

Talent Corner

Poem — 'I smile'

Reckoning all the petals and thorns I
gathered some day in the bower
Where happy bees and butterflies
hovering over the flowers
Lush grass and trees swaying
Hopping bunnies playing hide and
seek

The petals dried up
I kept those in the diary
Pricking thorns remind me of the
times
Tough to me
But made me realise I'm still alive
And appreciate goodness present in
all the creatures without the veneer
of greatness

No abyss of sins
No regrets of being wrong
Joy prevails all around
And I smile with love, rejoice.

Alka Sharma
Rehari Colony.

SUDOKU

5			3		9	4	7	
	2	1				3		
					4		9	
				7	5			
9			8	2				
					7			
	8			5		1	2	
4			1					8

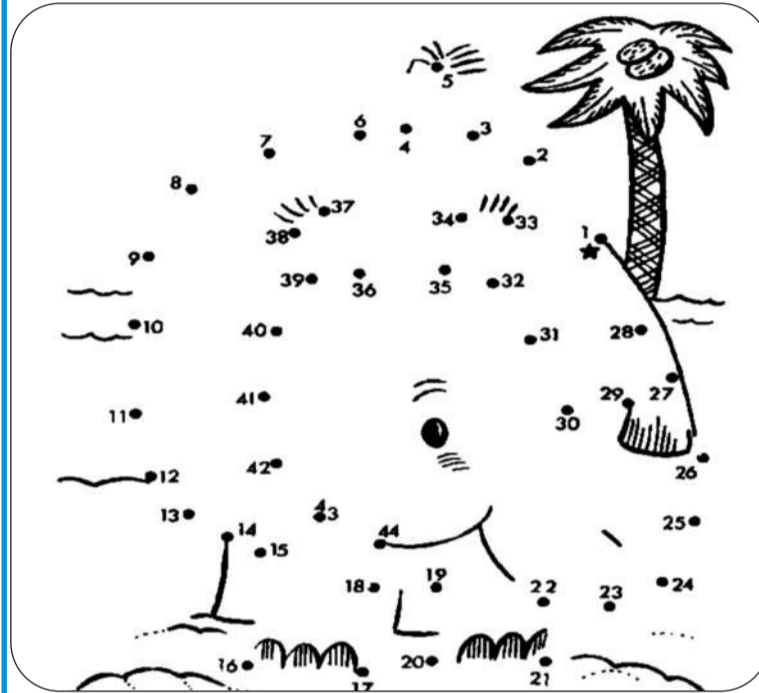
SOLUTION OF LAST WEEK SUDOKU

7	9	8	3	1	2	6	5	4
6	1	4	8	9	5	2	7	3
3	2	5	6	4	7	8	1	9
9	8	3	1	7	6	4	2	5
5	6	7	4	2	3	9	8	1
1	4	2	9	5	8	3	6	7
8	5	9	2	3	1	7	4	6
2	3	1	7	6	4	5	9	8
4	7	6	5	8	9	1	3	2

MAZE



COMPLETE THE PICTURE



CAREER AID

3D Modelling Jobs-Career Tips and Skills

3D Modelling has substantially improved the visualisation quality in art, entertainment, engineering, architecture, medical, manufacturing and advertising. With the help of advanced computer hardware and software, 3D modellers can create accurate and realistic 3D representations of characters, people, objects, structures and environments. By understanding what 3D modelling involves and the career avenues possible, you can make an informed decision about working in this field. In this article, we explain what 3D modelling is and discover the types of 3D modelling jobs you can do, the necessary educational requirements and skills and the 3D modelling career scope.

3D modelling is the term used to describe the process of creating 3D image models with the help of specialised 3D software. The created image is an accurate rendition of a specific thing in shape, texture and size. While 3D modelling is useful for creating realistic representations of existing things, it can also help you visualise imaginary ones. 3D models are formed with the help of points, lines and surfaces and use a coordinate data system to identify vertical and horizontal point locations in relation to a specific reference point. That makes it possible to view the 3D images from different angles.

Career scope for 3D modelling jobs

The career scope is promising for competent and experienced 3D modellers. Developments in computer technologies have spurred the growth of 3D modelling software programmes and created a corresponding demand for 3D imagery across different industries. If you have specialised in one or more 3D modelling programmes, you can find lucrative 3D modelling work opportunities in animation, advertising, architecture, engineering and other sectors. 3D modellers may hold full-time jobs, part-time jobs, freelance jobs or work independently.

To prepare for a career in 3D modelling, you can do the following: Get a bachelor's degree or a master's degree in a relevant field; Research the different types of 3D modelling jobs in various industries; Find out about open-source and proprietary 3D software programmes; Obtain mastery over one or more 3D software programmes; Develop basic drawing, painting, and design skills; Study the 3D modelling work of leading 3D modellers in the industry; Give yourself 3D modelling projects and complete them; Prepare an online portfolio of 3D modelling projects; Use social media and professional networking sites to publicise your 3D modelling work; Connect with 3D modelling professionals online and let them know you are looking for work; Search for 3D modelling jobs on online job sites like Indeed, company websites, social media and networking sites; Prepare a resume and cover letter and customise them for every job application; Send a link to your online 3D modelling portfolio with every application; Keep improving your 3D modelling skills and learn new 3D software programmes.

