PROFESSIONAL FUTURES

RUILI WU BA ANIMATION

CONTENT

In this **Professional Futures brief** we were asked for create a work based learning portfolio which it involves the journey, projects, employment research and futures planning.

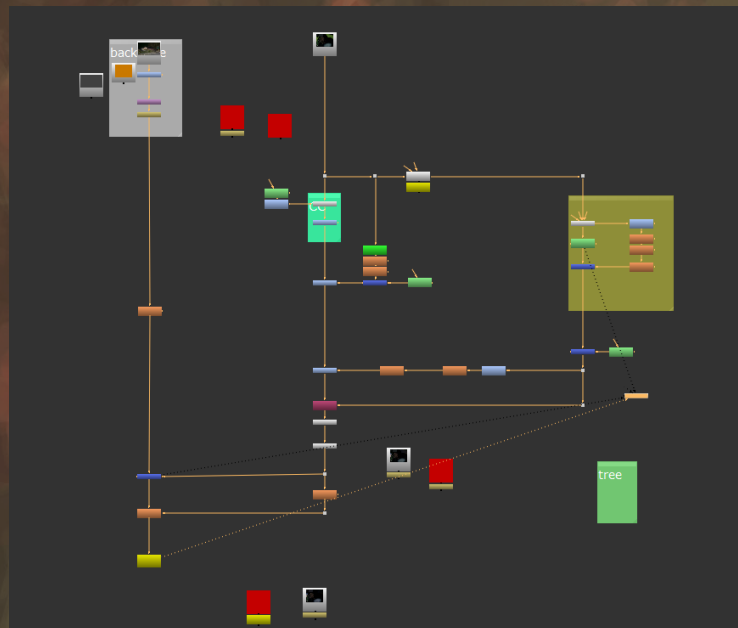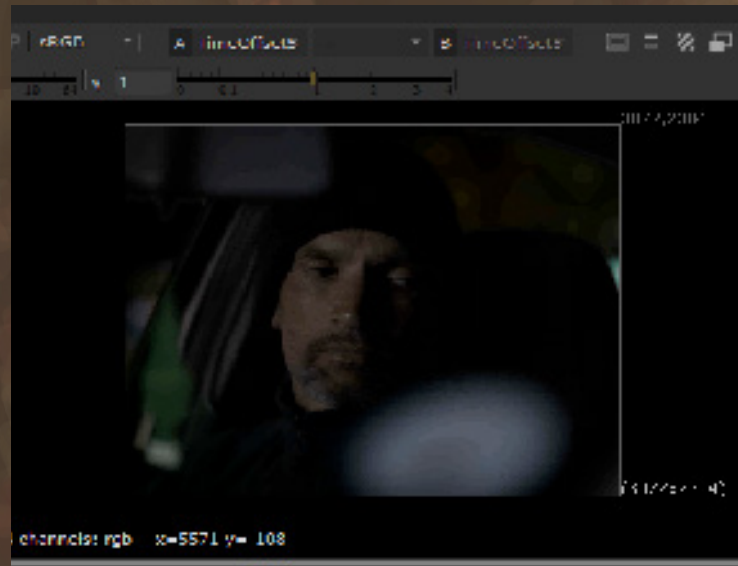I structured four main sections for this work-based learning portfolio:

- For my first section, I have the **Professional Project Work** is a collaborative project with students or departments different to my pathway. In this part, I will present the help that I provided for the whole project.

- In the second section will be followed by the **Personal Professional Presentation Pack** where I highlight my online presence, CV and covering letter.

- I will continue in the third section explaining the **Employment and Progression Research** that I have done so far.

- And in the end, I will finish my presentation with an overall **Critical Appraisal** which I will reflect on my journey and projects worked in this term.

INTRODUCTION

	Name ˅	Modified ˅	Modified By ˅	File size ˅	Sharing
📁	FRIDAY NIGHT Backplates	March 10	Billie Vine	6 items	ℛ Shared
📁	Gizmos	March 11	Billie Vine	3 items	ℛ Shared
📁	Recordings	March 11	Billie Vine	7 items	ℛ Shared
📁	Rendered shots	April 27	Billie Vine	18 items	ℛ Shared
📁	Uploaded shots	March 10	Billie Vine	16 items	ℛ Shared
▶	Accessing_animshare.mp4	March 15	Billie Vine	106 MB	ℛ Shared
📄	DespilMadness and Nukepedia.pdf	March 10	Billie Vine	102 KB	ℛ Shared
▶	FNIMN_VFX class Preview.mp4	March 10	Billie Vine	769 MB	ℛ Shared
📄	FNMN_guide.pptx	March 16	Billie Vine	41.9 KB	ℛ Shared
📊	FNMN_shotlist.xlsx	May 6	Krunal Maniar	5.26 MB	ℛ Shared
📄	Footage and gizmo resources.pdf	March 12	Billie Vine	167 KB	ℛ Shared

Onedrive: documents, footages sharing

PROJECT BRIEF

There were several project briefs to opt for which were Film Collaboration Project, Royal Academic of Music, TV Series Proposal and Peace Direct, each one of them were placed into a specific pathway.

