

Λ X I S
V F X

Λ X I S

flaunt

HELLO!

A X I S

LITTLE BIT ABOUT ME

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Studied at UWS!



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Worked several internships

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Started on Studio

Smudge Digital

LITTLE BIT ABOUT ME

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Started on Studio
Hosted AniJam in Glasgow



LITTLE BIT ABOUT ME

Studied at UWS!
Worked several internships
Started on Studio
Hosted AniJam in Glasgow
Shelved Studio

Smudge Digital

<https://vimeo.com/160094727>

LITTLE BIT ABOUT ME

Studied at UWS!
Worked several internships
Started on Studio
Hosted AniJam in Glasgow
Shelfed Studio
Started at Axis

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Been at Axis for 2.5 years

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Studied at UWS!
Worked several internships
Started on Studio
Hosted AniJam in Glasgow
Shelfed Studio
Started at Axis
Been at Axis for 2.5 years
Produced 2 projects (nowe on 3rd)

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WHAT CHANGED AT STUDIO LEVEL

Increased square footage by 137%

Increased crew size by 142

Increased storage by 19%

Increased workstations by 142

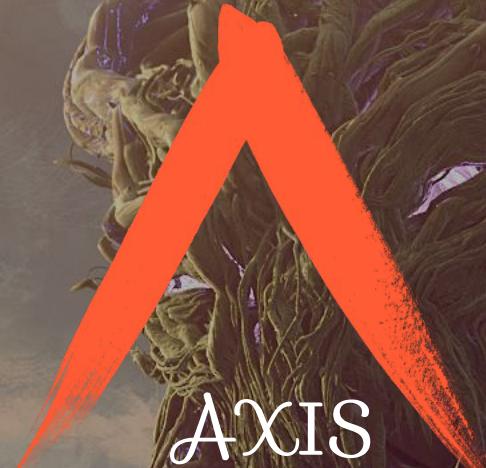
Increased render power by 8%

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AXIS STUDIOS IS MADE UP OF
THREE COLLABORATING TEAMS
WITH DISTINCT TALENT BASES



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AXIS





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AXIS

THE MOTHERSHIP.

FANTASY, SCI-FI, HORROR,
HEROIC ACTION
ADVENTURE.

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STRIKING VISUAL STYLE.

FUNNY, CHARMING, DIVERSE,
COLOURFUL AND FANTASTICAL.

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VFX SISTER STUDIO.

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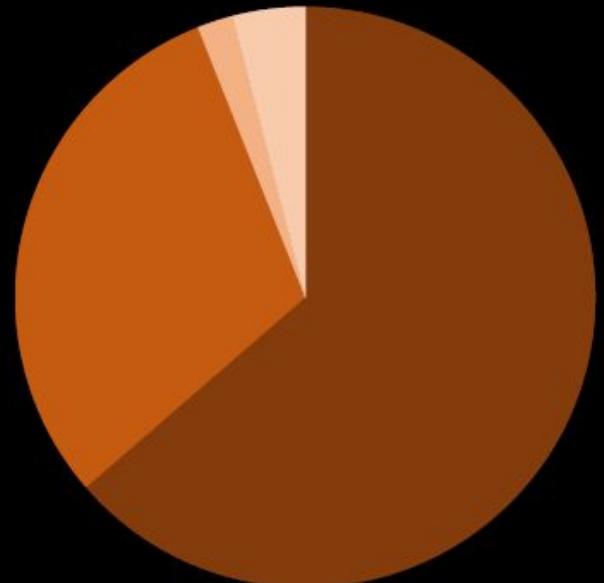


VFX SISTER STUDIO.
BOUTIQUE AND PASSIONATE.
DRAMA, SCI-FI, FACTUAL TV.

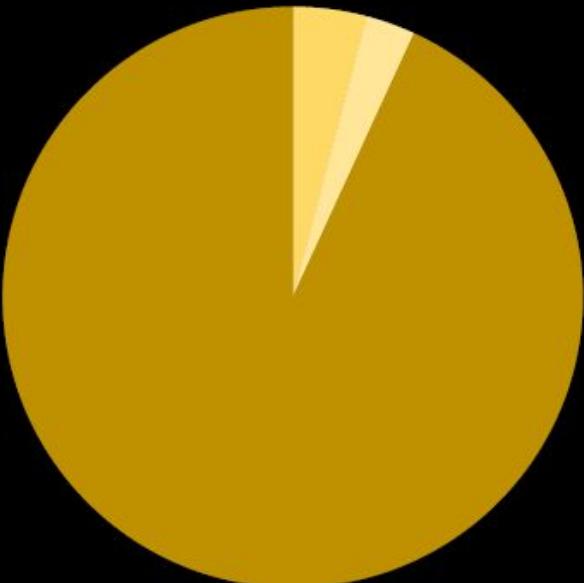
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WHO MADE WHAT?

