

Id Animation & Arts

International Animation Day, 28th Oct-07

Demo Reels; Resumes; Cover Letters -

Tips and Suggestions

Cover Letter:

- 1) Make it short and to the point. (See previous paragraph).
- 2) If you are applying to a particular department, indicate this so we know who should be looking at your reel.
- 3) If you were referred by someone, definitely mention this.
- 4) Keep it simple and don't use flowery language when mentioning about yourself
- 5) First impression do matter, so try everything to make it good.

Resume:

- 1) Try to avoid listing irrelevant experience in the previous employment section. Unless it connected to the present job you are applying for..
- 2) Show skills relevant to animation, like dancing, mime, martial arts, photography, crafts etc even though it isn't connected directly to animation.
- 3) highlight but DON'T LIE! If you were a lead game tester, it's okay to call yourself a "Quality Assurance Manager". If, however, you were a junior animator at your last studio, don't call yourself an Animation Supervisor.

Demo Reel:

1) Earlier VHS (NTSC) was the safest format for a show reel to be reviewed. But now CD will do, but before sending any material call and verify the studios preferred formats.

2) **Put your best work first.** Most studios personal are busy and have very little time to review reels. If your content doesn't get their attention in the first few seconds of a reel they tend to watch the rest in fast-forward mode until they see something that looks interesting enough to stop and look at in normal speed. Don't let us miss your best piece.

3) Don't repeat animations that are boring. It looks you are trying to fill up space as you don't have enough to cover the show reel.

4) **Keep it short. 3 minutes is a general target length.**

5) Avoid long intros unless they are important to your reel. Move to the main part of the reel as soon as possible.

6) Break down your role on the reel; it is essential that you include a descriptive list of your contributions to each shot. Or it is assumed that you all the work are yours.

7) **DO NOT PUT OTHER PEOPLE'S WORK ON YOUR REEL** Also, do not include any tutorials or demo/stock scenes which came with the software on your reel.

8) Send appropriate work as per the present needs of the company. Take time to research the company you apply to, then they will take the time to find out about you.

9) Put proper labels on your demo reel and your resumes for identification if in case they both get separated.

10) Include good drawings only if it adds to your Reel. Good traditional skills can be showcased but make sure they are good or you will end up showcasing your weaknesses.

13) On Character animation reels please show "acting", walk/run/flight cycles alone will not get you hired as a character animator anymore. To get a job of an animator, your work should convey emotions and thoughts through body language.

14) Smaller companies need people with multiple skills. Larger companies, have more people thus an artist has to focus on a particular skill.. A good demo reel should be able to do justice to your skills at the same time fulfill the requirements of the company. Multiple skills always help in the long run.

15) Don't use copyrighted work, without permission from the owner of the content.

16) Include some personal work on your reel. It helps if we can see what you can do on your own as well as what you can do when collaborating or being directed.

Interview:

1) Research the company you're visiting. Typically, you'll be asked: "Why do you want to work here? Or what specifically do you like about our products, and of course, "Why do you want to work here", answer the question with relevant answers. Also look out for trick questions.

2) Be on time. Remember, first impressions are lasting impressions.

3) Dress properly, don't over or under dress.

4) Be Frank and positive in your approach, and don't try too hard to impress people or butter them up.

5) Carry another copy of your reel/resume and carry some additional work if you can.

6) Don't speak negatively about others, it shows a wrong attitude

Follow up:

Call up in 2 weeks if the company doesn't call up. Follow up thank you letters are also accepted now days. Resubmit your materials in 6 months if you still want to work with the same company, its possible that a requirement for your skill sets will be available later.