

Apoorva Kaushik

Mr. Speice

ISM

10 February, 2018

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Final Product Plans

Mentor Visit 2

Mentor: Marta Marks

Profession: Head of Artist Management and Recruiting

Location: Reel FX

Date: February 6, 2018

Time: 1:00 - 2:00

My second mentor visit with Ms. Marks took place on February 6, 2018 after we had discussed some of my work during our first visit. This visit was focused on planning out my final product and what I would do in order to create a cohesive final product. During our meeting we focused on brainstorming three ideas for my final product so that I could pick one to write my final product proposal for and create my final product. This was a very useful meeting since I will be able to make my final product proposal while keeping what my mentor said in mind.

The first idea I had was to create a short demo reel that I could use to present my best work to people who wanted to know what I did. For this idea I would create three new pieces of animation that I could feature in my demo reel. Ms. Marks suggested that if I did this idea I

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should have a variety of shots such as dialogue, physical action and everyday scenarios that all focussed on character performance. She said that when studios looked at demo reels they wanted to see a variety of abilities and styles so that the person they hired could be assigned to various styles of animation. For this demo reel Ms. Marks said that I would need to focus on character performance and leave a blank environment so that I could fully showcase a theatrical style of performance. This idea appealed to me since I would be able to create something original and work more on my skills in performance style of animation.

The second idea for a possible final product was to lay out a schedule for a five minute animated short. This would involve creating an entire production plan with scripts, storyboards, and a budget. Another part of this idea would be spotting the script for assets, characters and major visual effects in order to create a realistic budget, production plan, and timeline for the short. I would then pitch this idea along with a ten second animation test to my audience as the final product. This would allow me to better understand how a studio works in regards to the production of a short and would also give me a chance to animate a short piece that I can showcase as a part of my final product.

The third and final idea for a possible final product was to create a polished ten second clip of lego animation. For this I would be able to incorporate my work from the original work by using the lego minifigure I created for the project. For this project I would have to begin with

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storyboards and a solid concept prior to moving in to the animation phase. In addition, I would have to learn how to rig a very simple character so that I could effectively animate the lego minifigure. This final product idea would give me room to explore other disciplines such as rigging and incorporate my modeling work into a cohesive final product that I created on my own with guidance from my mentor.

Overall this mentor visit was very helpful as Ms. Marks was able to narrow my choices and give me some advice in regards to how long these ideas would take and the various things I would need to do in order to create the product. I will review my final product proposal with Ms.Marks and begin working on my project in the next week. In general all of these ideas are good as they will allow me to showcase my work. In addition, with all of these ideas I would be working combining my prior knowledge with new skills I learned in order to create a demo reel that featured my best work. I would also try to learn new skills and techniques so that my work would improve by using various tutorial and books on animation. In my next few mentor visits I will be shadowing animators and speaking with them so that I can gain the skills needed to create my original work.