perspective since he had worked in an ad agency prior to working at other types of studios. This allowed me to learn about other types of work and how different studios function.

From this interview I was able to learn more about how different animation studios function. Mr Rojas mentioned that he had worked at an ad agency out of college and that working there was very different than working at other studios. He said that agencies usually had very long hours, large amounts of work and many young employees. This area of the animation

industry is usually dominated by motion graphics rather than character based animation and story. This was an interesting perspective that I had not heard before and I was able to learn a lot about different types of studios. Mr.Rojas said that Post Asylum was a small studio that worked in 3D animation and had a diverse body of work such as advertising, video games, and virtual reality.

As a very diverse studio Post Asylum had many different features and tools to help them make various types of content. The studio included a green screen for live filming, sound studios, and a virtual reality room in addition to their standard animation studio. The softwares used at Post Asylum include Cinema 4D, Maya, and the Adobe Suite. These softwares are all relatively standard and further show the variety of work that is done at Post Asylum. In addition, I got to use their virtual reality system that used an HTC Vive system. This studio had a VR game that had an elevator that went up 40 stories and had the player try to walk to the end of a narrow plank. This was a very interesting experience that shows the potential of virtual reality in the future. Overall the Post Asylum studio was very interesting as it completed a wide variety of work.

In the animation industry understanding software and hardware is critical to being able to make relevant content that is up to date with current standards. Software changes rapidly as many programs release an updated version of their product every year with new features. Additionally, various studios will release new techniques and tools that they have made to the community. These changes are always ongoing and change the standard of work very rapidly. Due to these factors Mr. Rojas said that one of the most challenging aspects of his job is keeping up with these various developments in technology. He said that he tries to keep up by following

various artists on social media and following forums regarding the software he uses. This is something that I will be trying to do more in the future so that I can see various ideas and techniques for animation in the softwares I use. Mr.Rojas said that being able to keep up with software is important in being in hired though the most important part is a demo reel. He said that a demo reel should show a person's top work throughout the reel and that best work should be in the beginning to catch people's attention. This was very similar to what I had heard from other people I had interviewed and will be very helpful information in the future when I am working on animation to put in a portfolio.

Overall this interview was very interesting and I was able to learn a lot of information about different studios, software and demo reels from Mr. Rojas. I will be able to implement some of this information in the future when I am trying to create my own products. In general this interview was very helpful and I was able to gain a lot of new knowledge regarding the animation industry.

### Notes Jason Rojas

- Having computer science and animation together is very helpful in the animation industry with the combination of technology and art.
- Experience in an ad agency as an intern after college. Agencies usually have very long hours, large amounts of work and many young employees
- Post Asylum has 3D, 2D and Virtual Reality along with sound production and live filming.
  - Cinema 4D, Maya, and the Adobe Suite
- For all animation look at peers work and get critiques from teachers, peers and industry professionals to get a well rounded critique.
- On a demo reel have good work in beginning to catch attention of viewer and make yourself hireable.
- Technical development is the most challenging with changing software.
  - Follow internet tutorials and social media to keep up to date with various softwares and have inspiration to work on various things.