## ANIMATION PORTFOLIOWORKSHOP



Thank you for signing up for the Animation Portfolio Workshop, here are the event details again:

Title of Event: ANIMATION PORTFOLIOWORKSHOP

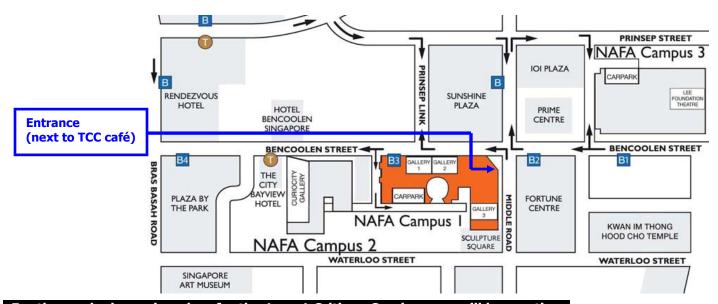
Date/ Time: **14 March (Fri) 9.30 am to 5.00 pm** 

15 Mar (Sat) 9.30 am to 4.00 pm

Venue: Nanyang Academy of Fine Arts (NAFA)

Visual Arts Seminar Room, <u>B2-08</u>, Wing B | Campus 1 | 80 Bencoolen Street

(near Bugis/ Dhoby Ghaut)



#### For those who have signed up for the 1-on-1 Critique Session, you will be meeting:

Ms Pamela Thompson	Available Mr Tad Leckman, Program Director of Training & Available		
Recruiter/Career Coach (USA)	14 & 15 Mar	& 15 Mar Ms Alicia Lee Muller, Recruiter	
		Lucasfilm Animation Singapore	
Mr. James Tam LID Director			
Mr James Tan, HR Director	Available	Mr David Kwok	Available
		:	Available 15 Mar (Sat)

#### Notes to Candidates attending 1-on-1 Critique Session\_

- Each speaker will have a station and will conduct private consultation sessions with you on a 1-on-1 basis.
- Those who have reserved a slot have been informed of the date of their session (14 or 15 Mar).
- There will be a seating area for each speaker for you to await your turn, on a first come first served basis.
- If you have booked slots for more than 1 speaker, you may join the queue for the next speaker once you have finished 1 session. *E.g After meeting Pamela Thompson, join the queue for Scrawl Studios.*
- The speakers have been booked to see X no. of candidates per day, so you will definitely have your turn. If progress is fast, we will then arrange for the speakers to meet walk-in candidates.
- Please bring your own laptop if you are presenting showreel.
- Make sure your laptop is on and fully charged before meeting the speaker.
- You have 15 mins to present your showreel/ portfolio, and for speakers' feedback/ Q&A.
- If you need to change, candidate. You may rejoin the queue or approach the Event Manager to rearrange your next slot, subject to availability).
- We encourage all candidates to come prepared with specific questions for speakers, to make full use of the critique session!

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#### **PROGRAMME**

Time	Day 1 (Friday)	Time	Day 2 (Saturday)	
8.45 am	Arrival of Guests/ Registration	9.00 am	Arrival of Guests/ Registration	
9.30 am	Welcome note from MDA.	9.30 am	Perspective from <b>Mr Tad Leckman</b> ,	
9.40 am	Industry Overview by		Program Director of Training & Ms	
	Mr Xavier Nicolas, Managing Director,		Alicia Lee Muller, Recruiter -	
	Lucasfilm Animation Singapore.		Lucasfilm Animation Singapore.	
9.50 am	Presentation "Resumes and Demo Reels"		- on recruitment expectations.	
	by <b>Ms Pamela Thompson</b> ,		- Showcase of portfolios.	
	Recruiter/Career Coach (USA)		- Q&A	
11.00 am	Break	10.30 am	Break	
11.20 am	Exercises/audience participation and role	11.00 am	Perspective from <b>Mr David Kwok</b> ,	
	playing, by Ms Pamela Thompson, on:		Chairman, Singapore Animators	
	- interviewing techniques		Connection	
	- networking		- on recruitment expectations.	
	- time/financial management goal setting		- Showcase of portfolios.	
	- Q&A		- Q&A	
12.30 pm	Lunch.	12.00 pm	Lunch.	
	Onsite sign-up for Critique Session (subject to		Onsite sign-up for Critique Session (subject to	
	availability).		availability).	
1.30 pm	Perspective from Mr Ervin Ann, Vice	1.00 pm	1-on-1 Critique Session	
	President – Development, Scrawl			
	Studios Pte Ltd			
	- on recruitment expectations.			
	- Showcase of portfolios.			
	- Q&A			
2.30 pm	Break.	4.00 pm	Day 2 Programme Ends.	
	Onsite sign-up/ time changes for Critique			
	Session (subject to availability).			
3.00 pm	1-on-1 Critique Session	Programme	Programme may extend/shorten based on response	
5.00 pm	Day 1 Programme Ends.	for Critique	for Critique Sessions.	

