

Talent Corner

Poem-The Vast Universe

The five infinite elements create the vast universe.
What creates other than the five proves to be adverse.
The human beings are not making ‘it’ all pollution free.
The Almighty God has grown ‘it’ a beautiful canopy tree.
All the living beings are perching into this vast tree.
All are struggling for comfortable living

to be free.
Its wonderful and surprising creation gets disturbed.
When the man being a fine creation tries to get ‘it’ perturbed.
Let us love all its creations –big or small.
Never try to make ‘it’ imbalance waging fatal war.
The only power lies with Almighty God.
‘He’ applies ‘His’ wisdom for not killing but use unseenable rod.

When unspeakable trees and animals are playing their very constructive, contributive role.
Who are we to make this vast universe scroll?
Certainty of our living always remains unknown.
Devotion towards the great creator every second to be shown.

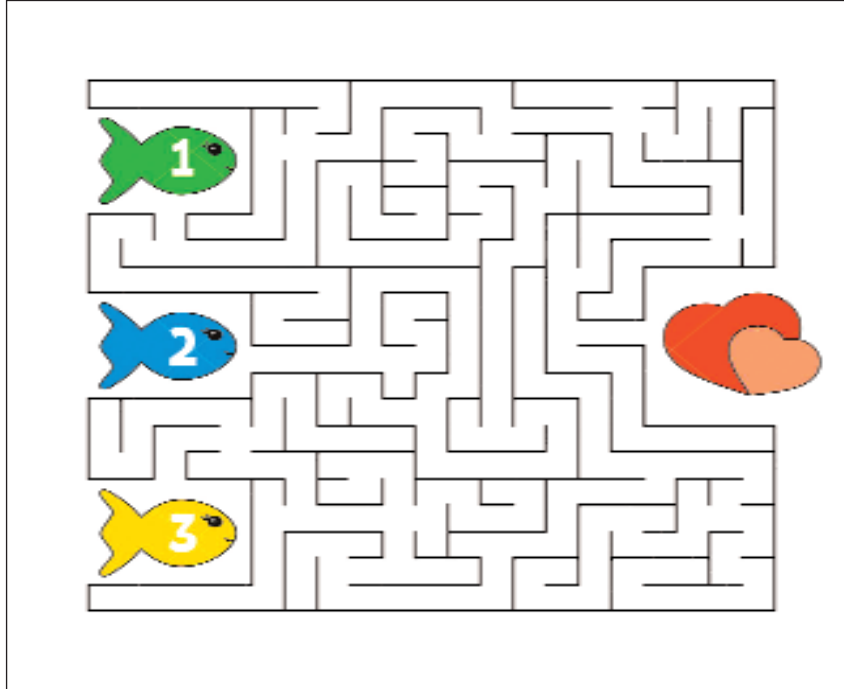
Tara Chand Bhagat
(Talab Tillo Jammu)

SUDOKU

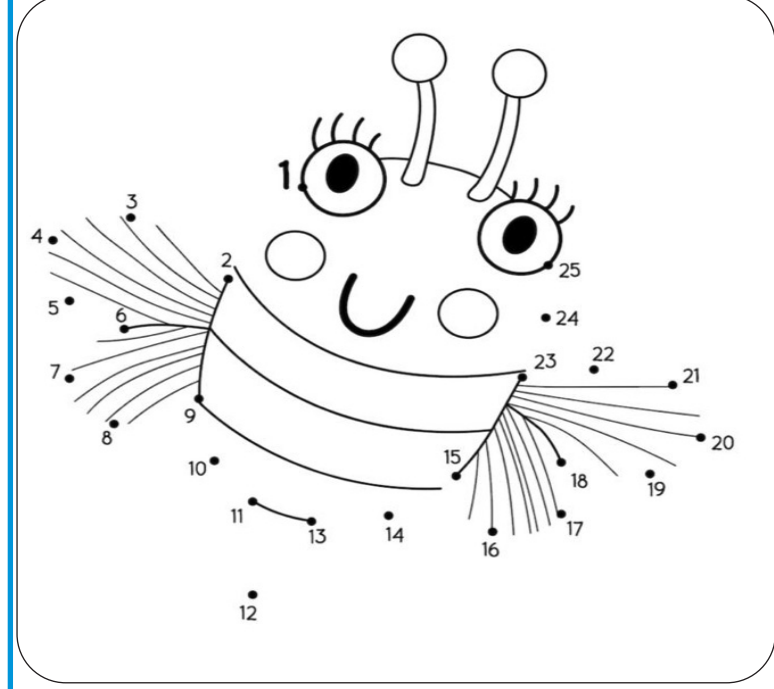
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SOLUTION OF LAST WEEK							
SUDOKU							
5	6	4	8	1	2	9	7
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9	2	3	5	6	7	4	8
3	4	9	1	7	5	2	6
2	8	5	3	9	6	7	1
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4	3	1	6	8	9	5	2
7	9	2	4	5	1	8	3
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MAZE