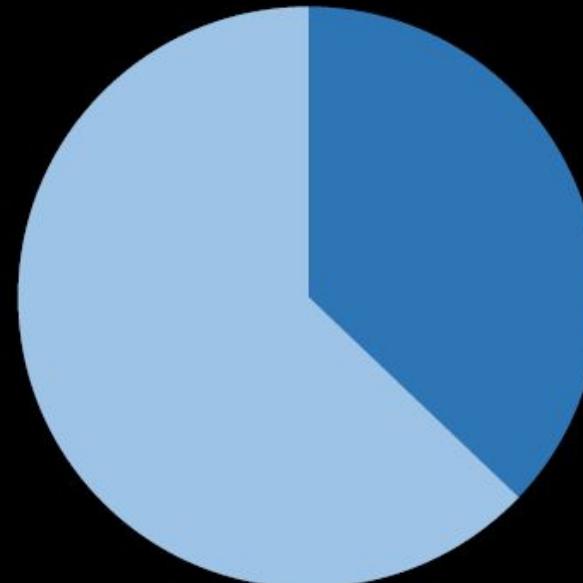
AXIS



FLAUNT



AXISVFX



■ GAMES ■ TELEVISION ■ THEME PARK ■ OTHER

■ FILM ■ GAMES ■ TELEVISION

■ FILM ■ TELEVISION

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GLASGOW



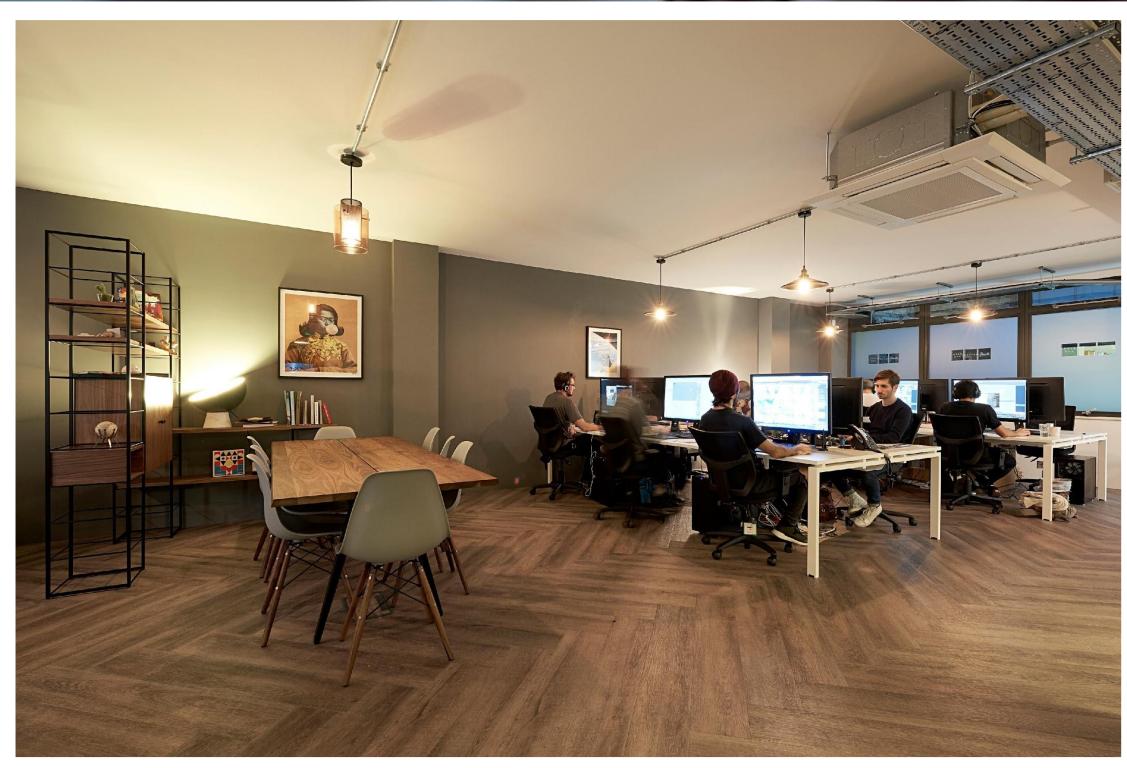
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GLASGOW



