

VFX

"It is really diverse, there is something for everyone in VFX."

Shani Vizma, VFX assistant coordinator

What is it?

The VFX 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 skills, teams create alien landscapes, explosions and cute fluffy creatures. Artists also repair footage, removing wires and replacing green screen backgrounds.

Did you know?

VFX isn't just about art. There are also programmers and production staff who support the different teams. Artists in large studios specialise in modelling, compositing or technical direction. Smaller studios tend to hire generalists.

The truth

The major studios in the UK are in

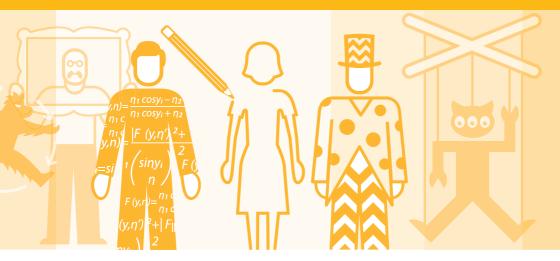
London, so studying close to the capital could make sense. There are opportunities to work in VFX in advertising and games in other parts of the country.

Get qualified

Most people in the VFX industry have got degrees and a third of those have a post-graduate qualification. Popular degrees include physics, maths, computer science, art, animation and VFX. Some studios offer apprenticeships.

Keep up

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. Think about the skills needed to create them. Look up the job roles at screenskills.com/careers-in-VFX

Moving up

Try free or demo software like **After Effects**, **Nuke** and **Blender**. See if you like modelling or compositing, the two key skills. Build a portfolio to show off your work, rewatch films and look out for the VFX shots.

Getting in

Go to festivals and expos to get to know people in the industry. Join online groups and start chatting. Contact companies and ask if you can do work experience.* Apply for junior roles or apprenticeships.

For further information go to: screenskills.com/careers



