

# 3D CHARACTER ANIMATOR

PROGRAM IN ENGLISH



The course will take place in Annecy.

## PRE-REQUISITES

Undergraduate level in the field of 3D computer graphics (modeling, animation, rendering) or 2D animation (subject to having a 3D experience), or a minimum of two years of professional experience in this field. No age limit.

A good proficiency in the MAYA software is mandatory to pass the selection test.

*More information at <http://www.gobelins-school.com/formation/3d-character-animator-3d-character-animator>*

## DEADLINE FOR APPLICATIONS

**Wednesday April 24<sup>th</sup> 2019**

## CONTENT OF THE APPLICATION FILE

- **Administrative file :**

The candidate completes the registration form on the Gobelins website, the image school: [www.gobelins.fr](http://www.gobelins.fr), by choosing the desired training(s). The candidate receives an email containing the information that will allow him/her to connect to his/her file.

If the candidate's wish(s) are deemed admissible by the school, the recruitment and competition procedures, as well as the link allowing the payment of the application fees, will be sent to him by email. The supporting documents below must then be provided in pdf format, and in **4 separate files**, distributed as follows:

- In a single PDF: curriculum vitae, cover letter and last 3 school reports
- In a single PDF: diplomas, titles or proof of their preparation
- In a single PDF document: valid identity document (National identity card front and back or passport)
- In a single PDF: scan the invoice proving the payment of the file fees
- The tumblr blog address must be entered in the Tumblr field

Note: If the candidate's file contains a missing or incorrect document, the file will be deleted from the candidate's file. An email will then be sent to the candidate to tell him to upload the expected part.

## APPLICATION PROCESS AND CALENDAR

All candidates will pass the entrance exam remotely. Each of the pre-selected candidates will be contacted for a connection test. For the technical test, a computer equipped with Maya 2017 or 2018 and a webcam is required, so is a wire connection to Internet (avoid WIFI).

1. SELECTION BASED ON DEMO REEL	
2. TECHNICAL TESTS	
Date	Monday May 6 <sup>th</sup> 2019
Time	From 9 a.m. to 6 p.m.
Place	By videoconferencing only
3. INTERVIEWS <i>(for all candidates)</i>	
Dates	May 9 <sup>th</sup> and 10 <sup>th</sup> 2019
Duration	Around 30 mins
Publication of results*	Wednesday May 15 <sup>th</sup> from 6 p.m.
Place	By videoconferencing only

## TEST CONTENT

Selection based on demo reel Application folder content
<ul style="list-style-type: none"> <li> <b>Technical and artistic portfolio :</b>            Upload on Tumblr blog <sup>(1)</sup> specifically created for the selection process  <b>(EXCEPT FOR CHINESE NATIONALS)</b> <ul style="list-style-type: none"> <li> <b>Video of personal motivation</b> detailing your professional aspirations and the reasons for which you chose to apply to the course in English.  <b>The video will be uploaded to the Tumblr blog created specifically for the contest. It should not exceed 100 MB. We recommend that you prepare it in QuickTime or mp4 with H264 compression.</b>  <b>For Chinese Nationals : Please send via <a href="http://www.filemail.com">www.filemail.com</a> to <a href="mailto:info-concours@gobelins.fr">info-concours@gobelins.fr</a> and specify the host link</b> </li> <li> <b>Demo reel and technical making-of video</b>            Demo reel and technical making-of video of your work (2 minutes max) enhancing your skills in 3D computer graphics: animation, turns, modelling, layout, textures, camera mapping, compositing, lighting... It will be sent as a 1280X720 in H264 mp4, 25 ips, with the following title: Demo_Surname_FirstName.mp4 (100 Mo max).  <b>For Chinese Nationals : Please send via <a href="http://www.filemail.com">www.filemail.com</a> to <a href="mailto:info-concours@gobelins.fr">info-concours@gobelins.fr</a> and specify the host link</b> </li> </ul> </li> </ul>

This demo will comply with the following guidelines:

- early card mentioning your name (maximum two seconds)
- no added background music
- in case of collective work, always clear what you have achieved
- 2D and 3D exercises: specify the techniques used
- end of demo with the list of used softwares (2 seconds max).

(1) Tips for creating your Tumblr blog on the last page.

OBJECT BEING EVALUATED	EVALUATION CRITERIA
<b>Video of personal motivation</b>	<ul style="list-style-type: none"> <li>▪ Suitability of candidate to the course</li> <li>▪ Quality of expression</li> <li>▪ General quality of the presentation</li> </ul>
<b>Demo reel and technical making-of video</b>	<p>The evaluation will take into account the following abilities :</p> <ul style="list-style-type: none"> <li>▪ Mastery of 3D tools</li> <li>▪ Adaptability to different computer graphic styles</li> <li>▪ Ability to storytelling</li> <li>▪ Creativity</li> <li>▪ Mastery of techniques used</li> </ul>

### TECHNICAL TEST

OBJECT BEING EVALUATED	DURATION	POINTS	CONTENT AND EVALUATION CRITERIA
<b>3D Animation</b>	<b>8 hours</b>	<b>100</b>	<p>Starting with given 3D models, the test will ask candidates to produce an animated sequence (around 8 seconds), in accordance with a predetermined subject, which is put together in a 3D space. This test will use Maya software.</p> <p>Candidates must submit a movie file with the final 3D Maya file of their animation.</p> <p>The evaluation will take into account :</p> <ul style="list-style-type: none"> <li>▪ Image composition (framing, staging, camera angles)</li> <li>▪ Originality, within the constraints of the test</li> <li>▪ Expressivity (rhythm, light...) the ability to communicate an idea (narrative, aesthetics...)</li> <li>▪ Rendering: finishing techniques in accordance with the standards requested and the beginning of the test.</li> </ul>
<b>TOTAL</b>	<b>8 hours</b>	<b>10</b>	

## INTERVIEW

Interviews will take place in English, around 30 minutes.

POINTS	EVALUATION CRITERIA
30	Coherence of the candidate's history, their professional aspirations and motivation
20	General knowledge of media (animation included)
10	Command of English and/or French languages
40	Analysis and assessment of the technical test as well as of the application folder content, in particular the demoreel

## MARKING PROCEDURE AND SELECTION

The average of all scores obtained from the demoreel determines the list of admissible candidates to the technical tests and interviews. Only the average of the scores obtained at the technical tests and interviews is taken into consideration for the final result of admissibility to the course.

- ✓ Create your own Tumblr blog: see template blog <https://3dcagobelins2019.tumblr.com/>
  - Go to [www.tumblr.com](http://www.tumblr.com)
  - Click on "start", enter your email address and a password - to keep and record!
  - Fill in the "name" field of the blog as follows: **3dcagob2019namefirname**, then validate
  - Go to the next page by clicking directly at the top left on "Select 5".
  - Change the appearance of the blog by clicking on the small blue-orange-red avatar. Disable the display of the header image and the avatar image, leave the default background blank
  - Give a title to the blog with the candidate's first and last name, as follows: NAME First name
  - Click on "save"
  - In the blog settings "Visibility", make sure that it's hidden from search results but not protected by any password
  - Create 2 separate video posts, one for the motivational video and one for your demo tape. No other videos will be accepted.