

1. Record Nr.	UNINA9910780447703321
Autore	Wagstaff Sean
Titolo	Getting a job in CG [[electronic resource] ] : real advice from reel people // Sean Wagstaff ; with Dariush Derakhshani
Pubbl/distr/stampa	San Francisco ; ; London, : Maya press/SYBEX, c2004
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
Disciplina	006.69602373
Soggetti	Computer graphics - Vocational guidance Computer animation - Vocational guidance
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 to Expect; Closing the Interview; Summary; Chapter 10 Frequently Asked Questions-Insights from Reel People What Kinds of People Do You Look or When You're Hiring?What Do You

Look for in Specialized Positions?; What Do You Look for in a Demo Reel?; What Do You Look for During the Interview?; How Important Is Education?; What Advice Do You Have for Expanding Your Skills?; How Do You Network?; General Advice; Appendix: Real Reels; Index; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; Q; R; S; T; U; V; W

---

Sommario/riassunto

Get the Inside Track to Landing an Envidable 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

---