

Apoorva Kaushik

Mr. Speice

Independent Study Mentorship

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Interview Assessment 3

Name of Professional: Julia Bacak

Profession/Title: Animator

Studio Name: Janimation Studios

Date of Interview: October 27, 2017

My third interview was with Julia Bacak, an animator at Janimation Studios in Dallas. Janimation Studios works in many fields such as advertising, video games, live action and virtual reality. During this interview I was able to learn about skills and softwares needed for the animation industry, the animation pipeline, and try virtual reality. This was a very interesting discussion as I was able to gain more information about specific technical aspects of the animation industry.

From this interview I learned about the importance of the twelve principles of animation, and fine arts in an animator's work. Ms. Bacak said that she uses the twelve principles in all of her work and that while they were made for 2D animation they are just as applicable to 3D animation. She said that it is very important to have a good grasp of the twelve principles and that the best way to refine understanding of the twelve principles is to practice animating and

applying the various principles to my work. After I work on something she mentioned that I should get critiques from a teacher or mentor to improve my work. She suggested that I study animation books such as the Animator's Survival Kit and the Illusion of life to learn the basics of the principles and other animation concepts such as walk and run cycles. Ms. Bacak also mentioned that Pluralsight Creative is a good resource for online video tutorials about animation and modeling. I have used these tutorials before and have found them to be very helpful in learning about the various aspects of the animation pipeline. In addition to learning about animation I also learned about modeling since I was able to experience virtual reality. Ms. Bacak said that things like virtual reality and games have to render in real time so they have to use models with a low poly count. On the other hand film can use high polygon counts since it does not have to render in realtime. This is very helpful information since this year I will be focussing on improving my skills in animation and modeling through my classes so that I can create better work.

In addition to the twelve principles she said that a good basis in the fine arts and technology can be very helpful in the animation industry. She specifically mentioned that figure drawing is very helpful and that I should sketch half from life and half fantasy. In relation to figure drawing she that I should try my best to draw from life and do anatomy studies. Drawing from life makes it easier to understand depth and makes sketches faster and looser. She also said that doing anatomy studies helps animators understand various poses and whether what they are animating is anatomically correct. In regard to software she said that Autodesk Maya is a good industry standard to work with. She also mentioned that ZBrush is very good for modeling and that most studios also use the Adobe Creative Suite. Overall this information was very helpful

and I will increase my drawing from life and will try to work in various softwares this year to increase my skill across various softwares.

I was also able to learn about the animation pipeline and how various shots move through the pipeline. I was told that a piece of concept art will go through multiple renditions before being approved by an art director or the client. Even after a piece of concept art has been approved it takes a lot of time to go through modeling, texturing, rigging, lighting and many other phases prior to being finalized for a scene. I was also able to observe how the studio worked through shots and how work had to be shared between many different people so that they all understood what they had to do in order for the final product to be successful. This gave me a great insight into how people in an animation studio work and how they help the entire animation pipeline function efficiently.

Overall this interview was very interesting and informative as I was able to learn about the technical requirements of modeling and animation. In addition I was able to learn how to improve my work through fine arts and how to practice animation and modeling effectively. This knowledge will allow me to improve my skills and create more ambitious projects in the future.