COMPLETE THE PICTURE



CAREER AID

Know To Design A Vibrant Career In Animation

Most of us have grown up watching cartoons and loved every second of them. Animation plays an important role in multiple facets of entertainment. It is also used in various other sectors, including advertising, education, and gaming, among others. With the rise of digital platforms and the internet, there is a growing need for high-quality animation content, making it an exciting and lucrative industry to work in. In the entertainment industry, animated films, television shows, and web series have become increasingly popular; with major studios investing significant amounts of money in their production. The gaming industry also heavily relies on animation, with animation used to create characters, backgrounds, and special effects in video games. Moreover, the education industry also uses animation for creating engaging and interactive learning materials, especially for children. Animation is also used in advertising to create eye-catching and memorable commercials. Overall, the animation industry is highly relevant and continues to play a significant role in various sectors of the economy. As a result, there are numerous job opportunities available in this industry, making it a great option for individuals interested in pursuing a career in animation. Should we take a look at some of the job profiles for those interested in animation and the relevant soft skills?

Animator

The work of an animator involves creating a series of frames or images that, when played together, create the illusion of movement. The animator creates storyboards and animatics to plan and visualise the animation, and designs and draws the characters, backgrounds, and objects. They also create movement and actions for characters and objects and aid in lip-syncing dialogue to the characters' mouth movements. To become an animator, you can enrol in various animation courses that teach fundamental skills such as drawing, design, and animation techniques. You can also learn software tools such as Adobe Creative Suite, Toon Boom, Blender, Maya, etc. Some of the popular animation courses that one can take include:

Character Designer

A character designer's job involves designing and developing characters that are visually appealing, memorable, and consistent with the project's requirements. A character designer must have a deep understanding of human anatomy, form, and expression, as well as a sense of storytelling and visual communication. A character designer works with the creative team to understand the requirements of the project, such as the character's personality, backstory, and context. They then aid in sketching and creating visual concepts and variations of the character design, along with refining the design by creating detailed drawings or digital illustrations. They also help in creating turnarounds and model sheets that provide a reference for animators to use when creating the character in different poses and angles.

To become a character designer, you can enrol in courses that teach fundamental skills such as drawing, design, and anatomy. You can also learn software tools such as Adobe Photoshop, Illustrator, and Sketchbook Pro. Some of the popular character design courses that one can take include: Character Design for Animation - by Lynda, Character Design Course with Stephen Silver - by Skillshare, Character Illustration: From Concept to Final Artwork - by Skillshare, Character Design Crash Course - by Udeny, and Character Design: From Concept to Creation - by CG Spectrum

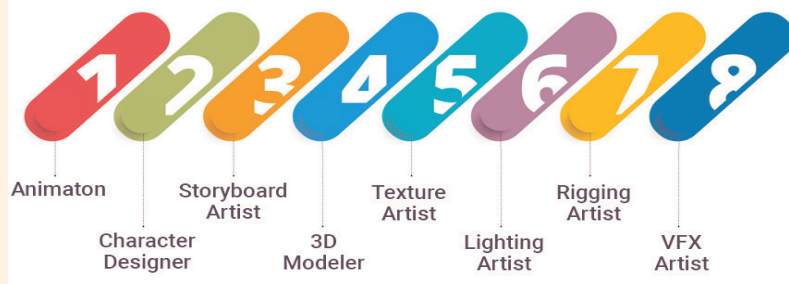
How Can You Turn Your Passion Into Your Profession?

