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Self-presentation for Alternate Careers in the Entertainment Industry

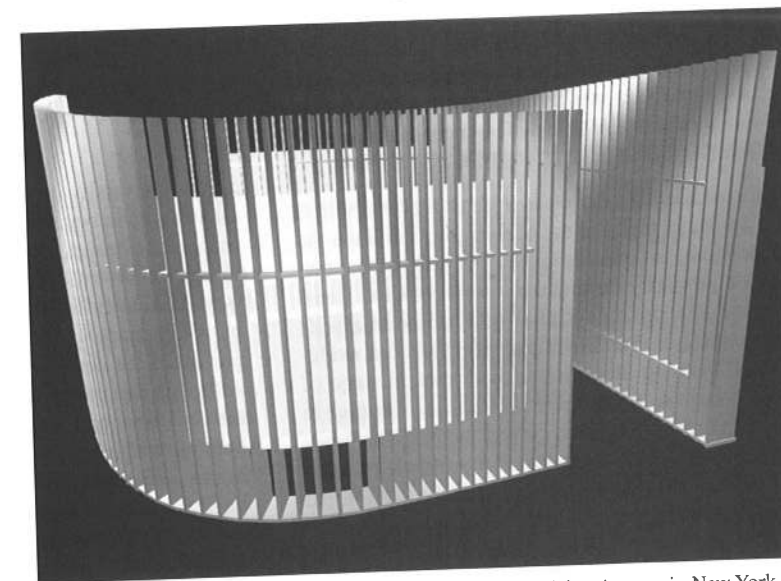
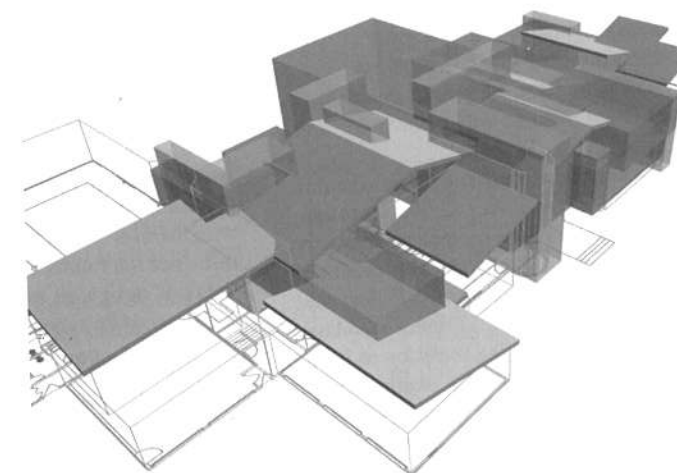


Unstill-life by Bryan Ingersoll
Unstill-life is based on vanitas paintings of seventeenth century Holland. These paintings were allegorical and meant to be reminders of the transience of human life. In Unstill-life the candle flickers and wanes while the fruit withers and nurtures fungus and the glass bottle sags over time. One minute in length.

careers in animation for films, games and advertising. Students should capitalize on knowledge, skill and tool sets they develop as a result of being in a design program in the first place. Students can trade on knowledge about lighting, space, materials, wayfinding, drawing and software better than they can trade on knowledge of character animation, for example. That's not to say that character animation is an impossible goal, but education about character animation is not readily available in most design schools, and students will be competing with people from schools concentrating on character animation.

Works Cited

- Armstrong, Tim. Personal interview. August, 1996.
- Lang, David. Personal interview. August, 1997.
- Maher, K. "Get a Job." *3D Design* July 1997: 30-34
- Mahoney, D.P. "Architecture for the Fun of It." *Computer Graphics World* December, 1995: 36-45.
- Plantec, P. "Crossing Over to Digital Animation." *Animation Magazine* March 1997: 37-43
- Walsh, G. "The Jobs Start Here." *3D Design* July 1997: 46-57.



Top: Video screening room for McCann Erickson Advertising Agency in New York.
Above: Friemark Residence, North Caldwell, New Jersey.
Courtesy: Resolution: 4 Architecture