1. Record Nr. UNINA9910456025403321 Autore Wagstaff Sean Titolo Getting a job in CG [[electronic resource]]: real advice from reel people // Sean Wagstaff; with Dariush Derakhshani San Francisco; ; London, : Maya press/SYBEX, c2004 Pubbl/distr/stampa **ISBN** 1-280-52255-0 9786610522552 0-7821-5143-4 1-4175-0496-X Descrizione fisica 1 online resource (266 p.) Altri autori (Persone) DerakhshaniDariush 006.69602373 Disciplina Soggetti Computer graphics - Vocational guidance Computer animation - Vocational guidance Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Nota di contenuto Foreword: Contents: Introduction: Chapter 1 What 3D Job is Right For You?; Finding Your Niche in Film and Television; 3D Job Descriptions; Chapter 2 Technical 3D Jobs and Other Industries; Technical Art Jobs; Management Jobs: Other 3D Jobs: Summary: Chapter 3 What To Learn: Fundamental Skills; 3D Graphics Skills; Other Skills; Summary; Chapter 4 How and Where to Learn; Going to School vs. Teaching Yourself; Choosing a School; Getting the Most Out of School; Teaching Yourself; Summary; Chapter 5 The Demo Reel, Portfolio, and Resume; Preparing Your Resume; The Portfolio; The Demo Reel; Summary Chapter 6 Finding JobsTo Hollywood (and Beyond); Finding 3D Jobs on the Web; Summary; Chapter 7 The Real Goods: Who You Know; Friends in the Business: The Job Hunter's Hotline; Networking Opportunities; Film Festivals and Trade Shows; Summary; Chapter 8 Working with Recruiters; What Staffing Agencies Want; What In-House Recruiters Want; Summary; Chapter 9 Interviewing for the Job; Preparing for Different Types of Interviews; Research Before the Interview; Questions

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## Sommario/riassunto

Get the Inside Track to Landing an Enviable Job in Computer Graphics Breaking into the wildly creative and fiery 3D/Effects industry is a tough proposition. With so many talented people competing for each alluring job, it's imperative that candidates grasp what employers look for and make every attempt to stand out. Maya Press, a joint publishing effort between Sybex and industry leader Alias, brings you this definitive and practical guide to help you land that first job or advance your current job in the computer graphics industry. Getting a Job in CG: Real Advice from Reel Peop