Storyboard Artist

A storyboard artist is a professional who creates visual narratives, which serve as a blueprint for a film, animation, or other visual media. Their job involves creating a sequence of images that show how a story will unfold, shot by shot, and scene by scene. These images can help directors, producers, and animators to understand the visual style, pacing, and composition of a project before it is produced. They can create visual representations of the script through rough sketches, thumbnail drawings, or digital illustrations, along with storyboarding shots and scenes that convey the story's intent, pacing, and composition. They can also create camera angles, movements, and framing that help convey the story's mood and tone.

To become a storyboard artist, you can enroll in various courses that teach fundamental skills such as drawing, design, and visual storytelling. You can also learn software tools such as Adobe Photoshop, Illustrator, and Storyboard Pro. Some of the popular storyboard courses that one can take include: Storyboarding for Film: Visualizing Your Vision - by Udeny, Storyboarding Essentials - by CG Master Academy, Storyboard Pro Essential Training - by Lynda, Storyboard Artistry: Illustrate and Communicate Ideas Quickly - by

Career in Animation



Skillshare and The Art of Storyboarding for Film and Animation - by Schoolism.

3D Modeler

A 3D modeller is a professional who creates three-dimensional models of objects, characters, and environments for use in video games, films, and other forms of media. They are responsible for bringing two-dimensional designs and concepts to life by creating detailed 3D models. They use software tools to create 3D models, including sculpting, modelling, texturing, and rendering software. They can create detailed textures and surface materials for 3D models. They also create 3D models that are optimised for use in real-time applications, such as video games and interactive media. To become a 3D modeller, you can enrol in various courses that teach fundamental skills such as 3D modelling, sculpting, and texturing. You can also learn software tools such as Autodesk Maya, 3ds Max, ZBrush, Blender, and Cinema 4D. Some of the popular 3D modelling courses that one can take include: 3D Modeling and Texturing for Beginners - by CG Spectrum, Introduction to 3D Modelling - by Udeny, 3D Character Creation: Sculpting in ZBrush - by Pluralsight, Hard-Surface Modeling for Film and Games - by CG Master Academy and Vehicle Modeling for Production - by Think Tank Training Centre.

Texture Artist

A texture artist is a professional who specialises in creating realistic textures and surface materials for 3D models used in video games, films, and other forms of media. They are responsible for adding detail to the surface of a 3D model by creating texture maps, bump maps, and other materials that mimic real-world surfaces. They ensure that the textures and materials are consistent with the overall visual style of the project. They also use a variety of techniques to create realistic textures, including painting, photo manipulation, and procedural generation. In addition to being proficient in software tools such as Adobe Photoshop, Substance Painter, or Mari, a texture artist should also have a strong understanding of colour theory, lighting, and materials. Some of the popular courses that you can take include: The Gnomon Workshop: Texture Painting for Games with Christophe Desse, Introduction to Substance Painter, Texturing and Shading for Production, Texturing for Games and The Gnomon Workshop: Texture Painting with Rob Chang.

Lighting Artist

A Lighting Artist is a professional responsible for creating and designing the lighting setup for films, animations, video games, and other visual media. They use their expertise in lighting and shading to enhance the mood and atmosphere of a scene, create a sense of depth, and highlight the key elements of the image. They are responsible for creating and implementing the lighting setup for each scene, including setting up the light sources, adjusting the colours, creating shadows, and fine-tuning the lighting to achieve the desired mood and atmosphere, to enhance the storytelling. They work closely with the rendering team to optimise the lighting and achieve the desired visual quality. Some of the popular software tools used by Lighting Artists include Autodesk Maya, Pixar's RenderMan, SideFX Houdini, and Unity. Lighting Artists need to have a strong understanding of colour theory, composition, and lighting principles. To become a Lighting Artist, you can take courses in computer graphics, animation, or a related field. Some of the popular courses that can help you develop the necessary skills include: Fundamentals of Lighting and Rendering - This course provides an introduction to the fundamentals of lighting and rendering in 3D computer graphics. Lighting for Animation - This course covers the process of creating lighting setups for animations, including key lighting, fill lighting, and rim lighting. Advanced Lighting Techniques - This course focuses on advanced lighting techniques, including dynamic lighting and the use of volumetric lighting. Autodesk Maya Lighting and Rendering - This course provides an in-depth exploration of lighting and rendering techniques in Autodesk Maya and RenderMan. Lighting and Shading Techniques - This course provides an introduction to lighting and shading techniques in Pixar's

RenderMan.