(Prog as of 7 Mar 2008, subject to change.)

Organised by:



Supported by:



### **ANIMATION PORTFOLIOWORKSHOP**

#### Get To Know Our Speakers



#### Ms Pamela Thompson Recruiter/Career Coach | USA

Pamela Kleibrink Thompson is an internationally known speaker at colleges, film festivals and industry functions. Her recent schedule included a presentation on animation history at Disney Feature Animation; lectures at SIGGRAPH in Boston and San Diego; FMX in Stuttgart, Germany; and the Art Institute of Pittsburgh. She also taught two weekly Career Realties classes at Gnomon School of Visual Effects in Hollywood.

Pamela Kleibrink Thompson is an internationally-acclaimed recruiter, career coach and Emmy Award-winning animation veteran. She was named one of the Top Ten Recruiters by *Animation Magazine*. Her career has given her hands-on knowledge of every aspect of

animation and games. Recent recruiting clients include Technicolor in Beijing, China; Laika in Portland, Oregon; and Arnstrong-White in Bloomfield Hills, Michigan.

Pamela Kleibrink Thompson set up an animation studio from scratch as the production manager of *The Incredibles* director Brad Bird's first network animation project, *Family Dog*. She was production manager on *The Simpsons*, the Emmy Award-winning prime time animation series.

Pamela Kleibrink Thompson was production manager on the Paramount animated feature *Bebe's Kids*, produced and directed by the Hudlin Brothers. Thompson produced the Career Boot Camp in 1998—a weekend immersion seminar for animation professionals. She co-produced the event in 1999.

Pamela Kleibrink Thompson's monthly column, The Career Coach, appears at the Animation World Network web site http://mag.awn.com and in the Los Angeles-based employment journal, *Working World*. She has written articles for over 40 other publications, including the *Los Angeles Times, Entrepreneur* and *Woman's Day*.



### Mr Ervin Ann Vice President of Development Scrawl Studios Pte Ltd | Singapore

Scrawl Studios Pte Ltd is one of Singapore's leading animation companies, specializing in high-definition original kid's content for TV, Web and Mobile.

Founded in 2001, making it one of the pioneer animation studios in Singapore, Scrawl Studios is the creative force behind many innovative animation titles and character brands, with programmes sold internationally to Australia, Canada, France, Portugal, South Korea and Thailand. Its animated titles include NANOBOY ( $26 \times 26 \text{ min episodes}$ ); Milly Molly ( $13 \times 22 \text{ min episodes}$ ) and CLANG INVASION ( $52 \times 11 \text{ min episodes}$ )

Beside digital animation, Scrawl Studios also develops interactive content based on its character brands, including a suite of mobile games and mobile comics, as well as

original Flash online games. Scrawl Studios aspires to be a leading creator and IP Producer in Asia of hit animated entertainment for kids, and the creative force behind a stream of distinct and marketable properties and characters.

If you are interested to work in a field that allows you to flex your imagination, be creative, resourceful and get in touch with the current trends of multimedia and animation, you are more than welcomed to send your portfolio and resumes to recruit@scrawlstudios.com. Information and artwork by Scrawl Studios can be found at <a href="https://www.scrawlstudios.com">www.scrawlstudios.com</a>.