In my case, I had the **Film Collaboration** which is for visual effects pathway and RAM open to every pathway in the course as choices. I chose the Film Collaboration as my professional project work to gain more experience and observe the workflow for the visual effects industry.

Distribution of the shots: I am in charge of the shots 41, 45 and 47

Script in Nuke

In the Film Collaboration project, each student for the visual effects pathway was given several footages filmed by film students and add the effects that they asked for their outcome, for example, working on greenscreen, compositing etc.

Our first meetings were online for the two films, one is *Friday Night is Movie Night* and another one is *Traje de Luces*. They explained their storyboards, shot list and workflow step by step, easy to follow.

I was assigned three shots from the movie *Friday Night is Movie Night* directed by Rocai Millmore. The three footages were the same, same driver's side angle with visible greenscreen outside the windows, thus my task was replacing the greenscreen with the backplates shared on OneDrive.

The visual effects process for the three shots were similar, I just changed the timeoffset of the backplates to depict that the car is driving, moving forward as the background is moving. Then, I rendered them in low resolution as tests and shared them on OneDrive waiting for feedback.

During the editing I faced some problems on the shots.

The first one was the string of the Christmas tree hung on the car mirror, but as the background is dark enough that it would not be visible thus, I just left it as it was.

Secondly, the green of the Christmas tree was working same as the greenscreen behind which when I was fitting the background it was reflected on the accessory, however it can be fixed bordering the shapes with root. And I applied it as well in the right downside as it had a pair of holes where originally the green reflected was strong enough to be depict a small part of the backplates.

And thirdly, by using nodes like Hue correct, despillmadness and edge restoration I was fixing the greenscreen edges and adjusted the color of the green light reflected inside the car and on the driver's face.

However, there were some issues that I discovered after rendering. One is the lighting is dark, when it stops on the nighttime sky frames, the whole screen is mostly black, and the shapes are not well defined.

Furthermore, I signed up for tutorials asking for any advice. The teachers helped me a lot to improve my shots, for example, to blurry the background more focusing on the character. Or managing the brightness of the greenscreen since lighting of the green and inside the car was highly different, consequently it made the edges between them more obvious, such as a separation with the greenscreen.
In contrast, if the lighting are similar, the edge would be smoother.

FNMN: SHOTS 41, 45, 47
RUILI WU

FNMN

LINK: https://vimeo.com/711185296

PROFESSIONAL PRESENTATION PACK

In my professional presentation pack, I will include my online presence such as social media, blogs, online showreel, portfolio, a CV, and a covering letter.

I describe myself as animator, visual effects artist and illustrator to expand my opportunities. My interest is producing more 2D animation works, but I am open to any other styles like 3D, stop motion and furthermore, I want to involve in visual effects, illustrations and designs making.

I would continue my studies in the similar career while working at the same time, challenging myself in the industry and going deeply into film making.

Besides the projects I am doing in my university, I love drawing, creating short comics, and rough animations in my creative practice. They are all collected in my Instagram account.

My current skill set is mainly based on making animations, illustrations and basics Visual Effects. I am using photoshop mainly for drawing short comics, illustrations, sketchy storyboard makings, and photo editing to make many mattepaintings. Furthermore, I work with After effects to create several animations and comic motion. Plus, Nuke is essential for me to add visual effects for my works and I have small experiences with 3D animation such as building an item in Maya. Apart from creating animation works, I make of use other applications and programs for video editing, such as iMovie, Adobe Premiere, also for sound effects or background music such as GarageBand but just basic knowledge.

SHOWREEL

For my showreel, I investigated many examples as inspirations. I received bits of advice from several tutorials. For example, catching the timing of the background music works switching, a good selection of your production, and getting updated thus the client knows your current abilities and qualities.

My showreel is a compilation of my works from my university project and random pieces that I have done in my free time.

There, I included a short section from my past works to depict my skills.

It starts with a screen track in the first ten seconds, followed by green-screen background replacing until the twentieth second. The next five seconds is CG compositing where I placed 3D models and changed the weather on the footage and it finished with several shots that I have done the cleaning, screen replacing and the sleeve making.

