

CG Industry professionals interview questions

As a student of The Manchester college studying 3D Modelling and Animation for Games and Media we've been given a series of assignments to give us the opportunity to display our creative and technical knowledge. I want to engage directly with industry professionals to find out first hand their journey, day-to-day tasks, skill development and what the future holds for the industry. To answer these questions I've contacted several studios and professionals for live and recorded interviews, below are the questions I would like to answer.

- What was your education journey into the CG industry?
I wasn't sure what I wanted to do as most people don't in their teens. I knew Uni wasn't for me after trying it for a few weeks as I was keen to get out earning money and gathering experience so decided to take a chance on a small advert in a newspaper for a reception at a CG Studio (Red Vision) – I worked my way up from there, gaining experience wherever possible and have now found myself as Head of Production at RealtimeUK
- Would you change anything about your education journey?
I wouldn't change anything as I'm at the level I set out to be at however some producers do benefit from having more hands on experience as an artist before they move into production, either way if you have the determination and work hard you will get to where you want to be
- Do you set a benchmark on a project piece? Your personal standard for the project.
We always aim for better with each piece of work, as a team we all want that so it's not hard to achieve
- Do you have anyone who inspired your career?
Fiona York who was Head of Production at Red Vision really inspired me to want to go into production and was a great mentor over the years that I worked with her – she's still a great friend
- How do you keep up with industry expectations?
You have to assess and evolve constantly to keep up with the competition – the standard is getting higher and higher each year with new technology being put in place daily
- Is it clear what is expected?
Bench marks are set on each project and agreed with the client before starting a project to ensure its clear to all parties involved what they can expect
- Does the studio specify the software choices?
We are a MAX studio primarily however, as clients build assets in other software and are moving into in-engine work we need to adapt where possible to accommodate that
- Do you have any favourite software?
I personally don't use the 3D packages
- What do you enjoy most about your position?
The team I work with are great, I couldn't do my job without their hard work and dedication. I produce 90% of the projects in the studio, at the moment, and they are all very different from Still Images, Museum Exhibits Games Trailers to TV Documentaries
- Is there anything you are not so keen on?
Sometimes you have to do long hours which is part and parcel of the job but the results make it worth while
- What has been your most memorable project and why?

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Every project has a different reason why it was memorable from the first job I produced which won a RTS award through to the current work we're doing as we're learning new skills every day

- What has been the project you were most proud to have worked on and why?
I think the first project I ever did as it was a massive undertaking for a small studio, we turned around hundreds of live action/cg shots in a few months on a shoe string but it still won the RTS award
Just being part of great team
- What are the key stages of your workflow?
Concept & Design
Animatic
Modelling/Texture/Shaders
Rigging & Animation
FX
Lighting
Render
Comp
Add into this live action shoots, mocap, audio etc where necessary
- What is involved during each stage?
Probably too much detail to add into this interview! 😊
- What happens in a situation where an artist is waiting on another stage, or does this not happen?
We try not to have this happen however we can look to bring in more staff, explore overtime or prioritise other tasks so we keep up momentum

Production Manager Specific Questions:

- How do you set a benchmark for a project?
We can either use shots from other projects we have created or do a bench mark shot as a prove of concept
- As the production manager do you set the allocated time on each stage?
Yes