

Storyboard Artist Job Interview Questions And Answers



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Storyboard Artist Interview Questions And Answers Guide.

Question - 1:

Explain me what animation methods are you most familiar with?

Ans:

Cartoony, for sure. Warner brothers is the best example. I like rubbery, but I haven't had the opportunity to do john k type style. I love redrawing a pose that is super wacky.

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Question - 2:

Explain about an accomplishment you are most proud of?

Ans:

I struggled in school, but with my return, I excelled in places I thought weak. My accomplishment was a matter of going through a very important learning experience early on.

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Question - 3:

Explain me what three words would you use to describe yourself?

Ans:

Adaptable, quick learner, approachable and open to critique.

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Question - 4:

Tell me what has been your favorite episode of Phineas and Ferb to work on?

Ans:

I would have to say "Tri-stone Area." It was an episode that took place during the days of cavemen and sabertooths!--where language was nothing more than grunts and growls. I loved the challenge of communicating a story only with acting, gesturing and action. I think the fans got a kick out of it too.

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Question - 5:

Explain me an example of a time when you encouraged enthusiasm and engagement in the workplace?

Ans:

My seniors needed an extra animator for their project but I was the only animator present & my classes had just begun. But still they took the chance & I got lucky & submitted my work before them.

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Question - 6:

Tell me what's the difference between StoryBoard Quick, StoryBoard Quick Studio and StoryBoard Artist?

Ans:

Storyboard Quick is great for creating quick shot setups and concept ideas to show crew and potential clients.

* - Storyboard Quick is loaded with multiple libraries of images (6 rotatable and colorable) Characters; 12 Location Libraries- 6 interior categories, 6 exterior categories; and 5 Prop Libraries).

* - Storyboard Quick takes the focus off illustration skills and enables the user to focus on story enhancement thru shot design.

* - Professional print formats are quick and easy to choose, and each frame has its own Caption Window to add dialog, camera notes or hold script text from imported screenwriting documents.

Storyboard Quick Studio has all the features of Storyboard Quick and more.

* - Twice as many Character poses, adding Print-to-Sketch, and QuickShots Technology to make shot set up faster than fast! Additional character poses include Phoning, Point/Shooting, Fighting, Driving, Typing/Dining, and Lounging.

* - Print-to-Sketch renders your storyboards in an artistic line sketch style for presentation and sharing. Quick Studio now includes import options for Final Draft's



new formats.

* - QuickShots Technology generates storyboards automatically. Choose shot type, actors, and location, with the caption added for you!

Storyboard Artist has all the features of Storyboard Quick and Storyboard Quick Studio and more: 30 times more artwork and a timeline for adding sound and image transitions.

* - Create professional presentation-style storyboards with sound, motion, transitions (create runtime animatics or moving storyboards). The StoryBoard Artist Timeline adds the Pan and Zoom (a/k/a Ken Burns) in-frame motion, transitions between frames and four tracks of sound for music and effects.

* - StoryBoard Artist also includes linking features for designing non-linear / branching storyboards for game development and simulation projects. Its print features are highly customizable to take advantage of the application's multiple captions per frame and integrated database. StoryBoard Artist exports to iBooks, QuickTime, HTML and XML. StoryBoard Artist project files can be opened on your iPhone or iPad using the new StoryBoard Artist Shot Assistant app available in the Apple App Store. The new Artist v.5.1 has import options for 3D images and videos frames, plus expanded Sketch modes for both printing and working, and image effects for imported graphics.

Storyboard Artist Studio adds "montage" page layouts, additional Sketch Modes and QuickShot shot types, more Timeline features with 16 tracks of sound, and locking Timeline ranges to fine-tune edits.

* - StoryBoard Artist Studio introduces onion-skin animation features, a new Paint Canvas layer, and automatic Image Effects shortcuts. - StoryBoard Artist exports to Avid MetaSync, non-linear editing systems, ePUB format, and Final Cut Pro.

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Question - 7:

Basic Storyboard Artist Job Interview Questions:

Ans:

* 1 Tell me how you organize, plan, and prioritize your work.

* 2 Describe an effective complex graphic or animation which you designed.