I have another showreel that includes other styles, such as 3D modelling, 2D animations, stop-motions and visual effects works. In contrast to the first showreel, this one contains different animation and testing techniques.
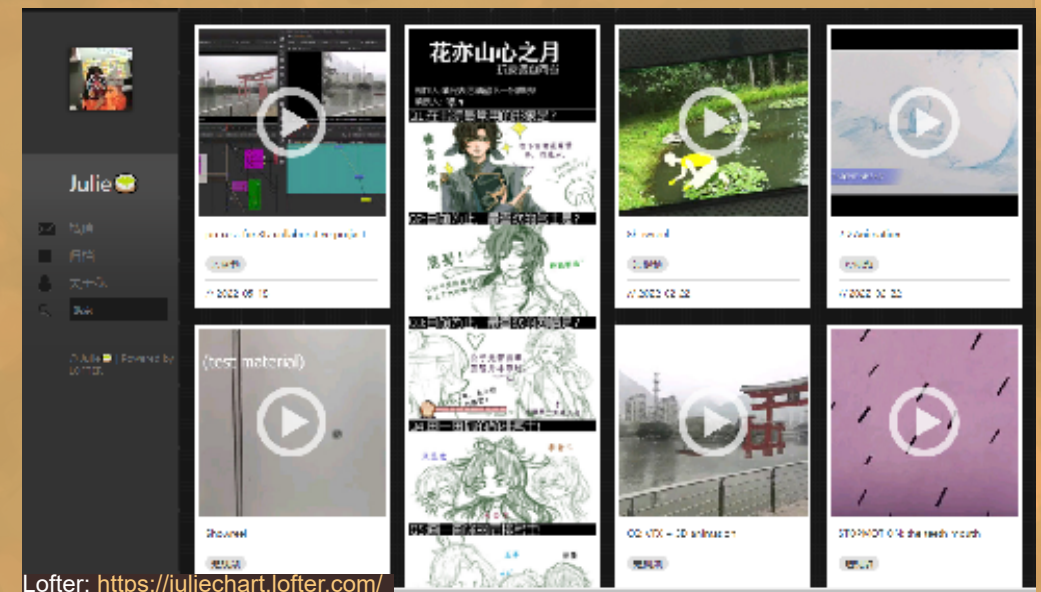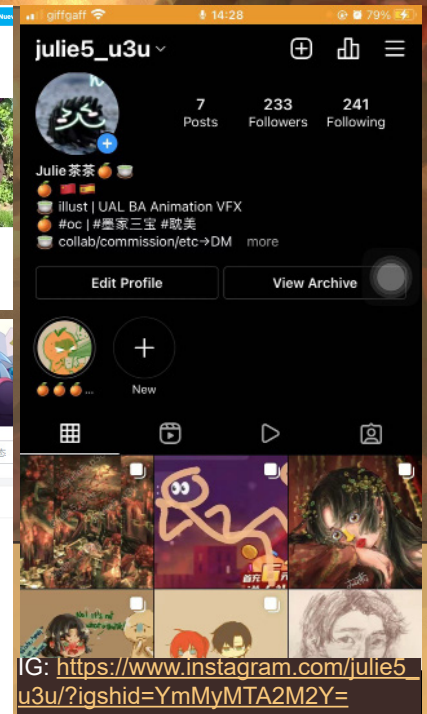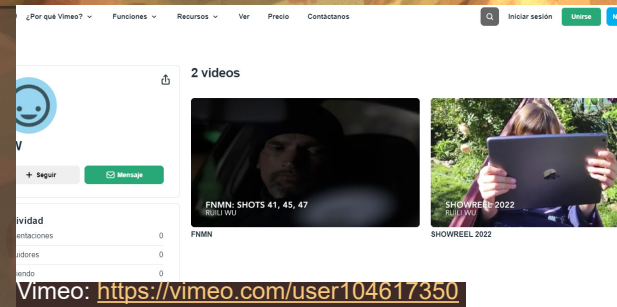