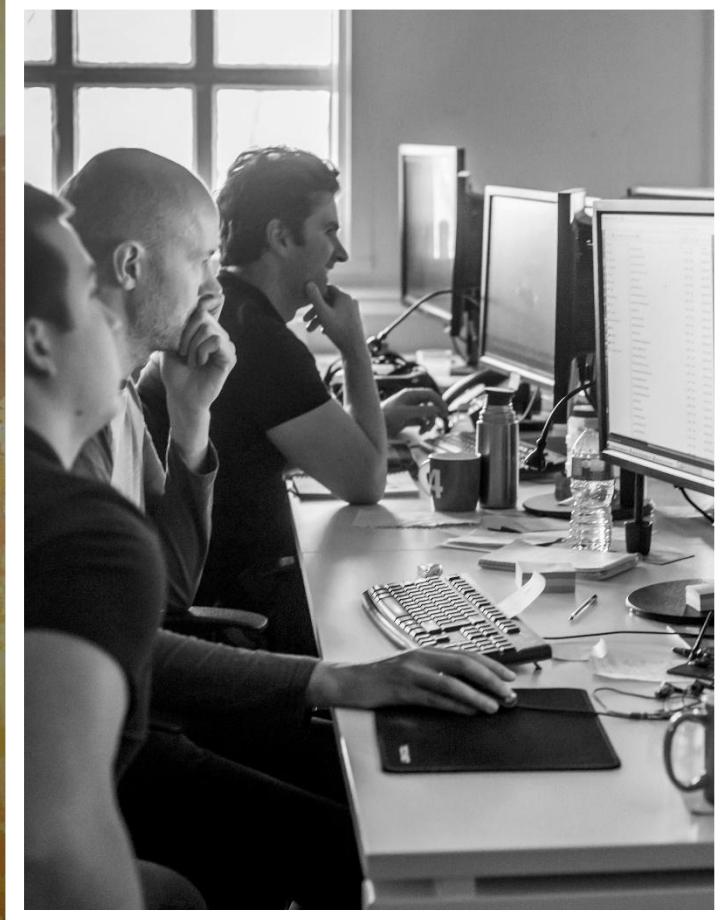
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London



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BRISTOL



WHAT DOES PRODUCTION DO?



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PRODUCTION ROLES AT AXIS



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PRODUCTION ROLES AT AXIS

Producer



PRODUCTION ROLES AT AXIS

Producer

- Budget
- Client comms
- Overview schedule

PRODUCTION ROLES AT AXIS

Producer

- Budget
- Client comms
- Overview schedule

Production Manager



PRODUCTION ROLES AT AXIS

Producer

- Budget
- Client comms
- Overview schedule

Production Manager

- Schedule and delivery oversight
- Coordinator/Assistant supervision & delegation

PRODUCTION ROLES AT AXIS

Producer

- Budget
- Client comms
- Overview schedule

Production Coordinator

Production Manager

- Schedule and delivery oversight
- Coordinator/Assistant supervision & delegation

PRODUCTION ROLES AT AXIS

Producer

- Budget
- Client comms
- Overview schedule

Production Manager

- Schedule and delivery oversight
- Coordinator/Assistant supervision & delegation

Production Coordinator

- Department scheduling
- Dependencies
- Deliveries
- Dailies with artists
- Firefighting!!!

PRODUCTION ROLES AT AXIS

Producer

- Budget
- Client comms
- Overview schedule

Production Coordinator

- Department scheduling
- Dependencies
- Deliveries
- Dailies with artists
- Firefighting!!!

Production Manager

- Schedule and delivery oversight
- Coordinator/Assistant supervision & delegation

Production Assistant

PRODUCTION ROLES AT AXIS

Producer

- Budget
- Client comms
- Overview schedule

Production Coordinator

- Department scheduling
- Dependencies
- Deliveries
- Dailies with artists
- Firefighting!!!

