

Professional Practices Unit reflection

In professional practices unit, I have involved in RCA assistant project and Planting With Nature (RBGE) project. Both of their experience was meaningful for me to become more professional and much clearer about my position in animation industry.

I think RCA assistants project really provides me an opportunity to recognise my strengths and weaknesses in the animation industry. I have taken part in two RCA assistant project, and worked with different artists separately for a period of time. It's interesting to find the importance of communication skills and adaptability when I collaborated with the artists who have different types of working style. I think I do it well in this situation. In the RCA Dating App project, when I communicated with director about the previous settings and other requirements in his work, I got it quickly and worked efficiently because it's not a difficult job but need patience. I have confidence of patience and resilience of my working pace and status. Also, because of the time-limited team work, I can have a better concentration on my part of work. When it comes to RCA water ghost project, I found collaborated with this director needs me have more flexibility and traditional animation skills, so I always asked some questions to the director to avoid my misunderstandings of the feeling he wanted to convey in his work. Though my final outcome was satisfactory to director, I think I still need to improve my knowledge and understanding of animation movements to have a better adapted to the demands of animation industry. In general, though the RCA assistant project I have noticed that my ability to adapt to changing circumstances and extrovert characteristics could be a strength of confidently communicating with others in team work.

In order to meet special requirements, standards and working more professionally in animation industry, identifying and confronting my shortcomings is more of a breakthrough than my strengths part. In the RBGE project, I realised that it's necessary for me to develop my technical skills as soon as possible. When I related to my future career path, I prefer 2D animation positions rather than 3D animation, however there were always more demand for 3D artists or riggers rather than 2D artists in current animation industry. In this case, the higher and more comprehensive technical capabilities such as AE, PR, these kinds of software using skills is almost the essential ability in industry.

I think I really developed my technical skills during RBGE project. What's more, my problem-solving and quick learning skills was also improved. In this project, we were required to make animation with the illustrations they offered. In order to achieve characters' movement effect based on the illustration materials, we have to use software to help us separate the body parts of our characters and rig them together. We've also needed to make the plants growing effects. In the first time I did it in Premiere Pro but final effect was not what I expected. I've also received feedback of improving it with more details, especially the bird flying movement part. I knew I need to separate the bird into different parts and rigged them together to make movement, and the most suitable software is After Effect. Actually, it's really a challenge for me because I was not that familiar with AE and I had to need to tackle

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this problem in a limited time. In this situation, I searched and learned tutorials online, absorbing new technical skills while putting it into current project and using it flexibly. I did the birds movements and also the plants-growing effects in AE again with more details. Finally, the effect was to the satisfaction of my team members and me. I realised that I have to do more practices in my daily times as preparations to solve those production problems when they have arisen promptly.

I 've also attended our industry workshop and online meeting on Monday. The guests were so inspiring for our future career path and indeed provided us an insight and broadened our cognition of animation industry. I have also realised the significance of communicating my skills and experience appropriately and effectively in both text and visual form as a professional artist who is ready to be hired. Therefore, I have written the first version of my cv and gained the position of arts & crafts workshop supervisor as a volunteer in a charity organisation. I have also attended tutorials and received some useful advice to improve my cv and other written materials for the second version.

In this unit, I am pleased to see my growth of knowing more about myself and became much clearer of my intended future career. In order to become a mature and professional artist, I will keep noticing the career information and continuously develop my animation skills.

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