SHOWREEL 2022

https://vimeo.com/710995836
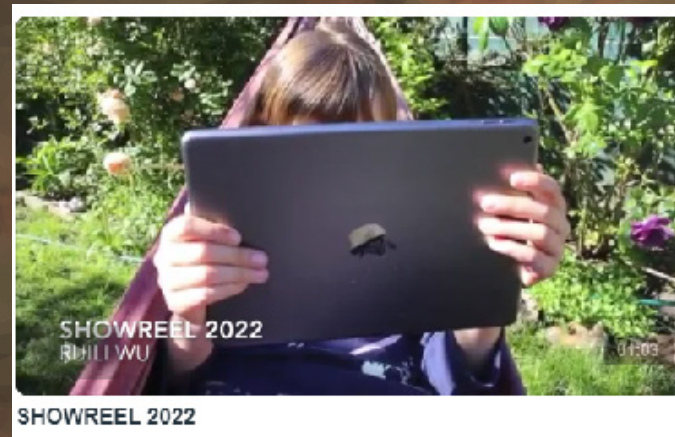
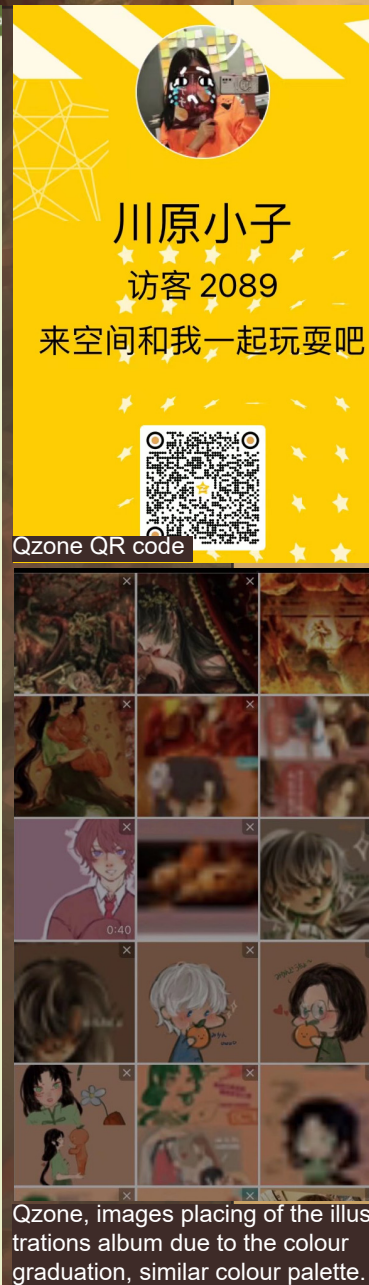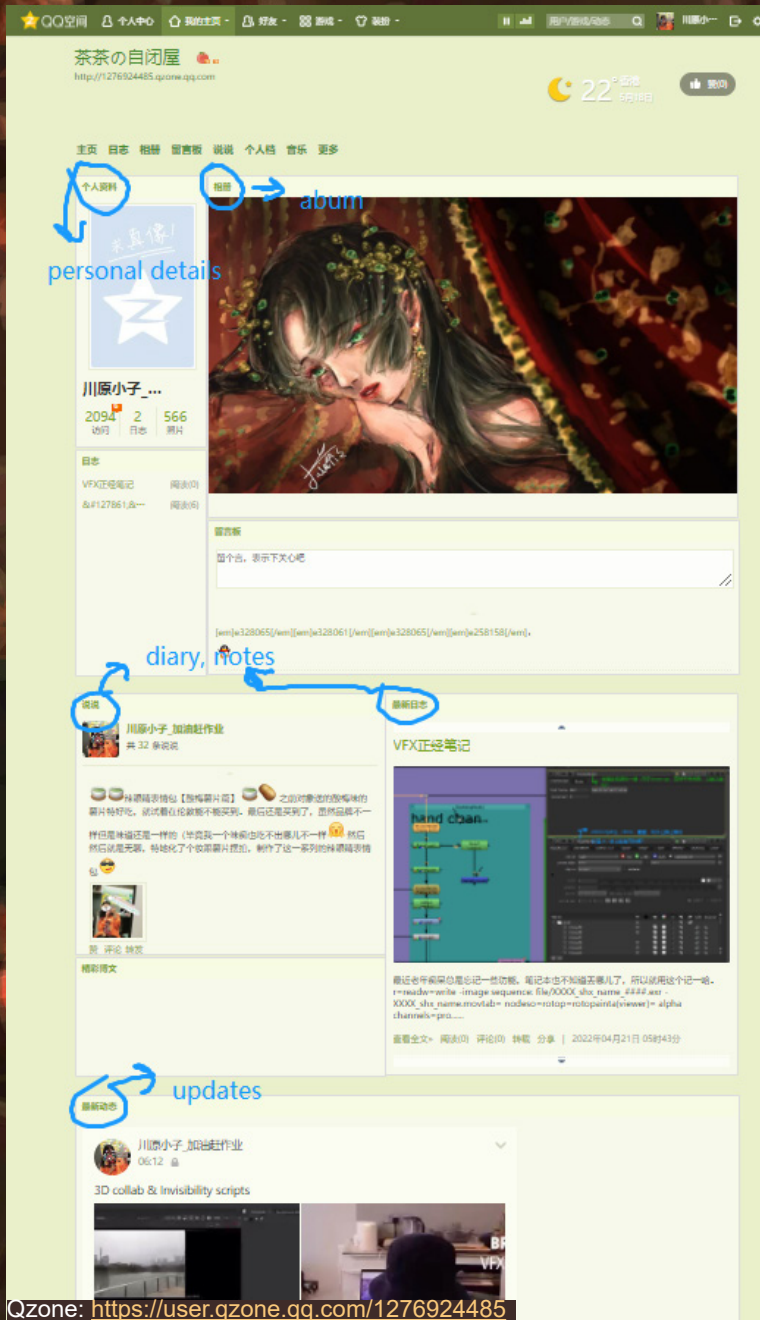https://vimeo.com/503724410
password: 1234

WEBSITE &
SOCIAL MEDIA

Therefore, I started to build my online presence on many social media apps, mainly on Instagram and Lofter. Maybe Lofter is unusual in Europe, but I tried to amplify my audience as Instagram is not available in China, it needs a VPN. So it is easier to show my works on an application that everyone has access to see them.

I started Instagram several years ago when my hobby was drawing. In my current account, I have mainly drawings and a small percent of animated videos. They are works that I have done separately from the University projects. On the other side, in Lofter I am uploading outcomes from previous years, to be focused on content that I am studying currently, which I will do the same on Instagram as well in the future.

Moreover, I created accounts for video websites to present my outcomes, showreels and some breakdowns. These sites are Vimeo and Bilibili which I am allowed to upload heavy and long duration footage. I started in Bilibili also because Vimeo does not work in the Chinese network, thus in that way I can expand my public globally.

Vimeo: https://vimeo.com/user104617350

Bilibili: https://space.bilibili.com/2103260658

IG: https://www.instagram.com/julie5_u3u/?igshid=YmMyMTA2M2Y=

Lofter: https://juliechart.lofter.com/

Qzone QR code

Qzone, images placing of the illustrations album due to the colour graduation, similar colour palette.