Production Manager

- Schedule and delivery oversight
- Coordinator/Assistant supervision & delegation

Production Assistant

- Tracking task progress
- Internal reviews
- Project bible maintenance
- Admin and organisation

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PRODUCTION TEAM STRUCTURE

Producer /
Associate
Producer

Production
Coordinator /
Assistant

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PRODUCTION TEAM STRUCTURE

Producer

Production
Manager

Production
Coordinator

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PRODUCTION TEAM STRUCTURE

Producer

Production
Manager

Production
Coordinator

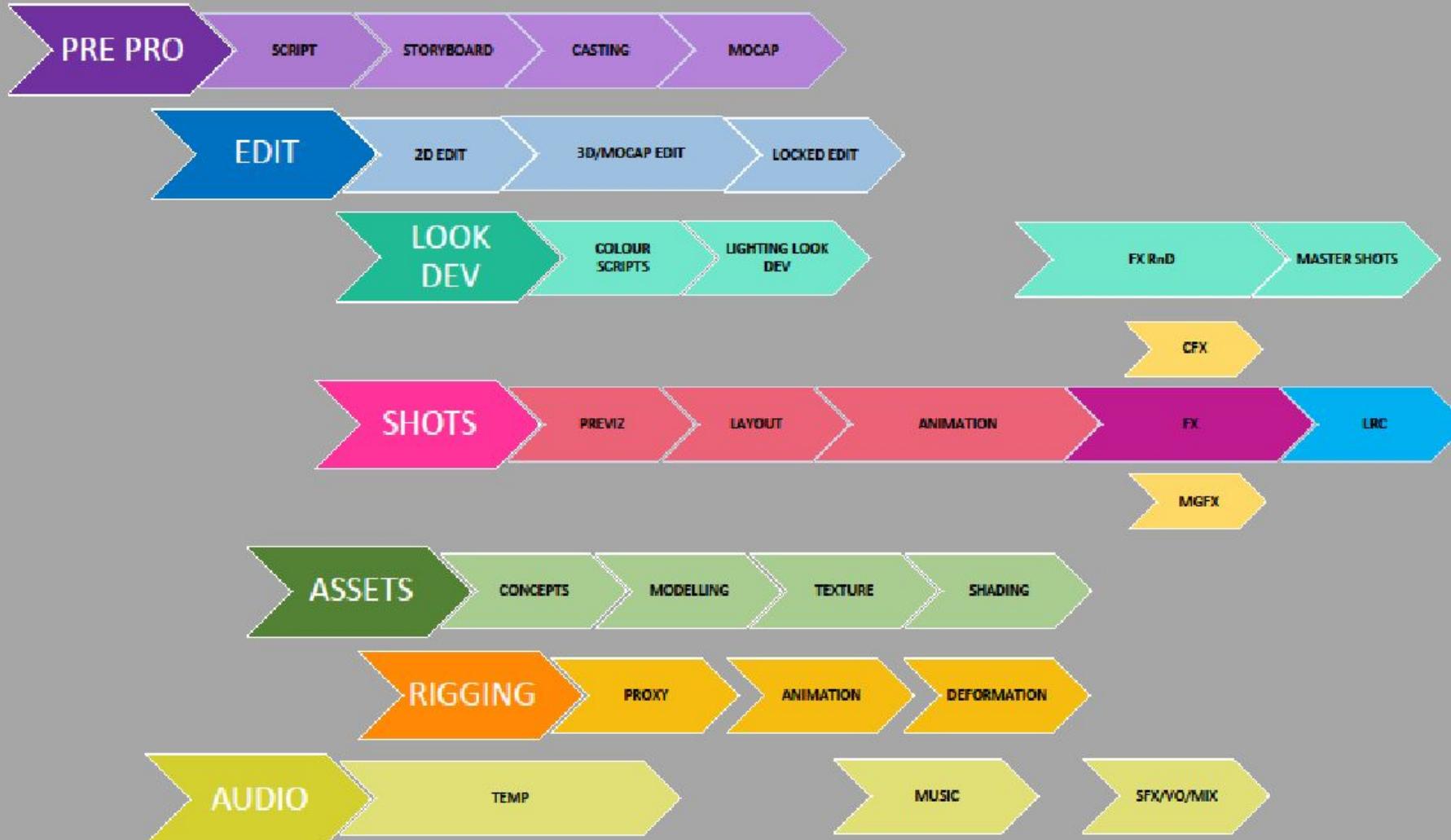
Associate Producer
/ Senior
Production
Coordinator

