

Studio Views of Demo Tapes

Art Durinski
Otis College of Art and Design
durinski@otis.edu

Abstract

Computer Animation Production Studios typically receive thousands of demo tapes a year from various designers and animators, particularly from those right out of art and animation schools. This forum session will explore the ways in which a hopeful artist can get his/her demo tape to stand out from the rest. Issues such as demo reel content, structure, length, packaging, and audio will be addressed by a distinguished panel of Industry Professionals. Interaction between the forum panel and the audience will be highly encouraged.

Moderator

Art Durinski
Director, Durinski Design Group
Assistant Chairman, Digital Media Department, Otis College of Art and Design

Panelists

Tom Leeser
Visual Effects Supervisor/Producer
Kleiser-Walczak

Toni Pace Carstensen
Executive Producer
View Studios

Steve Chapman
Vice President
Gentle Giant Studios

Glenn Campbell
Visual Effects Supervisor
Area 51

Frank Gladstone
Head of Artist Development
DreamWorks Feature Animation