川原小子

访客 2089

来空间和我一起玩耍吧

Annotations on the Qzone page: personal details, abum, diary, notes, updates

Furthermore, I have been sharing my works in Qzone since 2018. Qzone is more like a personal blog where people share their journey, it is developed by the Chinese Tencent Company and one of the functions of a chat mobile application called QQ. The novel changes updated recently, it presents my works more interactive and dynamic. It helps me to organize my files and contains beautiful templates for notes.

Apart from illustrations, I upload processes of some projects, note down any shortcuts and functions of a software as reminder, storage photos that are font of inspiration and use it as a personal blog sharing personal stuff.

Qzone helped me to categorize my files and it can separate my journey from my artworks by managing the privacy. However, the weak point of that it is not open to people who do not have a QQ account, consequently, it cannot reach to part of the public and this is the reason that I use other websites and social media where everyone could access them.

I will begin other social media such as international and Chinese Tik Tok in the future since it is suitable for short animation works.

CURRICULUM VITAE

Curriculum vitae

Personal Information

FIRST NAME / SURNAME	Ruili Wu
ADDRESS	Calle Ibiza número 53, 41016, Sevilla, Spain
TEL	+34 640612342
EMAIL	wurueli@gmail.com
NATIONALITY	Chinese
DATE OF BIRTH	11.09.2001
GENDER	Female
DESIRED POSITION	Animator VFX Artist

Work Experience

DATES	October 2017 - May 2018
POSITION	Volunteer Teacher
RESPONSIBILITIES	Prepared children for new areas of learning by developing engaging, innovative lesson structures. Supported children effectively to develop emotional, educational and social competences. Provided one to one mentoring or underachieving and struggling pupils.
EMPLOYER / ADDRESS	Centro Social de PRODEAN/ C. Amperio, s/n, 41006 Seville, España
TYPE OF BUSINESS	Primary school teaching
DATES	June 2018 - July 2018
POSITION	Assistant
RESPONSIBILITIES	Answered phones and supported staff with clerical tasks. Kept plants well maintained by conducting regular upkeep such as watering, weeding, pruning, feeding and spraying
EMPLOYER / ADDRESS	Florhada/ Calle Fernández de Ribera, 14, local, 6C, 41005 Sevilla, España
TYPE OF BUSINESS	Flower arrangements

I investigated other people CV as models and inspirations to improve my CV from last years. I opt for a clean and simple template to organize my details. In short words, I highlighted my experience, my personality, and my interests to avoid a dense amount of information. Then I ordered from the crucial details to additional information to convenient a fast reading during employment.

In my first page, I began with a small personal biography covering up my name, address, contacts, and personal details. Then, I continue with a specific desired position. After that, I listed my work experience.

In the second page, I have the final part of the work experience and followed by education and training where I named college graduated from. Moreover, I included skills and competences to support me during employment such as social, organization, computer skills and any other additional information to be known deeply.

Curriculum vitae

DATES	March 2022 – Present
POSITION	Visual Effects artist
RESPONSIBILITIES	replacing greenscreen with backplates background
EMPLOYER / ADDRESS	Film Collaboration at UAL
TYPE OF BUSINESS	Project work at UAL

Education and Training

DATES	2017 - 2019
QUALIFICATION AWARDED	High School Diploma
PRINCIPAL STUDIES	Bachelor of Art
INSTITUTION	Colegio Internacional de Sevilla San Francisco de Paula

DATES	2019 - 2022
QUALIFICATION AWARDED	BA Animation
PRINCIPAL STUDIES	BA Animation
INSTITUTION	University of the Arts London

Skills and Competences

LANGUAGE SPOKEN	Spanish, Chinese
OTHER LANGUAGE(S)	English, Japanese, French (Beginner)
SOCIAL SKILLS AND COMPETENCES	Adaptable for any change, well communication and team-work skills.
ORGANIZATIONAL SKILLS AND COMPETENCES	2D animation (TV Paint)
	Visual Effects (Nuke)
	Digital (Photoshop, Paint Tool Sai) and traditional (paint, watercolor, charcoal,) art
	Storytelling
COMPUTER SKILLS AND COMPETENCES	Microsoft (main: word document, ppt presentation)
	Basic of Maya (3D animation) and AutoCAD
	website link:
ADDITIONAL INFORMATION	https://juliechart.lofter.com
	https://instagram.com/julie5_u3u? igshid=YzaMyMTA2M2Y=

COVER LETTER

   To write my cover letter, I found several examples from useful websites that guide you on what points were needed to include for an interesting letter, short, specific, and the contact details.

   Moreover, I had searched for many covering letter models to have an idea of selling oneself out, ways to convince the company to contact the worker. For example, what job I apply for, the advantages I have, why I like the company, etc.

   In this letter, I introduced myself as visual effects artist in the beginning, followed by my skills and interests and ended with greetings and contact details.

Ruili Wu
(home address)
London, UK
1276924485@qq.com
+34 64*******2

2020/09/07

Mr. Jack of Lantern

Haoliner

Dear Jack of Lantern,

Thank you for the opportunity to apply for the VFX animator role at your company. After reviewing your job description, I am certain that I have the necessary skills to successfully do the job adeptly and perform above expectations.