Production
Coordinator

Production
Assistant

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PIPELINE AND WORKFLOW



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	13 Nov	20 Nov	27 Nov	4 Dec	11 Dec	18 Dec	25 Dec	1 Jan	8 Jan	15 Jan	22 Jan	29 Jan	5 Feb	12 Feb	19 Feb	26 Feb	6 Mar	12 Mar	19 Mar	26 Mar	2 Apr
OVERVIEW	ORDER FARDER FARDER BODY																				
// LOOK DEV																					
Masters																					
Tents																					
LQR1																					
// SEQUENCES																					
Scene1	P1	P2	P2	M	L1	L2		L3		L3	A1		A2	A3	LQR1b			LQR2	RHQR	HQR	
Scene2	P1	P2	P2	M	L1	L2		L3		L3	A1		A2	A3	LQR1b			LQR2	RHQR	HQR	
Scene3	P1	P2	P2	M	L1	L2		L3		L3	A1		A2	A3	LQR1b			LQR2	RHQR	HQR	
Scene4	P1	P2	P2	M	L1	L2		L3		L3	A1		A2	A3		LQR1b		LQR2	RHQR	HQR	
Scene5	P1	P2	P2	M	L1	L2		L3		L3	A1		A2	A3			LQR1b	LQR2		RHQR	
Scene6	P1	P2	P2	M	L1	L2		L3		L3	A1		A2	A3	LQR1b			LQR2	RHQR		
Scene7	P1	P2	P2	M	L1	L2		L3		L3	A1		A2	A3	LQR1b			LQR2	RHQR	HQR	

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Axis delivery schedule for w/c| June 13th

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Asset Schedule

Asset Name	Type	Notes	Stage	Est	Allocated	Variance	Status	Artist	Timeline										
									Apr-30	May-7	May-14	May-21	May-28	Jun-4	Jun-11	Jun-18	Jun-25	Jul-2	Jul-9
humanSolider	CHAR	expecting client feedback re-use rig from previous project	Brief	0.50	0.50	0.00	sign off	Jon	0.5										
	CHAR		Concept design	1.00	1.50	-0.50	complete	Gareth	1.0	0.5									
	CHAR		Production Art	1.00	3.00	-2.00	complete	Randy		1.0	1.0	1.0							
	CHAR		Model	8.00	7.50	0.50	w/client	Alex					4.0	3.0	0.5				
	CHAR		Texture	4.00	3.50	0.50	wtg	Alex							1.5	2.0			
	CHAR		Shading	4.00	4.00	0.00	wtg	Ronnie							3.0	1.0			
	CHAR		Rigging	6.00	6.00	0.00	wtg	Jose							5.0	1.0			
	CHAR		Facial Rigging	1.00	1.00	0.00	wtg	Mario									1.0		
alienBoss	CHAR	proxy, pre-layout Wall collapse	Brief	0.50	0.50	0.00	complete	Jon	0.5										
	CHAR		Concept design	2.00	2.00	0.00	complete	Gareth	1.0	1.0									
	CHAR		Production Art	1.00	1.00	0.00	ip	Randy				1.0							
	CHAR		Model	5.00	5.00	0.00	ip	Alex					4.0	1.0					
	CHAR		Texture	3.00	3.00	0.00	wtg	Alex							2.0	1.0			
	CHAR		Shading	3.00	3.00	0.00	wtg	Ronnie								3.0			
	CHAR		Rigging	4.00	4.00	0.00	wtg	Jose								4.0			
	CHAR		Facial Rigging	5.00	4.00	1.00	wtg	Mario									4.0		
battleField	ENV	proxy, pre-layout Wall collapse	Brief	0.50	0.50	0.00	complete	Jon	0.5										
	ENV		Concept design	3.00	3.00	0.00	wtg	Gareth		3.0									
	ENV		Model	3.00	3.00	0.00	wtg	Ronnie			3.0						2.0	5.0	
	ENV		Model	8.00	7.00	1.00	wtg	Ronnie									5.0		
	ENV		Texture	5.00	5.00	0.00	wtg	Ronnie										5.0	
	ENV		Shading	7.00	7.00	0.00	wtg	Ronnie										5.0	2.0
	ENV		Rigging	1.00	1.00	0.00	wtg	Jose									1.0		
	ENV																		
tank	VEH	proxy, pre-layout Wall collapse	Brief	0.50	0.50	0.00	complete	Jon	0.5										
	VEH		Concept design	1.00	1.00	0.00	complete	Gareth		1.0									
	VEH		Model	5.00	5.00	0.00	ip	Ronnie			2.0	3.0							
	VEH		Texture	4.00	4.00	0.00	wtg	Ronnie			2.0	2.0							
	VEH		Shading	4.00	4.00	0.00	wtg	Ronnie								1.0	3.0		
	VEH		Rigging	6.00	4.00	2.00	wtg	Jose									4.0		
assaultRifle	PROP	Provided by client	Concept design	0.00	0.00	0.00	OMIT	OMIT											
	PROP	expecting client feedback	Model	2.00	2.00	0.00	w/client	Abby				1.5	0.5						
	PROP		Texture	2.00	3.00	-1.00	wtg	Abby				3.0							
	PROP		Shading	1.00	1.00	0.00	wtg	Abby					1.0						

