

# Recruitment

13 December 2008  
09:42

Please take a look at our thread on the 11 Second Club Forum for a good intro to the project:  
<http://www.11secondclub.com/forum/viewtopic.php?id=3770>



## Current positions:

Concept Artists  
Storyboard Artists  
Environment Modellers  
Prop Modellers  
Character Modellers  
Technical Directors

Other positions will be available at later points in the production. All positions are currently voluntary, so we're looking for enthusiastic talented people with some free time to work on a labour of love. Small commitments are welcomed. If you're interested in contributing please email your résumé/CV and links to examples of your work to the email address on the [contact page](#).

## Recruiting for volunteers on a Short CG Film

We're developing a short computer generated animated film project, and we're looking for collaborators to contribute their talents in a number of specialist areas. This is not a funded project being made with the goal of making money. We're not ruling that out in the long run, but it can't be expected so it's being made purely for the artistry and love of making an animated film, with the longer term goal of promoting the talents of everyone that gets involved. We have a wide network of talented professionals around the world that have shown an interest in working on this project.

The plan is to recruit people into specific roles during certain stages of development. Everyone that contributes something worthwhile will be credited and promoted alongside the project throughout development. We're particularly interested in gathering people with experience that might be looking for material to add to the variety of their portfolio/showreel. The reason for this is that we'd rather get the very best out of people on a small scale. People are welcome to dip in and out without any major commitments. You can do an image, a design, an animation, a model, what ever it is... add it to your own website/portfolio/showreel and move on to something else. I'll add links or contact details for every worthy contributor. Material produced that centre's around the core idea will be accessible by other contributors and the best (most appropriate) work will be shown online to raise awareness and help other newcomers understand the project.

We are working professionals spending our free time on this project. So any students applying will have to realize that we won't all have time to teach, which is why I'm looking for people that already know what they are doing and will be capable of bringing something small but beautiful to the project. Obviously if you want to become an ongoing contributor that's great and we'll help you get more involved.

## Rewards:

Portfolio & Demoreel material	This isn't a secret project, you can use it as soon as you want (there may be some aspects I'll withhold from the public domain for maximum impact on it's release, but generally art assets will be free to use)
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Promotion on the project's website	(in line with your overall contribution)
A Professional Reference	(appropriate to your performance and only for a significant contribution over a long enough time frame)
A LinkedIn Endorsement	(appropriate to your performance)
Contacts in the business	(once trust is earned)
Career advice	(if you ask nicely)

## Tools

Although you can use any software to contribute, these are what I'd recommend (for each area of interest) for maximum compatibility with the rest of the team (depending on your area of interest/expertise):

- 3D - Maya 2009 (other software is an option if it can be exported to Maya)
- Compositing - Digital Fusion (or After Effects)
- Editing - Premiere Pro
- Image - Paintshop Pro 7 or Photoshop
- Microsoft Office 2007
- Live Messenger 8 (or later)
- Video - Quicktime 7 (or later)
- Adobe Acrobat Reader
- MS Office One Note 2007
- MS Office Groove 2007

## Free - Messenger Folder Sharing

If you can't use Groove try using Live Messenger 8 so that we can share folders. You can use this to drop off versions of your work and it will upload it to me when it can.

## Complete access & improved sharing

Aside from the usual 3D packages, Video Editing, Compositing and Image manipulation software I'm using, there are also a couple of very handy tools that I'd like to encourage collaborators to try as they have a very positive effect on:

- The work flow (since it they organise our ideas)
- Your understanding of what everyone has contributed so far – you can see every note, concept, script, render, test, etc... anyone has ever contributed.
- Much more involvement at any stage of development you feel comfortable contributing in – you can add your own notes and images at any stage of development.

## One Note

I'm using One Note 2007 to share notebooks and sketchbooks between computers and I can heartily recommend it.

Cheapest offers:

<http://www.google.co.uk/products?q=%22Microsoft+Office+OneNote+2007%22&btnG=Search&show=dd&scoring=p>

Free Trial:

[http://us7.trymicrosoftoffice.com/product.aspx?sku=3082934&section\\_id=205&culture=en-US](http://us7.trymicrosoftoffice.com/product.aspx?sku=3082934&section_id=205&culture=en-US)

## Groove

I'm also using Groove 2007 to share files and links quickly and conveniently between computers.

Cheapest offers:

<http://www.google.co.uk/products?q=%22Microsoft+Office+Groove+2007%22&btnG=Search&show=dd&scoring=p>

Free Trial:

<http://us7.trymicrosoftoffice.com/product.aspx?sku=3082923&culture=en-US>