

3D

The first time I really worked with 3D was here at the centre of Digital Media, basic year programme. And yes, it has given me big problems since, actually – I must admit.

I have worked with 3D for one year and a half up until now. But in the beginning, the first 6 months, it was at amateur level in my spare time. Now have started to study.

The Fascination

It is a whole new world, you could say, right?

All the pictures you have in your head, they are very easy to get out here.

Uhm, in a cool way, I mean. There are many tools you can use, plus you can create your own film. There are so many tools.

Also, you can make effects. There really are so many things which are exciting in this field.

But the most exciting is probably to make films, I think.

What fascinates me in 3D clearly must be the fact that there are no limits and that means are not a restriction compared to ordinary film production.

The Profession

Before I started here at the centre of Digital Media, I did not know very much about computers or 3D, animation or modelling in general.

So, just the handling of files, the different expressions and things like that have been things that I have had to get used to.

And on top of that comes there are all the new things here that you need to learn, which all makes it a completely new world.

Here we have a tank, which first is presented like this and where it just rotates, to present the tank. Then you change camera. Here, then you change to camera two, which goes here, where we see the missile. And then you change to camera three, which goes down to the actual tank.

It is some missile you have there, ha,ha...

I am trying to make a music video for a band here in Odense.. or I am trying to see how well I can do it. At the moment I am working on one of the scenes, where I need a background to reflect in some glass. So that is what I am working with at the moment, actually.

I like modelling best. That is also because I am used to it, it is something I know how to do. It is fairly easy. So therefore it is my favourite area of work. But I would really like to be able to animate in it, to make things move in a realistic way. I have not really learnt that yet and it could be really good to learn.

In relation to this education, Digital Media, it is a little difficult to find an apprenticeship, so that you can continue the education. I do not know about finding a proper job when you have finished the education. But I suppose that it is probably the same situation there. But then again, if you are qualified and if you are good at what you do, then there will probably also be a job for you out there.

There are many different directions and lines where you could get some extra knowledge and experience. We have really used any of that here. I think it is because it is all very new to all of us. So maybe we do not really have the courage to cross that boarder yet. We need to feel more secure and confident in this environment before we move on. I do not know.

You get these short introductions to the different things and then afterwards you can work with it independently. We are also a group of very different people and that is very good, because you learn from each other. So if you do not know anything about glass, you can ask me and Jesper knows something about etching or something else, then I will learn a little from him about that. So you also learn form each other, so that is less formal and maybe therefore easier to learn. Of course, if we have a complicated problem, which nobody can solve, we have a teacher who is there to help. So that is perfect, really. That is, if you have self discipline.

The future

3D in Denmark is a small world. There are not really any big projects and it is mostly in the advertisement business you work. Graphics and that sort of thing are the most common areas of work in Denmark, because the resources are not there. But if you go abroad, there is more. There are some jobs to get, but they are not easy to get.

There is the Digital Media, which is a great opportunity to get to know something about animation and also Blender. But apart from that, I know that there is a 2D-line, and they also have a 3D-line in Viborg. I am also sure that there is a bachelor line in Copenhagen. I think it is a 3½ year education. But that is with Trumax and that sort of thing. It takes 3½ years. Also, that is the kind of education which you have to pay for yourself and that will be quite expensive, once you have finished. So that would be a step to take.

The dreams

I dream of making commercials. At first, anyway. A film has to sell itself, a commercial has not. It has the purpose of selling a product. So here you have to get the consumer to believe that this is something he/she needs. So your job is to influence the consumers instead of fascinate them.

In relation to animation I must admit that I would like to do cartoons. In fact, mostly 2D animation, even though it might be on the way out, I still find that the most exciting. It would be really funny to be doing cartoons in Disney.

Self employed

The possibility of being self employed exists mainly in the advertisement business, where you can start a business on a low budget. Whereas in the area of film making and games you need more resources to set up a business.

I think it could be very exciting to start your own business. But as we already have discussed, it would not be in the area of 3D and animation that you would be able to start. Your job would be to do the administrative tasks and then you would have employed other people to do the 3D. I do not know whether that would be exciting. It is maybe a dream for a lot of people somehow to have your own business and to be able to be your own boss in relation to time and money. In that respect it would be exciting to have your own business.

Well, if you owned your own business, it would probably be resulting in a lot of administrative work, to have your own employees to do the work. You would not be able to do everything yourself. You would have to work from early morning, read at home, prepare for meetings, discuss prices and proposals, write summaries and coordinate the work to be done. You would easily get a working day of 10-12 hours.

The multi workshop

In the multi workshop we have been allowed to work with the things we wanted, more or less. We were asked to set up our own tasks and then work with them. In that way, we could work from our own level in different areas.

It is also a possibility of spending time constructively between the basic programme and the specialised course, which follows. It gives you a good opportunity to play around with the different things.

Cooperation

I suppose you can say that you cooperate, because you ask other students all the time, you get help from each other. So you could say that we cooperate, in some way.