Rigging Artist

A Rigging Artist is a professional who specialises in creating the skeletal structure for 3D models in films, animations, and video games. They use software tools to create a system of joints, controls, and constraints that allows the model to be posed and animated in a realistic and expressive way. The rigging process is crucial for bringing 3D characters and objects to life. A rigging artist creates a skeletal structure that accurately reflects the anatomy of the model and places control handles that enable animators to pose the model. They also help in testing the rig to ensure that it deforms the model correctly and that it is easy for animators to work with. They also custom tools and scripts to automate the rigging process and improve the efficiency of the pipeline. Some of the popular software tools used by Rigging Artists include Autodesk Maya, Houdini, and 3D Studio Max. Rigging Artists need to have a strong understanding of human anatomy, kinematics, and deformation principles. Some of the popular courses that can help you develop the necessary skills include: Introduction to Rigging - This course provides an introduction to rigging principles and techniques, including joint placement, skinning, and control systems. Advanced Rigging Techniques - This course focuses on advanced rigging techniques, including facial rigging, IK/FK blending, and dynamic simulations. Maya Rigging Fundamentals - This course provides an in-depth exploration of rigging techniques in Autodesk Maya. Aspirants can also take up Character Rigging for Production - This course covers the rigging pipeline for film and includes tutorials on creating rigs for characters and creatures, and Houdini Rigging - This course provides an introduction to rigging techniques in Houdini, including procedural rigging and the use of Houdini Digital Assets.

VFX Artist

A VFX (Visual Effects) artist is a professional who creates and integrates digital effects into films, television shows, and video games. They use various software tools to create and enhance visual effects, such as explosions, fire, smoke, and natural phenomena. They also help in tracking and integrating digital effects into live-action footage and creating realistic composites that blend seamlessly with the live-action elements. Some of the popular software tools used by VFX Artists include Autodesk Maya, Houdini, Nuke, After Effects, and Fusion. VFX Artists need to have a strong understanding of physics, lighting, and compositing principles. Some of the popular courses that can help you develop the necessary skills include: Introduction to VFX - This course provides an introduction to the principles of VFX, including compositing, tracking, and roto-scoping. Advanced VFX Techniques - This course focuses on advanced VFX techniques, including particle systems, fluid simulations, and dynamic simulations. Maya for VFX - This course provides an in-depth exploration of VFX techniques in Autodesk Maya, including rigid-body dynamics and fluid simulations. Nuke for VFX - This course provides an introduction to compositing in Nuke, including keying, tracking, and roto-scoping. After Effects for VFX - This course provides an introduction to compositing in After Effects, including keying, tracking, and motion graphics.

Some of the top animation studios and companies that hire for the above roles in India are: Technicolor, Prime Focus, DQ Entertainment, Toonz Animation, Maya Digital Studios, DreamWorks Animation, Walt Disney Animation Studios, Pixar Animation Studios, Nickelodeon Animation Studios and Cartoon Network Studios.

Apart from these larger studios, there are also many smaller animation studios and production houses that regularly hire for their projects. You can also consider freelancing or working in a self-employed role, either by taking up individual projects or by creating your own animation content and monetising it on platforms such as YouTube. To find job openings for these roles, you can check the career pages of these companies, as well as several job portals. Networking with other animators and industry professionals and attending industry events and conferences can also be helpful in finding job opportunities.

Deboshree Banerjee holds a BTech in Computer Science and Engineering from BIT Mesra. As a professional who has worked Goldman Sachs and Walmart, Banerjee gives deep insight into the field of advanced tech. She is currently employed with Cred as back-end engineer.

If you have any ideas, poems, stories, paintings that you would like to share with us, please send it to
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or send via email to statetimes1@gmail.com