I am a quality-oriented college student (VFX) currently attending UAL in London. While working on academic and extracurricular projects, I have developed proven teamwork, language and service skills, which I hope to leverage into the VFX animator role at your company.
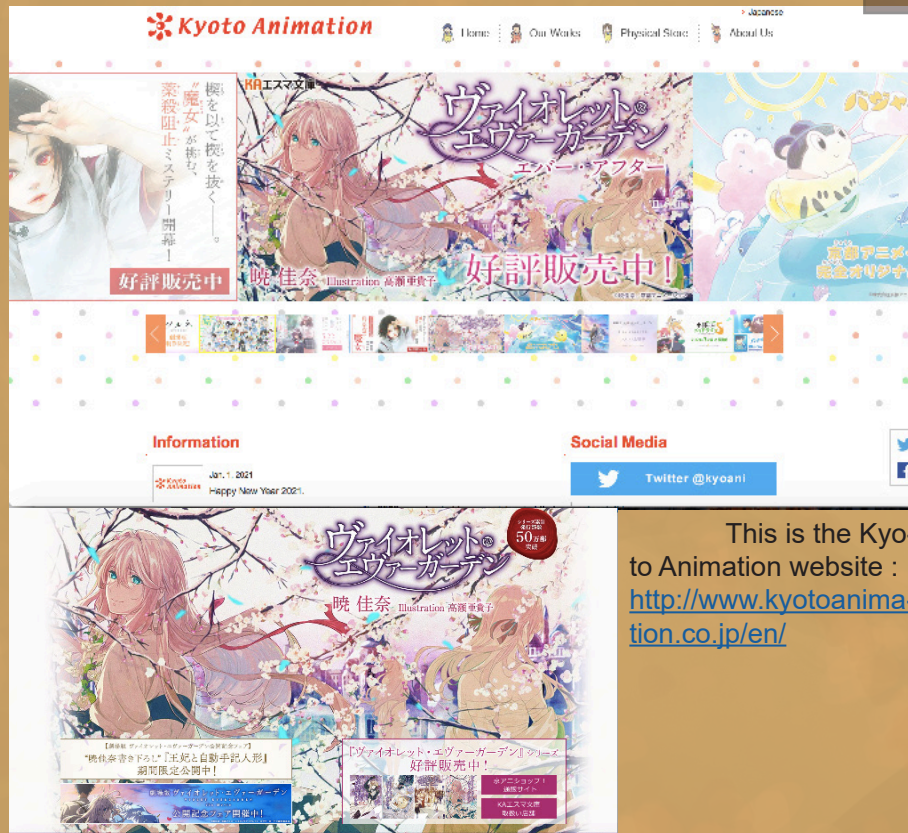
I am really interested in your company due to the high details for your animation works, for example, the good research for objects and landscape design according to any period for an animation based on history background.

I look forward to elaborating on how my specific skills and abilities will benefit your organization. Please contact me at +34 64*******2 or via e-mail 1276924485@qq.com to arrange for a convenient meeting time.

Thank you for your consideration, and I look forward to hearing from you soon
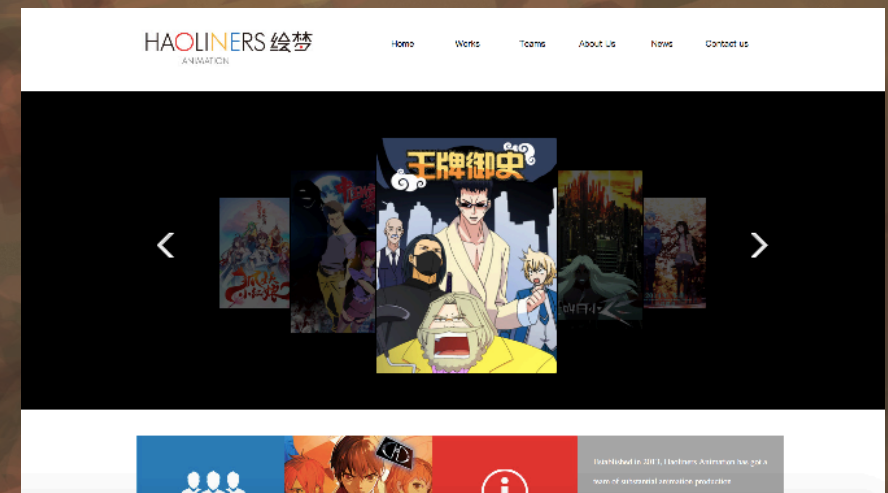
Sincerely,

Ruili Wu

EMPLOYMENT AND PROGRESSION RESEARCH

I would like to apply for an animation company such as Haoliners since this company selects manhua (Chinese comic) and novels are fit to my likes, plus the drawing style as well. Same with Kyoto Animation, their website is truly interactive, well guide, and personalized.

