

Case Study – Ady Holt at Framestore in Bournemouth

Ady graduated in 2012 with BA(Hons) in Production. He is currently working at the OutPost of Framestore, based in the Enterprise Pavilion on AUB campus.

What do you do?

I am a Matchmover or Tracker, which is an entry level job in VFX. It's quite hard to explain, but I use Maya software to extrapolate camera attributes and movements from footage. The goal is to make a virtual camera in 3D space. This simulates the movement and conditions of the real camera when it took the original footage and allows "things or beings" to be added later.

How did you get into your present job?

I started almost straight after graduating. Paul (Hilton) from the Animation course helped by recommending me. It helped that I knew quite a few people working in Framestore and they knew I would fit in. They knew how I worked. It's important to fit in and have the right personality.

What skills do you need to your job?

Software skills! We use 3D Equaliser, Nuke, and Maya on a Linux operating system. Good spatial awareness helps as does knowledge of real world photography. I need a good eye for detail and ability to work under pressure.

What are the best and worst things about your job?

I love the job! It's fun and there is a great atmosphere. I have also now got four film credits to my name including 'Jupiter Ascending' and 'Robocop'. On the downside deadlines are short which means that the schedule can become heavy without warning. The pay isn't great but it's a good sacrifice.

Do you still use skills from your course?

Some skills; Linux and Maya were taught and they are still useful now. Team work (because the 2nd and 3rd year in Animation are pretty much team based) also, the intensity of the course prepared me well for the fast paced industry

What do you hope to do in the future?

There are only entry level jobs at the OutPost here, so if I want to move on I have to move. I would like to get involved in Character Rigging which involves putting a skeleton on characters to allow the animators to move characters realistically.

Can you give any advice to students on the Animation Production course?

Decide on the area of animation you want to work in and use the course to build a portfolio for your purposes. If you want to work with backgrounds, for example, get some experience and portfolio work on backgrounds. Choose projects wisely thinking about your future. It's not just about grades.