#### ANIMATION PORTFOLIOWORKSHOP

#### Get To Know Our Speakers

#### **Lucasfilm Animation Singapore**

Lucasfilm Animation Singapore is a fully-integrated Digital Animation Studio designed to produce digital animated content for Films, Television and Games for global audiences.

Lucasfilm Animation Singapore works hand in-hand with Lucasfilm Animation based at Skywalker Ranch in Marin County, California. Together, they are currently producing a CG Animated TV Series in 3D for the global market. The TV Series is based on the Star Wars universe with the working title Clone Wars. It will be broadcast in 2008.

Lucasfilm Animation Singapore also works alongside Industrial Light and Magic on the production of visual effects shots for feature films and with LucasArts on the production of assets for their award-winning games. Currently Lucasfilm Animation Singapore is in the process of creating a new game title from concept to development in Singapore.

Lucasfilm Animation Singapore is now seeking talented computer graphics artists to apply for the JEDI MASTERS PROGRAM to begin training as apprentices at the company's Singapore studio over a 24-week term. The JEDI MASTERS PROGRAM is a paid-apprenticeship and will combine classroom-based courses, department-based mentorship, and full immersion in the production environment. Depending on the chosen career path, apprentices will quickly gain expertise in feature film and television animation production, visual effects production, or games development and production. Trainees who complete the program and demonstrate the appropriate talent and skill level will be eligible to be considered for positions at LAS.

For more information on the JEDI MASTERS PROGRAM including registration and application submission please visit <a href="https://www.lasjedi.com">www.lasjedi.com</a>



#### Mr Tad Leckman Programme Director of Training Lucasfilm Animation Singapore

Tad Leckman began his career in visual effects as an apprentice model maker working for Emmy Award winner Jim Dow in 1987. After building miniatures and painting sets for a number of commercials, Tad left Southern California to attend UC Santa Cruz. There he studied English literature with an emphasis on cinema studies while working as a sysadmin and teaching computer seminars.

After graduation, Tad joined Industrial Light and Magic's Computer Systems Engineering department in 1995 where he acted as Desktop Systems Manager. Tad moved back into a

creative role when he headed-up the formation and management of the "Rebel Mac Unit," which was created as an alternative production pipeline using third-party software on consumer hardware.

Having successfully built the Rebel Mac Unit into part of the CG department, Tad turned his attention to the fledgling field of previsualization or animatics, acting as Previz Supervisor and Lead Previz Artist.

In the Fall of 2002, Tad realized a long-time goal and transformed his hobby of teaching, writing and lecturing about visual effects into a full-time career. From 2002-2006 Tad was a full-time lead faculty member at San Francisco's Academy of Art University where he was in charge of several facets of the curriculum including redesigning the portfolio classes. Tad has also taught intensive digital filmmaking classes at NYU's Center for Advanced Digital Applications.

In March 2006, Tad became Chair of Visual Effects at Savannah College of Art and Design where he developed the overall program as well as curriculum for individual classes.

All of his production and academic experiences have come together in his new position as Director of Training for Lucasfilm Animation Singapore which includes oversight of the Jedi Masters Program, Lucasfilm's first apprenticeship program which will train entry-level and mid-level artists for work on the new Star Wars: Clone Wars 3D animated series, new games for LucasArts and live action visual effects to be produced in conjunction with ILM.



#### Mr David Kwok Chairman Singapore Animators Connection

As Founder and Chairman of the Singapore Animators Connection (SAC), David Kwok is a strong advocate for the development of the 3D animation industry in Singapore and is responsible for setting the strategic framework for the association to address the industrial and educational concerns of its members. As one of the early pioneers in the Singaporean CGI idustry, he has participated in its growth and the evolution of the artistic skills of its members to levels of technical and aesthetic sophistication that meet global industry standards.

Over the years, he has led the drive for the association to develop expertise in the areas of production pipeline planning, production skills development, manpower resource development, as well as critical business knowledge required for the development of the CGI industry in Singapore.

Today, as the Managing Director of local production house Tiny Island Productions and WSQ training institution CG Protege, David continues to work in close collaboration with industry players and government authorities to promote the Singapore 3D animation industry.

\*\* See you at the Animation Portfolio Workshop! \*\*

For Enquiries, please contact

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