



WALT DISNEY ANIMATION STUDIOS

TALENT DEVELOPMENT • SUMMER ASSOCIATE

Since 1923, The Walt Disney Company has remained faithful in creating unparalleled entertainment experiences based on our rich legacy of quality creative content and exceptional storytelling for the whole family. We invite you to submit your portfolio, reel or resume for consideration as a Talent Development Artist or Summer Associate in our Burbank, California offices. You will be mentored by a Disney Animator, Artist, or Engineer throughout the program. The Talent Development and the Summer Associate Programs are designed to give you an opportunity to experience the process and be a part of the magic of Walt Disney Animation Studios.

ELIGIBILITY

This opportunity is open to all Artists, Technical Directors or Engineers who will have graduated from an accredited institution within one year of a January or a June start date. Disciplines could include:

Story	Technical Director - Character
Visual Development	Technical Director - Hair/Cloth
Animation	Technical Director - Look Dev
Look Development	Technical Director - Effects
Modeling	Technical Director - Pipeline
Layout	Production Assistant*
EFX Animation	Software Engineer*
Lighting/Compositing	

TIME COMMITMENT

The Talent Development Program is a 3 to 6 month program with start dates of January and June of each year. The Summer Associate Program is an 8-10 week program from June - August.

UNION

As part of the Talent Development Program, Artists must join the union within 60 days. For more information visit: <http://www.animationguild.org>

RELOCATION/HOUSING

A basic relocation package is available for Artists hired within the Talent Development Program. Housing Accommodations and limited transportation services are available for Summer Associates hired. Inquire for more details. Subject to change.

DUE DATE for SUBMISSION

All portfolios, reels and/or resumes must be received on the 20th day 2 months prior to January or June. 1st.

APPLICATION PROCEDURES

All submissions must include the following:
Application and/or Resume
Reel and Reel Breakdown, Portfolio, and/or Website

CONTENT

Your portfolio/reel should represent your area of expertise and include samples of the process such as development sketches, gray scale/wire frame models and color iterations. Story and Visual Development artists could present sketchbook samples as well as finished compositions. Animators could include a variety of physical movements and actions but should include facial expressions; Modelers could include wire frames and turnarounds; Technical Directors could display the tool sets used and a narrative of the methodology. Life drawings and sketchbook samples are not required, but preferred for all artistic submissions. Software Engineers and Production Assistants should submit a resume only (visuals where applicable).

FORMAT

Your demo reel should be between 3 and 5 minutes in length and in one of the following formats:

QuickTime – QuickTime movies may be submitted by upload or CD/DVD maximum size 50MB.

Digital Files – Digital files (.pdf or .jpg preferred, RGB, max size 1553x1200 pixels (150 dpi) may be upload or sent by mail. Naming format preferred: First initial+Last name + #.jpg (smith1.jpg). Do not use spaces or any special characters (&%}\$# @ (!=+:>?~\|,;). A single PDF file can be presented as a booklet containing multiple files.

CD/DVD – All DVDs must be NTSC with a Region Code 1 (USA, Canada) or Region Code 0

(Region Free). CD's accepted with QuickTime movies and/or other digital files.

Website – Add your URL to the Submission Form.

Portfolio – Please send copies of your work only (no originals) - save those for safe keeping. Please make sure your name is on all materials.

DEMO REEL BREAKDOWN

A breakdown or shot list helps explain the work you did, the software used and others on the team. It's important to describe your role in the media you are sharing with us. Some artists list their responsibilities directly onto their reels as each segment is playing and that helps us understand the depth your skill set.

SUBMISSION OPTIONS

Application Form

Download <http://www.disneyanimation.com>

Email Resume Submission

Software Engineers: tech.jobs@disney.com
Production Asst: production.jobs@disney.com
All others use above submission form.

Upload

Go to www.DisneyMouseLink.com to upload your resume, demo reel and reel breakdown list, and/or portfolio. Go to "Help" for more information.

Mail

Walt Disney Animation Studios
Attn: Talent Development
500 South Buena Vista Street
Burbank, CA 91521-4947

SEE YOU IN CALIFORNIA!