

This PDF is a companion resource to episode #59 of Chris Oatley's ArtCast: *The Rising Stars Of Animation*. Here, three of the guests from that episode have shared their "Breaking-In" stories in greater detail.

Go to http://ChrisOatley.com/RisingStars to listen to the full 2.5 hour interview.

Betsy Bauer: betsybauer.deviantart.com



I, like many, was (and am) hooked on Disney animated films, and from an early age dreamed of joining that industry myself.

I come from a very supportive family that assisted me in finding a great school for computer animation.

I found Ringling, fell in love, and was told that I couldn't afford it.

Thankfully, I busted my butt to put together a great portfolio, and that coupled with my great grades won me Ringling's presidential scholarship.

During my junior year at Ringling, I interned at Sony Pictures Animation.

While I was out in California, I also visited a lot of other studios, went to gallery openings, and talked to as many people involved with animation as I could.

After graduating from Ringling, I went on to work for Digital Domain as a full time Visual Development artist. However, as everyone is aware, Digital Domain went under.



Now I'm going through a sort of "second-breaking-in" period.

What I have learned is that it is INCREDIBLY important to stay in touch with your industry contacts and keep up with social media!

I got a freelance job with Paramount Pictures recently because of some old contacts, and was recently offered a 3-month gig in New York City with PSYOP animation studios because they found my artwork online.

(Note from Chris: Betsy has recently been hired at Google as a "Doodler")



Jessie Greenberg: jessiegreenberg.blogspot.com



The full story about how I've gotten my current job is a long and personal adventure that I could not possibly go over in a paragraph, and in fact my goal of achieving my dreams is still (and always will be) a total work in progress.

I've been incredibly fortunate to have worked at three major studios over the last 3 ½ years, and to have worked with so many talented people that I am proud to call my role models & friends.

It hasn't all simply fallen into my lap though, I've been initially rejected by each studio I wound up working for.

For my current job, I was recommended by a wonderful friend that I had initially met on the internet; we had bonded long

ago over our similar feelings about the importance of interning and understanding both production & artistic sides of the industry.

I went through a couple of interviews after being recommended, and wound up not getting the job.

It was a weird week - I had been interviewed by Disneyland & Disney within a 24 hour period, and I wound up with the Disneyland job.



It turned out to be an amazing and life changing experience to work there, and I honestly wouldn't trade it in for anything.

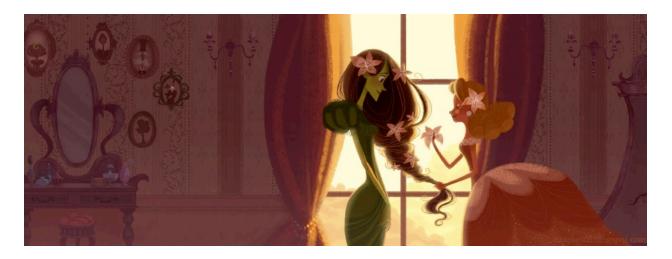
I learned that even on the worst of days, there's always a bit of magic you can bring to your work.

A few months in, I was called again by the folks I interviewed with wanting to know if I was still looking for work.

People had been promoted so the position was open again. I was the one other person they liked from their previous interviews.

I have found that things never work out like you expect them to, but I have noticed a few things that have really helped me out. Always remain positive, work hard at every job you have (especially if it's not your dream job), make friends with everyone, always be passionate about your work, and let everyone know you're passionate.





Elsa Chang: elsasketch.blogspot.com

I created a new portfolio earlier in the year with my mentor, Lorelay Bove. I got to be her mentee through Motivarti.org.

She helped me a lot with my project and portfolio work. I was specifically making a visdev portfolio so my book had characters, props, keyscenes and environments.

For characters I did an expression sheet, turn around, character moments and a line up. My prop sheets had reference photos next to the prop I was drawing and also the texture call outs.

I then used that finished portfolio to apply to the Disney Talent Development Training program online and the rest is history.