

the house of curves & studio soi's tips for students

in association with SKILLSET for IMAGINE Magazine



Emote.

If your film is funny, or moving, or both, people will want to see it. If it isn't, they probably won't.

Inject yourself into your characters.

Recognise how closely the personalities of Chris Landreth, Tim Burton, the Wachowski Bros & Nick Park are reflected in their films.

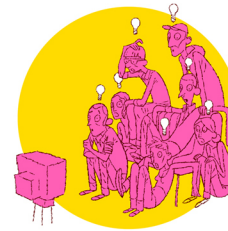


Halve your workload.

Instead of modelling & texturing everything, could you create a matte painting to set off your characters?

Study the classics.

There's more to film than Toy Story and Shrek.



Commit 110%.

There are good students at good schools everywhere working hard on their amazing films. What are you doing tonight?



during study

Be impressive.

If industry people visit, meet them on time, have good questions ready, show interest. It'll be remembered.



Stay organised.

Always imagine the scenario of you being absent at key moments of production. Are your filenames recognisable to others?



Pick your battles.

Luxo Jr & Gollum are both CGI classics. From a technical standpoint, consider that a Luxo-type pipeline might be an easier mountain to climb.

You're in this together.

Students scream for resources, tutors get poor class attendance. Find some middle ground.



Count to 10.

Crashing computers and corrupt scenes are a fact of 3D. Temper tantrums are not acceptable in a studio, are you the loudest in the room?

