



Getting your Showreel ready for interview

# How to showcase your work.



Veemsen Lama BA (Hons) Digital Film Production 2015

#### What is a Showreel?

A showreel is a collection of your work; either short films or a montage of clips. Your showreel is your main marketing tool and is the most important thing we look at during your interview so make sure it showcases your best work.

#### What makes a good showreel?

- one that shows evidence you can develop an original idea through to production
- something that keeps you watching it must be interesting and engaging
- demonstrate your passion for the subject and your professional practice
- not too long... but showcases a variety of your skills and your best work!

#### What makes a bad showreel?

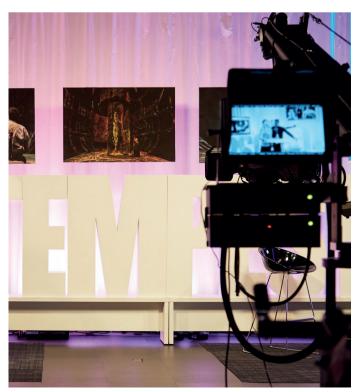
- overlong... too many irrelevant clips
- incorrect resolutions
- not relevant to your skills
- · cluttered, unorganised and badly produced

#### What format should it take?

- memory stick check you are using a file format that can be read by both Mac and PC
- hard drive again, check you are using a file format that can be read by Mac and PC
- online presence: vimeo, youtube, flickr, etc. make sure you have internet access
- your own website again make sure you have internet access for your interview
- bring your work on your own device: laptop, tablet but not phone although you should keep your best work on your phone anyway as you never know who you might meet out and about
- DVD's are <u>not</u> accepted as a common form of showreel. You can use the as backup but be aware not all Macs and PCs have a DVD drive so don't rely on DVD alone

# Should I present a montage or individual pieces?

- You can use a montage but make sure all clips are labelled with skills, genre, date
- Remember a montage does <u>not</u> show the depth of your abilities
- One good best practice example of your work could be sufficient, but have others ready to show as well



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## How many items for viewing?

- no more than four but you might only be asked to show one... your best work!
- each piece to showcase a different skill base: camera, audio, edit, direction, etc.
- animators could show different mediums: digital, cell, stop motion, etc.
- editors should show a variety of skills across multiple genres
- one well produced piece is fine as long as you can describe the production process and can evaluate outcomes clearly

### Length of each piece?

- not too long!
- produce a shorter version if possible but have full length version as back up
- each piece should be between 2–3 minutes long maximum
- if you have a great one-minute piece it must demonstrate excellent professional practice

# Does the showreel need adjoining sketchbooks or storyboards/scripts?

- not every tutor will ask to see your paperwork as we expect you to talk about how you produced your work but bring it along just in case
- tutors want to see evidence of the creative process and decisions that were made during the production

### Is labelling important?

- each piece should have five seconds of title at the beginning with suitable information: genre, skill and date
- physically label your memory stick and hard drive and make sure your name is on the desktop page
- if you're showing work from a USB device then it <u>must</u> be easy to identify and locate

### The key points tutors are looking for:

## **Digital TV Production**

professional practice subject passion multi-skilled industry focused transferable skills

#### **Digital Film Production**

professional practice subject passion multi genre good kit and process skills exhibitions and Festivals

#### **Editing and Post Production**

professional practice subject passion multi genre awareness clear understanding of course group interview skills

#### **Digital Photography**

professional practice subject passion digital presentation researched the course employment plans

### **Motion Graphics\***

professional practice subject passion awareness of industry viral awareness understanding of design

#### **Animation\***

professional practice subject passion life drawing prefer online over USB original ideas

#### **Games Design**

playing and understanding all types of games subject passion drawing narrative design awareness of industry paper prototypes

\* bring sketchbooks!



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Virtual Reality student project