

VFX

“Every artist has their own handwriting, we put our life into the character.”

Marion Strunck
Animator, Framestore

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The industry creates images and sequences for film, TV, animation and games that are otherwise too difficult, expensive or impossible to create.

Using technical and artistic skill, teams create alien landscapes, explosions and cute fluffy creatures. Artists also repair footage, removing wires and replacing green screen backgrounds. While the job role you'd most often

associate with the industry is the VFX artist, production staff support the different teams. Artists in large studios specialise in modelling, compositing or technical direction. Smaller studios tend to hire generalists.

In larger studios, there will be whole departments devoted to human resources or marketing, whereas the smaller studios will still offer roles in studio development or administration. Like most creative industries, most studios will also hire runners if you want to experience a cross-section of the roles available.

Having a great portfolio will get you noticed, but having a qualification helps to show that you are skilled. The major studios in the UK are in

London, so studying close to the capital could make sense. Developing skills like illustration, photography and automation will all be useful no matter where you end up.

VFX careers require you to work with others – team skills are important in this sector. If you're interested in production or leadership roles, you'll need an understanding of the technology first. Anyone interested in VFX should also try common software, such as After Effects, Maya and Nuke.

As the industry grows, new technology and trends will begin to emerge. Staying updated is vital to working in VFX, attend industry workshops and seminars, and follow VFX websites.

FIRST STEPS

Watch visual effects breakdowns from your favourite films. Find out which elements of the shot are handled by which team member at [screenskills.com](https://www.screenskills.com)

MOVING UP

Try free or demo software like **After Effects**, **Nuke** and **Blender**. See if you like modelling or compositing, the two key skills. Rewatch films and look out for the VFX shots!

GETTING IN

Find out about local work experience at post-production and VFX houses. Try your hand at creating your own shots through shooting your own plates yourself, or downloading them.