3D Game Modeler Job Interview Questions And Answers

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3D Game Modeler Interview Questions And Answers Guide.

Question - 1:

Tell me what is your favourite thing about being a 3D artist?

Ans:

Getting to do something I do as a hobby for a living! Also, it's very liberating to an artistic mind to be unconstrained by physical realities, because in 3D things can be built which would never be able to exist in the real world.

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Question - 2:

Tell me what software programs do you use for your CG and why?

Ans:

I usually use 3dsmax, it's the software most famous in Spain, I use Photoshop because I think it's the best and Zbrush and Mudbox as well, I love both software but at the moment I find more companies working with Zbrush.
Actually I'm moving to others app like Maya that it's the app I use at work, I didn't like Maya, sometimes it's so confuse to make simples task. I would like work with XSI, I hope Autodesk don't stop its evolution and make a good job.

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Question - 3:

Can you talk a little bit about Vanillaware's origins?

Ans:

Well, it's not a simple tale, definitely. (laughs) Vanillaware was founded around the time I went to Tokyo. At the time, I was working with Square Enix directing the development of Fantasy Earth. It started as a small project, and I was just contributing to it on a personal basis, but it ballooned in size to the point where an entire team was established to complete it. In the beginning, the company was called Puraguru.

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Question - 4:

What are your career goals as 3D Game Modeler?

Ans:

My career is to be a popular animator, work on big level and make a big name of my parents ...

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Question - 5:

Please explain what three words would you use to describe yourself?

Ans:

Adaptable, quick learner, approachable and open to critique.

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Question - 6:

Tell me besides modelling and design, what do you like to do in your spare time?

Ans:

I like to cook but I think I'm not a good cocker and actually I'm learning play bass guitar.

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Question - 7:

Tell 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 - 8:

Please 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 - 9:

Explain me what are the motivations of an employer looking to hire?

Ans:

In every case, an art director is looking to hire an artist to solve a problem.
Usually, it is a very specific problem. An artist on the team just quit, and they need a replacement. Or the next project requires amazing hair simulation, but there's nobody on staff that can do that.
So under what circumstances is an art director going to look for a junior artist straight out of school? In some cases there are studios that like hiring up lots of interns and training them internally. But aside from that, what is the advantage of a junior artist?

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Question - 10:

Explain me 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 - 11:

Explain why are you the best animator for us?

Ans:

I am a skilled animator in my field, fast at creating animations and learning new software. Taking feedback very well, easy to work with.

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Question - 12:

Tell me how did you get started in design?

Ans:

When I was in high school trying to figure out how I could make a career out of my artistic talent, I stumbled across a scholarship to a 3D animation course which started me on a career in video games, modelling environments and characters. Until that point I hadn't really thought about how I could get work in an artistic field, especially not in computer graphics.
I actually got given the advice of taking maths in senior high school because at that point career advisors still thought you needed to know how to program to use a computer to create art. There really weren't the options of courses that are available now, so I was quite lucky to fall into it.

View All Answers

Question - 13:

Can you tell us a bit about yourself and your artistic background?

Ans:

I was always a creative kid, sketching in my maths book and cannibalizing parts of old toys to make new ones. It's something I'll do for fun, even when I'm not on a job and that's why I tell people there's no such thing as natural talent - it's just practice, practice.
I've worked in video games for around 6 years, and it's a great intersection between my artistic side and my geeky side. A few years ago I decided to branch out from digital work and learn a few more practical skills, and now I'm also a trained prop-maker - which, again, is my geeky love of sci-fi and fantasy films showing itself.

View All Answers

Question - 14:

Tell me what is your favorite advancement in animation over the past 5 years?

Ans:

My favourite advancement in animation over the past 5 years would be just learning it and be able to create pieces.

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Question - 15:

Tell me as a character artist what are your major principles for doing a great 3D Model?

Ans:

I think depends on your purpose and final model, it's different to model for videogames than films. But the most important to your character is found its right personality, obviously when you are designing the character. Sometimes we waste time to make a massive mutant bodybuilder mecha character with a lot of big guns and knives but we didn't think if that is necessary to improve the character.

Question - 16:

Please explain what are you doing to keep current in technology?

Ans:

I currently am studying animation, so that helps me with keeping current in technology. I also own several technological devices that allow me to keep up with all the new technology that keeps progressing.

Question - 17:

Tell me since you love creating characters, please give us a look into your top 3 favourite characters, and also explain what makes them so special?

Ans:

One of my favorite characters is Predator. It's special because I think it's perfect. His personality is totally clear, an alien hunter who hunt to put his skills to limit. I love the design between primitive and advance technology as well.
I love the personality from old anime characters like Vegeta. I like the characters with thoughts more mature. It's very interesting to see these characters in action and put the moral to the limit. Sometimes in the Western style we have characters so flat, good o bad guys.

Question - 18:

Tell me what was the most important lesson you have learned since you started designing 3d characters that might help the newer modellers getting into 3d?

Ans:

Good question and easy answer, anatomy and be patience and, of course, be a hard worker. All of the people that they worked hard now are working in different industries, from videogames until effects for next amazing movies.

Question - 19:

Tell us do you think sketching is necessary for the 3d Artist or is there any other way round?

