VFX Careers Research

This term we were asked to write an essay about career planning and we read the vfx screen skills webpage to get a detailed look at all the types of jobs in the vfx workflow. In the overview chart and website, each job type is clearly introduced with the parts they are good at and the skills needed. It can help us to make a better choice by combining our own situation. On the other hand, having a complete and general understanding of the whole process of the industry can help us to better engage in teamwork. Not only focus on the project at hand, but also know that you are working for a common team project, better cooperate with your colleagues.

The first job role that interests me is that of a modeling artist.

From the introduction, it appears that Modelling artists create characters, weapons, plants and animals on a computer in 3D. First of all, I would like to state my strengths. I think I have the foundation, I have worked alone with different kinds of models. For example, hard surface models that need to clean up the mesh and bevel (weapons, vehicles, etc.); soft creatures that need to be sculpted (human body, animals, etc.); layout and construction of large scenes, etc. I feel different fun in different exercises. Secondly, I am very good at cartoon, cute type of modeling, and also do my own pre-concept design. I enjoy bringing my imagination to life from scratch. Although I don't have enough experience and works yet, I hope I can continue to work hard in this direction in the future.

However, I still have many shortcomings and I hope to address them. I do not have sufficient foundation in art and sculpture, which causes me to lack some artistic aesthetics compared to others who were born professionally. I try to appreciate as many good works as possible, not only digital artworks on artstation, but also physical artworks, such as galleries and exhibitions. I want to make full use of the rich art resources in London and develop my aesthetic skills. Secondly, I sometimes lack the ability to observe reality, and more often than not, I like to indulge in my own wild imagination. This sometimes leads to a lack of subtle and realistic details in my works when dealing with realistic artworks. I consciously train myself to observe objects in life and think about their structure, texture details, roughness and so on. When I first started learning modeling in China, my teacher always told us a story about an orchid. He had just graduated and went to work for a company, and the company's test was a modeling of an orchid. He quickly finished the work against an online drawing. However, one day when he went to a restaurant for dinner and happened to see a real orchid, he was surprised to find that the internal structure of the orchid flower was different from what he saw in the picture. He hurriedly bought a pot of orchids and modified the model at home, and finally he was successfully accepted by the company. This story made me understand that as a modeling artist, one should always observe life and love life.

Then there is the direction of my future study. Since I hope to progress in the direction of modeling artist, I have to do more practice and accumulate works. In the year and a half of contact with the cg industry, I have gotten started with maya, zb, blender, md, sp and other software, and the next step is to make the technology better for the art. I think I need to

practice more modeling skills and wiring. Of course, on the path of modeling, many times it is boring. For example, I pinched a satisfying organism in ZB, but I had to work on the topology. In the beginning I lacked a little patience, but then I realized that it was crucial for the later work (binding, animation, etc.). I gradually understood that I was not working alone, it was a team effort of many people to finish a good looking shot. In terms of job options, modelers can work in the vfx workflow, but they can also go into other industries. I also like to be able to go into the game industry when I have the chance. This is because I prefer cartoony, stylized models to fully realistic ones.

Finally, I also have many favorite art styles and artists that I admire, and I hope I can work towards them. I would like to make a record below and explain.

Entei Ryu

Wlop
Their style is more suited to independent artists

Genshin

Arknights

These two games are the art style I like and want to do for a job in the future. So I am learning the modeling of secondary characters, and also studying the practice of triple rendering in blender, sp and other software.

Finally, modelers are often said to have a low bar, thus leading to a high rate of competition. I am just starting out and have a long road ahead. But the most important thing is to develop an aesthetic, value your imagination, and love the work.

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