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Framestore
London, United Kingdom

Re: *Launchpad Internship*

There are moments we all have in life that quietly shift our trajectory — moments that, in hindsight, change everything. It sounds dramatic, and it should, because it is. One of those moments happened to me several years ago, and it's very likely the reason I'm writing this letter to you now.

What happened wasn't dramatic at all. I half-heartedly accepted an invitation to visit my 3D artist friend's office. I had no idea that what I saw that day would be so inspiring it would eventually lead me to move to a town outside the Arctic Circle in northern Sweden, become proficient in Python, graduate from AnimSchool, and dedicate my every waking hour to getting good at a job I hadn't even known existed.

I think that begins to paint a picture of who I am and what I might bring to Framestore. I have an endless sense of enthusiasm, I'm self-reliant, and I genuinely love what I do — to the point where I literally jump for joy when I solve a problem. I don't give up. When I'm given a task — or give one to myself — I do whatever it takes to solve it, and to solve it as well as I possibly can. I don't pretend to know everything, but I will always give everything to learn.

When I finished my face rig, there were things I wasn't happy with. It relied on the Maya interpolator, which I found unstable when triggering blend shapes, and the minor mouth controls often needed correction in certain expressions. So, I built my own triggering system with utility nodes and wrote code to place no fewer than 176 blend shapes onto the curves in the mouth rig — layered under the hood — to correct the shapes directly.

In the words of my Advanced Rigging teacher at AnimSchool, I'm "one of the best students he has ever taught" and was "born to do this."

Thank you for considering my application. I look forward to hearing from you.

Yours sincerely,

Erica Hetherington