Why Penn

Skip Bayless story

Me:

**Intro: Introduce who you are/problem/what you want**

**talk about accomplishments that make you a solid candidate/the variety of uses for animation/CG**

Husband, entrepreneur, architect, lover of strawberry milk…I am none of these things. Kinda wish I was though, that would be a pretty sick essay. Nope, I am from Indiana; a booming metropolis of entertainment. Instead of passing skyscrapers and movie sets on my way to school, I drove by horse and buggies (there is an Amish community about 15 minutes away from my house). A place where one would expect to find farms of corn and livestock, not future animators. To be honest, I didn’t even imagine animation as a possibility until a year ago. My mother is an accountant, my father a professor. My grandfathers, both fighter pilots in Vietnam. The first two, not professions I saw myself pursuing. The second, not exactly a possibility at the moment. I am fortunate enough to say that I didn’t grow up in a neighborhood where “getting out” meant not ending up in jail, but many in my hometown suffer a much worse fate… working in real estate.

From a young age I had two loves: animation and sports. I remember showing up to the new Despicable Me at the age of 16 surrounded by a bunch of kindergarteners. It never bothered me. I grew up around Notre Dame football too. Went to every game. Once I hit high school and was still hovering around 5’9, and losing to my mother in 5k’s, that too no longer seemed like a possibility. So I went to college having no idea what I wanted to do. My sophomore year at Notre Dame I began making documentaries, I wordked for Notre Dame athletics and created video pieces for the football team, and at the time I thought I was going to go into sports production. Then, my senior year I took a class in 2D animation and fell in love. It combined everything I enjoyed, filmmaking, storytelling, art. I asked my professor what the next step would be and he said there was an advanced 3D class in the Spring, but I couldn’t take it because I had not taken the Intro class learning Autodesk Maya. So, I taught myself Maya over our three-week winter break and make a portfolio of my work for my professor. I got into the class. The more I learned however, the more I realized how far I had to go if I really wanted to pursue a career in Computer Graphics and animation. Whether it be computer programming, game engines, or animation software, I needed a technical background to combine with what I already had artistically, which led my to UPENN. Upenn is the perfect combination of allowing me to explore creatively while learning the technical skills necessary to succeed in the Computer Graphics/animation industry. Located in a city in Philadelphia with a number of professional sports teams, I could use my background in sports production to create graphic content and test my abilities in real time. I could create bfjrieoafj.

**Why UPENN for these goals**

My drive to learn shows that I can not only succeed, but thrive in the rigorous MCIT curriculum. Didn’t know where to go next, thought it was too late to learn programming. What some would see as indecision, I see as drive to accomplish what I am passionate about, no matter how late I began. I am a quick learner; I learned Python in a semester, I taught myself Maya in three weeks, and I jiojioj. The thing about animation is that it offers me so many creative outlets. In the long term, I want to create my own animated comedy show. In the short term, I want to use animation to enhance sports broadcasts, as networks like Fox and ESPN have started to do. I also love sports video games and am want to one day work at a company like EA to create more realistic sports games after years of suffering due to “the game being rigged.” For me, animation is an open door and I believe that my diverse background in both filmmaking and sports production would allow me to utilize computer animation technology to its fullest extent. All I need is Penn Engineering to help me get there. If you need other reasons to accept me, I have a low center of gravity, I’m CPR certified, and I know magic. Thank you.

**What you want to do next**

What is the problem?

-need to gain technical skills to apply artistic ability

-How does your personal story relate to the problem?

-Who you are and why you’re passionate about solving the problem

How does penn computing help solve that problem?

-How would you use your education to help solve the problem

Started as a shy kid with not a lot of friends and a passion for story telling. How do I get friends to be in my films? I make them

Why do you want to go into animation?

Perfect combination of creativity and technical background- discovered animation a year ago and fell in love, always been involved creatively but wasn’t sure how to translate it into a career, took a few coding classes after graduation as a test to see how I felt about it and I loved it

How does learning computing better help you achieve what you want to achieve in animation?

-talk specific experiences

-need a problem, overcome that problem through computing

-start with a story

-how you made a billion polygon davy jones that never loaded?

-yeah you can make this really cool, complex character but if you don’t know how it’s being translated into the computer and how that

Why Penn specifically?

Unlimited possibilities: Obviously I want to go into animation but that’s not the only thing I enjoy in my life- sports analytics, forensics analysis, etc. I like to keep my options open

Could have chosen some other less engineering focused course but I actually enjoy computing which I never thought I would

Experience creatively and in Computer Science background, provide me with the technical background

* Why are you interested in this program?
* What have you done that makes you a great candidate?
* How will you benefit from the program?
* How do you plan to contribute to the student community in SEAS while you’re here?
  + Can apply to a variety of areas- work in live sports production, rise in awful animations
* Why will you succeed in the program?
* What will you do/accomplish once you have completed the program?

I remember when Robin Williams killed himself. My mother is an alcoholic. Her mother, a schizophrenic. Before I was old enough to remember, . Now she’s on so many medications she doesn’t even know who I am anymore. I love my mother. When she is my mother, which usually lasts until about 5:00pm. Then she becomes someone else. I can’t remember a night in the last 10 years where she hasn’t been drinking. Maybe that’s her way of coping with her mother. My way was humor. I guess if I’m selling myself as a future animator I should be making you laugh. My bad, I hope that you will trust me when I tell you I consider myself lucky to be born with a sense of humor that lets me process things into humor. I wouldn’t call it a coping mechanism. It might be, I’m not really sure, I’m applying to be an animator not a psychologist.