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"Work with a Faculty Member as a 3D Computer-Generated Imagery (CGI) Generalist on the Production of an Animation Short Film"

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Project Summary – Work with a faculty member as a 3D Computer-Generated Imagery (CGI) Generalist on the production of an animation short film. The short will explore contemporary social issues and be produced from start to finish during the program period.

Student Prerequisites – Students interested in this position need to have a basic understanding of 3D CGI modeling, texturing, animation, lighting, and rendering, as well as production processes such as storyboarding, animatics, audio production, and editing. ARS 220: Animation Introduction or equivalent experience is required, and additional intermediate to advanced 3D experience, ARS 32x or 42x, is preferred. Students will be evaluated based on their letter and portfolio materials.

Student Duties – The selected student will work directly with the faculty member to conceptualize, visually develop, and produce an animated short film. This will be an intense schedule, but is an outstanding opportunity to learn and develop artistic and technical skills, gain a better understanding of industry best practices, as well as produce portfolio work. It will be possible for the selected student to focus on the production area of greatest skill and interest, but will also require the student to quickly learn new tools and pipelines in order to collaborate successfully, hit milestones, and make the final deadline. The student will be exposed to planning, creating mood boards, story development, look development, character design, environment design, storyboarding, digital cinematography, modeling, texturing, rigging, animating, lighting, rendering, using version control software, compositing, foley audio, and editing over the course of the production of the short. A positive attitude, good organizational skills, strong communication, and self-motivation are important traits the successful student will need for this role. This is a unique opportunity that will allow the selected student to help drive a creative project as a paid 3D CGI generalist while still in school. Working full-time on a production will dramatically accelerate improvement of art and technical skills, as well as provide an intimate understanding of the full production pipeline and processes. The professional experience and portfolio materials gained from this program will be extremely beneficial in helping the student land an entry level job in a very competitive industry. The short film will be completed at the end of this program, and will subsequently be submitted to festivals.

Mentor Supervision and Interaction The student will work on site with faculty member in Wilson Hall. Working hours will be flexible. Faculty member will not just be supervising & mentoring, but will also be working on the production, so regular contact will be vital to the success of the collaboration. Direct interaction will occur daily to assess progress, talk about issues or potential roadblocks, and to evaluate technical and artistic work completed. Thoughtful, detailed feedback will be provided, and is expected in return. Help will always be available, but a good deal of independent troubleshooting and problem solving is expected.