Types of 3D modelling jobs

3D modeller

Primary duties: A 3D modeller reviews the client's brief, concept art and sketches and references them to develop 3D models of the specified characters, environments, props and other items. They use various 3D software for modelling



and often collaborate with other 3D modellers, artists, designers, animators and programmers. As their work is part of a larger project, they have strict work deadlines and may work long hours to meet them.

Design engineer

Primary duties: Design engineers research and develop product and system concepts. They use 3D modelling software programmes to create detailed technical drawings and engineering models of structures, machines and tools. Creating 3D models can lead to better efficiency in designing engineering processes, increase equipment accuracy, improve worksite efficiency and reduce operational costs.

CAD technician

Primary duties: Also known as draughtsmen, CAD technicians work in the construction, engineering and manufacturing industries. They use CAD (computer-aided design) software to prepare 2D blueprints and technical drawings, transform them into 3D models and modify existing technical drawings. They create complex and highly detailed technical plans of buildings, machines, electrical systems, plumbing systems and security systems in collaboration with engineers, architects, designers, other CAD technicians and other industry professionals.

3D visualiser

Primary duties: They work with industry professionals on advertising, design, architectural or construction projects. After generating ideas as per the client's brief, they use 3D modelling software to prepare design plans and visualise the concepts. They make sure that their image renderings are accurate and attractive and make presentations to display and explain them to the clients.

Game designer

Duties: A game designer plans and develops digital games for computers, mobile devices and websites. They use 3D modelling software to visualise the look of the game, to create game art and to build rapid game prototypes. They may try

out new features and prepare documentation for the games.

3D animator

Duties: They work with 3D computer technology to digitally design and render 3D characters, objects, backgrounds and other models. They may create the artwork for animation or use existing artwork by other people. They work in collaboration with artists, writers, designers and programmers.

Skills necessary for 3D modelling jobs

The following skills are essential for getting jobs in 3D modelling:

Art skills: Drawing skills are not essential for getting a 3D modeller job, but they may help you in your career. Understanding forms, space and perspectives and having a good sense of colour schemes can be helpful for many 3D model jobs. If your goal is to work in the animation, film, advertising or gaming industry, you may want to consider developing your art skills formally or informally. You can practise on your own or take various short-term or long-term art, design or animation courses.

Visualisation skills: Visualisation skills involve envisioning images that do not yet exist. Coming up with unique and attention-grabbing concepts and converting them into impactful visuals is important for 3D modellers. You can use existing, real-life imagery to render fantasy characters, objects and environs. As with art skills, you can develop your visualisation skills through repeated practice.

3D modelling skills: To get a job in 3D modelling, you require extensive knowledge of one or more 3D modelling software programmes. It may be a good idea and cost-effective also to download open-source 3D software and learn how to use it. You can also download and learn trial versions of proprietary software. There are many free lessons and tutorials online, and you can use these resources to learn on your own. Alternatively, you can join a paid online or offline course to learn the 3D software programme of your choice.

Communication skills: Good verbal, written and listening

skills are essential in 3D modelling jobs to discuss work matters with other 3D modelers, animators, designers, artists and project managers. It may be necessary to communicate creative ideas, assign work tasks, set work schedules and organise work processes. There may be a give and take of feedback and suggestions. Excellent and clear communication skills can prevent misunderstandings and work errors and keep the project on schedule.

Collaboration skills: 3D modelling jobs involve collaborative work with other industry professionals. It may help to set goals, understand common objectives and work together to overcome challenges. You may find it necessary to accept feedback or criticism and make work changes if it is essential for the project as a whole.

Time management skills: 3D modelling jobs are often time-bound jobs with specific deadlines for completion. As a 3D modeller, your role may be limited to a specific part of the project and completing that on schedule may be crucial for the timely completion of the project as a whole. That is why knowing how to manage your time effectively can serve you well in this career.

Educational requirements for 3D modelling jobs

The educational requirements for 3D modelling jobs can vary according to the sector in which you want to work. Some employers may require you to have a bachelor's degree or a master's degree and also formal training in 3D modelling. For instance, if you want to do 3D modelling in engineering or architecture, it may help to have a degree in engineering or architecture and training in the relevant 3D modelling software. If you wish to work in the game industry, you may benefit from completing an art and design course and also studying 3D modelling.

3D modelling courses

You can do the following courses to get 3D modeler jobs:

Diploma in 3D Modelling and Texturing (six months)

Diploma in 3D Animation (one year)

Advance Diploma in Visual Effects Filmmaking (one-and-half years)

Advance Diploma in Animation Filmmaking (one-and-half years)

B.Sc in Digital Filmmaking (three years)

B.Sc in Digital VFX Filmmaking (three years)

B.Sc in Animation and Gaming (three years).

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