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WHO WE WANT

A close-up photograph of a man's face, showing his eyes, nose, and mouth. The lighting is dramatic, with a strong orange glow on the left side of his face, while the right side is in shadow. He has dark hair and is looking directly at the camera.

Forward thinker
Clear communicator
Professional
Versatility & adaptability
Can take it on the chin
Have raw talent
Isn't a #%\$@

ABILITY AND ATTITUDE

REALITY CHECK

100 + applications per week

100+ talent outreach

Ongoing work experience and intern requests

Super competitive

Jnr positions are limited

Entry standards continually increasing

STAND OUT FROM THE CROWD

WHERE TO now

Start small, chose contained models/animation to create

Use CG forums and art competitions to get feedback

Get personal work on your reel and portfolio

Keep it up to date

Create something that makes your portfolio stand out

Continue to develop your art skills outside of uni

Critically assess your work

COVER ALL THE BASES

WHERE TO now

Internships

Work experience

Mentorships

Be honest with yourself

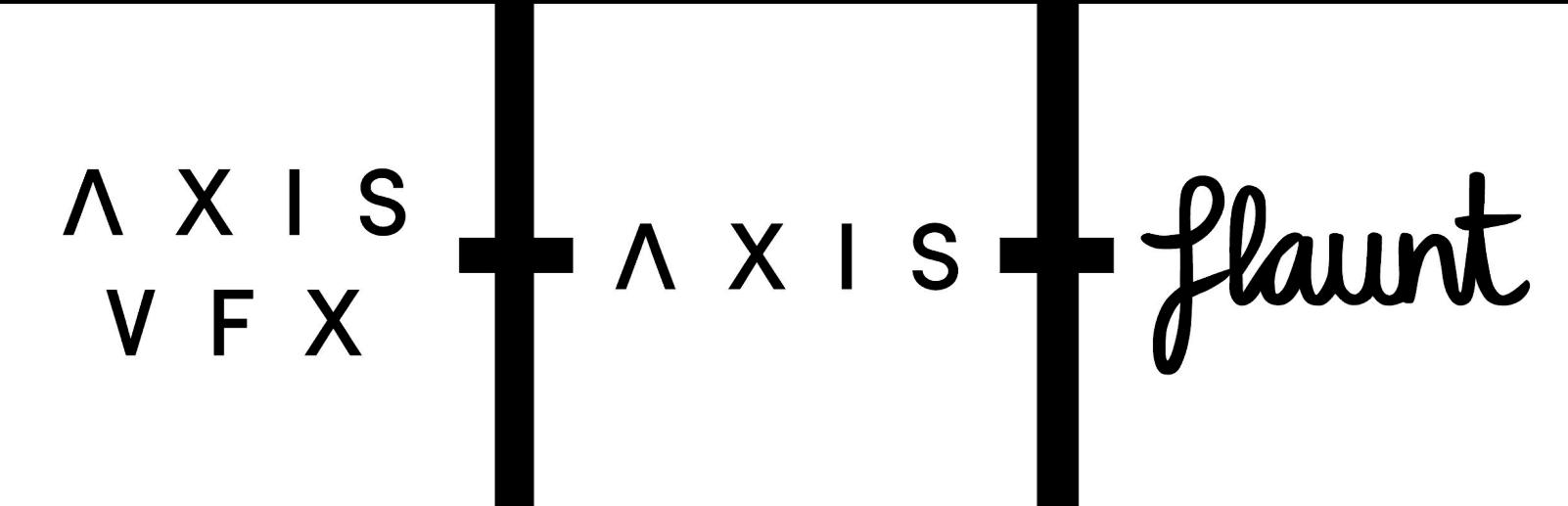
Network

Follow up online applications with a personal email

PRACTICE! PRACTICE! PRACTICE!

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FINAL Q&A



THANK YOU

71 SKYPARK 1, 8 ELLIOT PLACE
GLASGOW, G3 8EP

AXISANIMATION.COM

THANK YOU FOR COMING!