Ans:

There are many artists that don't need draw because they have a good 3d mind and they have good concepts from others workers, but draw usually helps to understand better any form. In my case, it's more clear some simples shapes to find out the correct form.

Question - 20:

Tell me 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.

Question - 21:

Please explain me what is 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.

Question - 22:

Basic 3D Game Modeler Job Interview Questions:

Ans:

* Describe a situation where you had an unpopular idea. What did you do to convince others that it would be successful?
* What animator do you admire the most?
* What are you doing to keep current in technology?
* As an Animator, what do you believe is your best asset?
* What are your career goals as an animator?
* If I asked your previous supervisor what area you could improve on, as an animator, what would they say?
* Why did you chose a career as an animator?
* What steps are you currently taking to improve your knowledge and skill as an animator?
* What would be your dream animation job.
* If you had not pursued a career in animation, what would you have chosen instead?
* Which animation programs are you best versed in?
* When will your current project be completed, or when will be the next logical time to be able to leave on good terms with your team?
* What about our company is the most attractive to you?
* What about this role is most attractive to you?
* As a fan of animation, what are your favorite things to do when not working in the field?
* Tell me about your animation education. What was your best course? Which course did you struggle with the most.
* What is your favorite advancement in animation over the past 5 years?
* What is the most difficult situation you have had to face and how did you tackle it?

* Tell me about an accomplishment you are most proud of.
* Give an example of a time when you encouraged enthusiasm and engagement in the workplace.
* How do you keep track of work so that it gets done on time?
* What three words would you use to describe yourself?
* Why are you the best animator for us?
* What animation methods are you most familiar with?
* How do you stay focused while working long hours?
* What was the most stressful project you worked on?
* Share your portfolio with us.

View All Answers

Question - 23:

Explain what was the most stressful project you worked on?

Ans:

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

View All Answers

Question - 24:

Tell me do you do any preliminary drawings before you model, or do you just start and see what happens also how long on average do you spend on an image?

Ans:

When I design my own characters I usually draw sketches to understand better the form. I'm not the best drawer in the world but I have enough knowledge to concept some ideas. I spend a lot of hours searching references as well to have a better idea.

View All Answers

Question - 25:

Explain me are you formally trained as an artist or are you self-taught? There's a well known debate in the design community regarding the role of education in a designer's work versus no design education, what do you think about this?

Ans:

Yes, I self-taught in cg but I trained as a classic artist in fine arts. I think it's nonsense debate because we have a special artist education from kids. Although you study fine arts you must work at home and investigate by yourself. When you finish your studies or you start in a company you aren't a complete artist because you need experience to figure out better your work. The best school is work. I think it's more important the balance between talent and the hard-work as well.

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Question - 26:

Tell me where do you plan to take your designing career in the future? And what do you hope to accomplish in the next couple of years?

Ans:

A big question I don't know the future is really uncertain.

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Question - 27:

Tell us what is the most challenging part of your job?

Ans:

Definitely staying up to date with the latest technology. It's a constant learning process because there's always a newer version or a better program, and of course these days there's so many different software packages to choose from. I left off doing 3D work full-time for a few years while I was studying, and the advances in technology in those few years alone have been huge.

View All Answers

Question - 28:

Tell me where do you find inspiration for your work?

Ans:

I try to look outside the medium I'm working in for inspiration, which brings a fresh perspective. I also look at other artist's work because it's motivating to see what other people have achieved. As a character artist you have to spend a lot of time looking at people, seeing details and variations - so I'm a real people watcher too.

View All Answers

Question - 29:

Well tell us? Why should anyone hire you?

Ans:

A job isn't about just making art. It's a job, there are a lot more responsibilities than just being a good artist.
You know, little things, like showing up every day, and not being a complete jerk or smelling up the place. And maybe being able to create art on a schedule, instead of being a prima donna.
What you need to do, is put yourself in the art director's shoes. Think of it from the perspective of the person that is looking to hire people. What does that person want or need?

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Question - 30:

Tell me on which projects you are working these days, and which project you enjoying the most?

Ans:

I'm starting one model that I would like finishing to integrate in a cg sequence. I would like to start other short film because I had an animation education but I need money and a lot of time but meanwhile I have to finish the character that I have in development.

View All Answers

Question - 31:

Tell me how long does it usually take you to create a 3D model?

Ans:

Well, that depends on the character as well, but I usually spend between one and three weeks for character.

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Question - 32:

Tell us 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 - 33:

Please explain an example of a time when you encouraged enthusiasm and engagement in the workplace?

Ans:

Understand people have down times that they are stuck, need help to get work done, Almost always I help them out, so they are not stressed out, or sometimes if they struggle with software, then I like to share my knowledge so they can get things done faster.

View All Answers

Question - 34:

Tell us why did you chose a career as an animator?

Ans:

I can't see doing anything else. I love the height of making something move, and how satisfyiong that is. I love to draw, and I would like to contribute to a project to get it up on screen.

View All Answers

Question - 35:

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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Question - 36:

Tell me a situation where you had an unpopular idea. What did you do to convince others that it would be successful?

Ans:

We are all different human beings, so it is normal to not always see eye to eye with everyone. If they did not agree we should be able to communicate like adults and find either a middle ground or if they give me a really good reason as to why my idea wasn't up to their standards and I understand then I will back down easily.

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