Furthermore, their research for the backgrounds and items for a specific theme made their settings incredibly realistic. For example, if the plot is set in Ancient Japan, then the animation will contain ancient Japanese culture, houses, and customs, metaphorically, it is like the all company had a time travel to this period and sketch out everything. Same for fictional settings, they can create a new world that makes the audience feel that it exists.


This is the Kyoto Animation website : http://www.kyotoanimation.co.jp/en/

It jumps to the production when you click on a particular post. And it will appear new tabs (story, characters' profile, etc) as you scroll down.

http://www.haoliners.net/
This is haoliner's wensite, it looks simple than the Kyoto Animation one. However, it has English translation for any foreign comissions or callaborations.

EMPLOYMENT AND PROGRESSION RESEARCH

On the other hand, I looked for jobs that I could apply for as an animator or visual effects artist, then I found out number of workstations from many companies by just searching the key words. They specified in their description about the content of the job, what they ask for, the salary and the college degree which helped me to understand their standards.
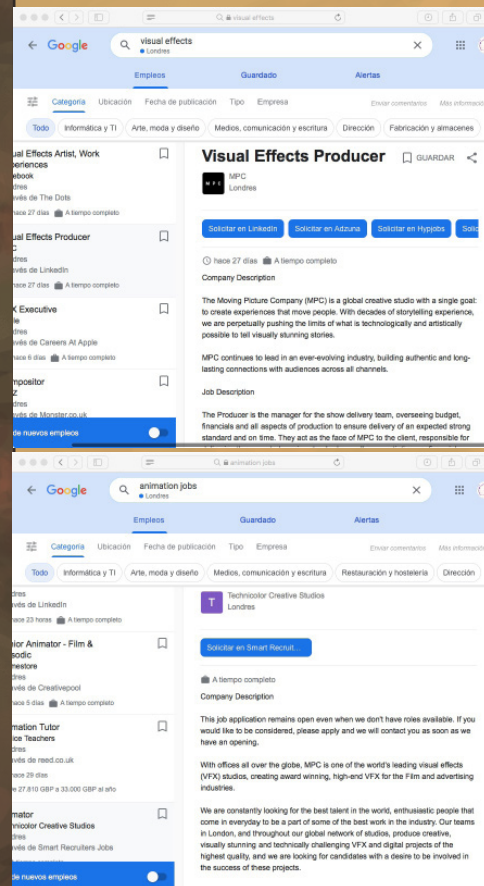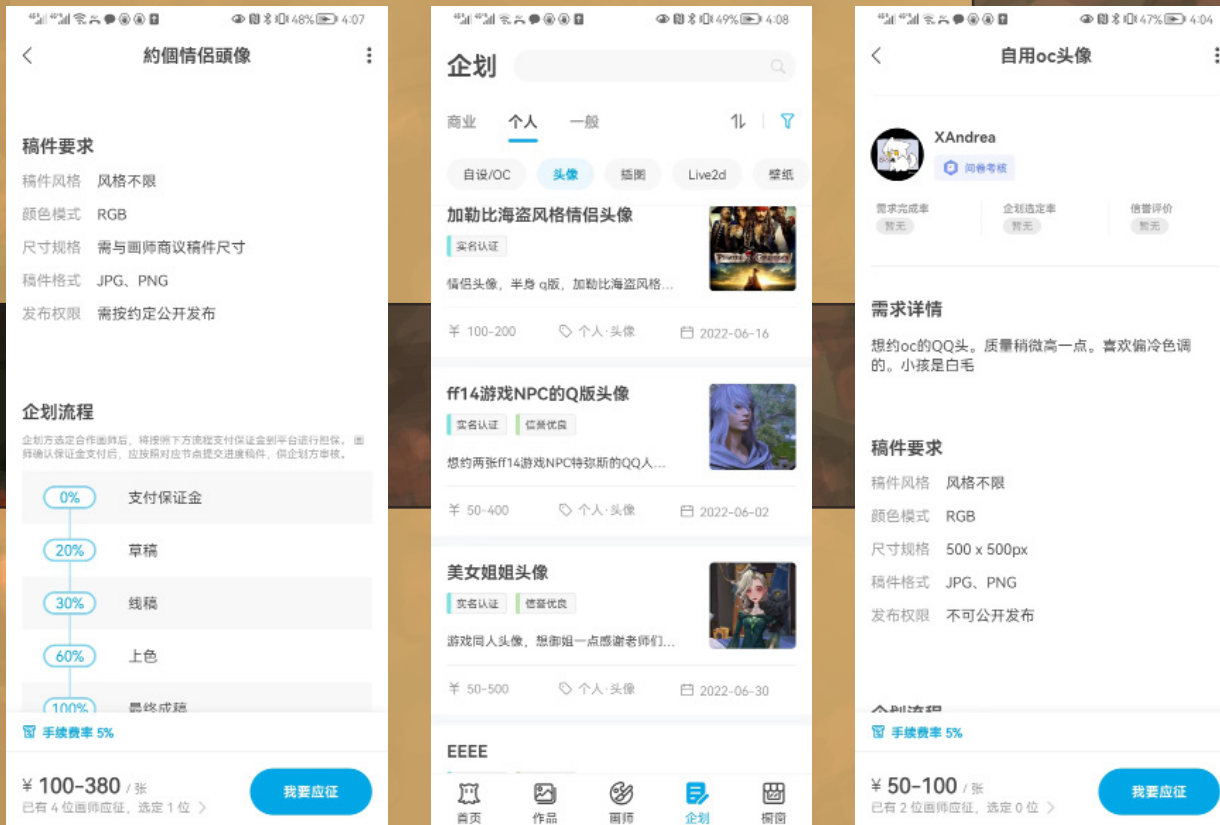