* 3 Share an experience you had in dealing with a difficult person and how you handled the situation.

* 4 Share an experience in which you successfully shared a difficult piece of information. (Make sure that the candidate has open lines of communication.)

* 5 Share an experience when you applied new technology or information in your job. How did it help your company?

* 6 Give me an example of when you thought outside of the box. How did it help your employer?

* 7 Tell me about an experience in which you analyzed information and evaluated results to choose the best solution to a problem.

* 8 Would you consider analyzing data or information a strength? How so?

* 9 Share an effective approach to working with a large amount of information/data. How has your approach affected your company?

* 10 Tell me about the last time you monitored or reviewed information and detected a problem. How did you respond?

* 11 Share an example of a time you had to gather information from multiple sources. How did you determine which information was relevant?

* 12 Provide an example of a time when you were able to demonstrate excellent listening skills. What was the situation and outcome?

* 13 Share an experience in which your attention to detail and thoroughness had an impact on your last company.

* 14 Provide an example of a time when you successfully organized a diverse group of people to accomplish a task.

* 15 Please share with me an example of how you helped coach or mentor someone. What improvements did you see in the person's knowledge or skills?

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Question - 8:

Please explain how do you keep track of work so that it gets done on time?

Ans:

After I get a shot, I always budget my time. I divide the shot in smaller checkpoints and try to stick to them.

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Question - 9:

What are your career goals as Storyboard Artist?

Ans:

I want to become a successful animator in which I am able to earn more and love my field.

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Question - 10:

Explain me what's the most difficult part of your job?

Ans:

My writing partner loves listening to thrasher metal music... We work things out though, and end up settling for The Shins. Other times I simply plug my ears and start singing the Greek National Anthem as loud as I can...

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Question - 11:

Tell us what was the most stressful project you worked on?

Ans:

My most stressful project was a team project in high school where my teammates were not as invested as I was in the project. I ended up finishing the project by myself.

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Question - 12:

If I asked your previous supervisor what area you could improve on, as an animator, what would they say?

Ans:

He would say I need to improve in my social skills, I am a very serious person. But I will always be there if someone needs help on something.

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**Question - 13:**

Please explain how do you stay focused while working long hours?

Ans:

Well I am a very hard working person when it comes to the thing which I love so the thing which I love will have my all focus.

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Question - 14:

Tell me what's the best thing about your job?

Ans:

The people that I work with and the joy we all share in doing something we love.

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Question - 15:

Tell me what is your earliest memory of drawing or making art?

Ans:

I don't remember a time where I didn't love to draw and color. I have vivid memories in fact of trying to draw a ballerina in preschool!

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Question - 16:

Please explain me what is the most difficult situation you have had to face and how did you tackle it?

Ans:

The most difficult situation was my entry into this industry, then my parents were not allowing me to do animation & told them no matter what happens I will do it & by the help of my friends initially & later I managed to convince my parents.

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Question - 17:

Explain us what are you doing to keep current in technology?

Ans:

Mainly through social media, news about animation and vfx is always shared by my friends in the field. Also facebook groups like CG meetup, CG society, Renderman World.

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Question - 18:

Tell me what are Storyboards Used For?

Ans:

Storyboards can be used in almost any production application that requires visualization of a scene. Taking the time to use storyboards in a professional setting can eliminate trial-and-error or uncertainty commonly associated with new projects.

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Question - 19:

Tell me who or what are your biggest sources of inspiration?

Ans:

My granddad who always encouraged my love of drawing and animation. I also have to thank my many great mentors from my days at feature animation: Brian Ferguson, John Ripa, and Eric Goldberg, without whom I wouldn't be where I am today.

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Question - 20:

Why are you the best animator for us?

Ans:

My ideas are belong from new technologies and from user recommendation, becozz end user requirement is very important for us.

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Question - 21:

Why did you chose a career as Storyboard Artist?

Ans:

I love my imagination & animation is the only way that I can live my imagination. I never wanted to grow up. So by animation's help I can still be kid.

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Question - 22:

Tell me as an Animator, what do you believe is your best asset?

Ans:



My best asset is to be create appealing poses that work with the timing required my the shot.

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