

Art 384: Introduction to 3D Animation

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Lecture 9

Schedule

- Roll
- Writing Assignment B
- Demo Reels
- Image Planes

Writing Assignment B

- A cover letter, applying for a job you want.
- Imagine yourself at you will be 3 years from now
 - got animations into a couple of competitions
 - steady work doing 2D web animation online
- Find a real job at a real company
- Write the cover letter

Cover Letters

- Purely formal-- not self-expression
 - getting over that = sign of maturity = good
 - deviation from expectations = extra work = bad
- Three parts, three paragraphs
 - introduction: why you are writing, what job you want
 - I believe I would be a good fit for this position because: A, B, C, ...
 - Next action, contact, enclosures, thanks bye.

3 parts to an application

- Demo Reel
 - by far, far, far the most important part
- Cover Letter
 - for internal organization
 - disqualifies, but does not qualify
- Resume
 - 1 page, spellchecked
 - References
 - 3, available upon request

Demo Reels

- Short : < 90 seconds -- and 20 < 90
- Best work ONLY
 - very tip-top best in first 10 seconds
 - DVD: name and contact info on menu, and on disk
 - movie file: first frame
 - don't annoy, offend, startle
- Credits sheet
 - group projects: who did what
 - solo project: software, date

HR employee annalysis

- HR is a machine
 - for taking emotions out of the hire process
 - operate the machine
 - do not humanize the machine
 - do not invest emotionally in the machine
- 3 categories: competency, controllability, buy-in

Conveying competence

- Have a good reel, have a job history, references
- Know your stuff
- Relax
- Don't try to fake anything
 - don't take credit for other people's work
 - **if you don't know something, say so**
 - Lies indicate incompetence or ego trouble
- Different than exams in school, isn't it?

Conveying Controllability

- References, if they talk to them
- **Listen**
- Repeat questions back, to make sure you heard them correctly
 - Answer the questions you're asked
- Be polite and pleased to be there.
- Answer questions the way they expect.
 - stupid questions? give the obvious answer

Conveying buy-in

- Be polite and pleased to be there.
- Be positive that you do really want the job
- Decide whether you want to work there **AFTER** you see the \$
 - it's better to turn down an offer than to be turned down
 - they have a database! they'll call you back.
 - is that dishonest? not with HR.

Image Planes

- Used in Maya to get proportions right
 - most useful in orthogonal views: front, side, top
- Images to use:
 - silhouette or distant views-- less perspective
 - of a known aspect ratio
- Options
 - view menu -> view -> image plane -> import image
 - texture map on a cube

Use of Image Planes

- can be hard to control
 - move when cameras move??
 - other use: live shots
- useful with wireframes, too
- attr editor: "attached to camera" vs "fixed"
- placement via "placement extras" in attr editor
- deleting: select via view->imageplane attrs, then hit delete

Use of Image Objects

- have to be able to texture map
- aspect ratio issues: scaling the object can distort the image-- opposite of goal
 - use uniform scale AND square images
 - square images via "set canvas size" in PS
- very delicate movement and placement
- trouble with wireframe
- put on separate layer -- selection issues