Screenshots of jobs researches

EMPLOYMENT & PROGRESSION RESEARCH

Screenshots of the app: client requests, details, sharings and contacts

In addition, there is a mobile app named Mi Hua Shi (Artist Mi translated in English) for commissions. In this application, there are clients that request a painting. Any artist who is able to accept the order and when the contract finishes, the artist receives the final payment from the customer. Those clients' requests are listed in a section where they describe the content of the illustration that they want to pay for and then the artist can contact them to open a commission.

At the same time, the artists can share their artwork on the platform to analyze their style. I am interested in the app concept since I personally love drawing and I want to challenge myself working for clients' requests.

CRITICAL APPRAISAL

It was an experimental opportunity to obtain in-depth knowledge of the industry about the career that I am studying now, Receiving the classes towards of visual effects career I realized that VFX artist is not the only position I could opt for. There are a lot of jobs able to choose from, bearing in mind the company or client requirements, for example, storyboarding, character designing or illustrating, jobs that I can perform and confident in my skills.

I had a nice moment participating in the film collaboration on the project brief where I can learn a base workflow of my future working space.

Film Collaboration

In the film collaboration project, there was a lack of communication. I was not sure which stage of the film making they were in. If they were making a shot list or if they had done the filming. The day that I was assigned the shots, the materials and the footage were given to me suddenly. I was unsure about the task until I watched the recording tutorials. During this collaboration, all members were silent however the indications of the shots were clear thus I finished my shots easily. After that, I am still waiting for feedback from the director.

On the other side, we were commenting that the backplates of the film were in bad resolutions nonetheless, it was not a big deal since we make it blur for driving the attention on the character.

CRITICAL APPRAISAL

Professional Presentation Pack

The **showreels** are unattractive in comparison to any professional showreel. I was still learning on video editing, searching for tutorials to improve my break-down, so I made the showreel simple and depicting the after and before more obvious.

It is a difficult task to have everything updated on every **social media** at the same time and working for a same result on every platform since they have their own presentation, for example, in Instagram the biography above with the group of posts below and you can slide down the screen to see the previous works either on laptop or on mobile, however in Lofter on smartphone is almost the same structure but on the laptop I have the personal details on the very left side and a bunch of posts on the other side.

Another problem that I found out during working on my **online presence** is the local network of some country. In my case, international social media such as Vimeo and Instagram are not allowed in China. Then, for having a large publicity I started to work on Lofter, Bilibili and Qzone which they are not popular outside China, however the firsts two sites can access perfectly even the audience is overseas.

Additionally, I had my preoccupation towards copyright since on Internet as everyone can make screenshots and post them anywhere. Because of that, I was worried to show my gallery, nonetheless, presenting nothing will lose contains about my skills. In response to this, I learned from other artists where they simply sample watermarks on their pieces.

Social media is a useful tool to connect artists with the same interests for funny collaborations and challenging the new trends were helpful to discover new creations (like fanarts, inktober, etc). Moreover, it is convenient for evaluating other artist masterpie-ces, taking inspiration of the techniques and styles they use and how their work reaches to the public.

CRITICAL APPRAISAL

Professional Presentation Pack

My **CV** is straightforward and clean; however, I consider that the work experience is not enough and not focused on the animation industry, thus I will explore for volunteering and jobs that could cover up my field of study to guarantee future resolutions.

The **covering letter** is a simulation to practice my redaction where I was aiming on the position that the company offer and trying to convince the by explaining how suitable I am for the job.

Employment & Progression Research

Nowadays as technology is advanced, everything is convenient on the Internet. It makes job hunting a lot more facile. Also, there are several tutorials on video websites that can improve my skills. And since online payment is available, multiple animation and illustration works can be succeeded by sending files on computer.

Overall, it was a helpful project to improve my online presence, to gain experience with collaboration brief and to be conscience about future employment. It reminds me of necessary documents that I could be demand for in the industry such as CV, Covering letter, portfolio. However, I am planning to continue the studies in master applications for bigger opportunities.

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Video Links

Friday Night is Movie Night: https://vimeo.com/711185296

Showreel 2022: https://vimeo.com/710995836

Showreel 2021: https://vimeo.com/503724410
password: 1234

Website Links

Blog: https://bavfxruiliwu.myblog.arts.ac.uk/
Password: 1234

Qzone: https://user.qzone.qq.com/1276924485

Lofter: https://juliechart.lofter.com/

Instragram: https://www.instagram.com/julie5_u3u/?igshid=YmMyMTA2M2Y=

Vimeo: https://vimeo.com/user104617350
Password: 1234

Bilibili: https://space.bilibili.com/2103260658