

# Company Name:

Contact Person:

Date:

## 1. Company's field of activity

You can select multiple options.

- |  |   |   |                                       |
|--|---|---|---------------------------------------|
| <input type="checkbox"/> CGI 2D Animation      | <input type="checkbox"/> Advertising      | <input type="checkbox"/> Character Design | <input type="checkbox"/> Feature Film |
| <input type="checkbox"/> CGI 3D Animation      | <input type="checkbox"/> Graphic Design   | <input type="checkbox"/> Game Development | <input type="checkbox"/> Short Film   |
| <input type="checkbox"/> Stop Motion Animation | <input type="checkbox"/> Motion capturing | <input type="checkbox"/> VFX              | <input type="checkbox"/> TV Series    |
| <input type="checkbox"/> Hand Drawn 2D Anim.   | <input type="checkbox"/> 3D Printing      | <input type="checkbox"/> Producing        | <input type="checkbox"/> Web Series   |
| <input type="checkbox"/> Distribution          |   |   |                                       |

Other .....

## 2. Departments in the Company

Please select all of the department in the company.

- |   |  |   |  |
|---|--|---|--|
| <input type="checkbox"/> Script writing   | <input type="checkbox"/> Rigging               | <input type="checkbox"/> Compositing                  | <input type="checkbox"/> Sound Design          |
| <input type="checkbox"/> Art              | <input type="checkbox"/> Set Design & Building | <input type="checkbox"/> VFX                          | <input type="checkbox"/> Voice/Audio Recording |
| <input type="checkbox"/> Concept Design   | <input type="checkbox"/> 3D Modelling          | <input type="checkbox"/> Texturing                    | <input type="checkbox"/> Sound Postproduction  |
| <input type="checkbox"/> Character Design | <input type="checkbox"/> 2D Animating          | <input type="checkbox"/> Environment / Matte Painting |  |
| <input type="checkbox"/> Storyboard       | <input type="checkbox"/> 3D Animating          | <input type="checkbox"/> Render, Shading, Lighting    |  |
| <input type="checkbox"/> Puppet/Armature  | <input type="checkbox"/> Stop motion Animating |   |  |

Other .....

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### 3. Education Levels of Artist/Designer Collaborating with the Company

Please fill in the table below with the number of artist/designers according to the education levels.

Education Levels	Number	Department Name	Field of study
Doctoral Degree			
Master Degree			
Undergraduate			
Vocational School			
High School			

### 4. Number of Artist/Designer in the Company

Please fill in the table below with the number of artist/designers according to the departments.

Department Name	Number of Designers Employed/Fee based	Department Name	Number of Designers Employed/Fee based
Script writing		Environment / Matte Painting	
Art		Render, Shading, Lighting	
Concept Design		Sound Design	
Character Design		Voice/Audio Recording	
Storyboard		Sound Postproduction	
Puppet/Armature		Technical Director	
Rigging			
Set Design & Building			
3D Modelling			
2D Animating			
3D Animating			
Stop motion Animating			
Compositing			
VFX			
Texturing			

**5. What type of artist/designer is the most difficult to find for you?**

En çok hangi tip sanatçı/tasarımcı bulmakta zorlanıyorsunuz?

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**6. What are the shortcomings you see frequently in fresh graduates who have started to work with you?**

Sizinle çalışan yeni mezun öğrencilerde en sık gördüğünüz eksiklikler nelerdir?  
(Yukarıda adı geçen tüm kategoriler için ayrı ayrı sorulmalı.)

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**7. What are the major values or competences you see well developed in fresh graduates who have started to work with you?**

Sizinle çalışan yeni mezun öğrencilerde gördüğünüz asıl değerler ya da yetkinlikler nelerdir?

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**8. What kind of specific competences are needed in animation in your opinion?**

Sizce animasyon alanı için ne tür özel yeterlilikler gerekli?

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**9. What kind of generic competences are needed in animation in your opinion?  
(communication, values, teamworking etc.)**

Sizce animasyon alanı için ne tür genel yeterlilikler gerekli? (iletişim becerileri, takım çalışması vb.)

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**10. What software do you use for work positions such as design and project management?**

Tasarım ve proje yönetim gibi işler için hangi yazılımları kullanıyorsunuz?

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### 11. Optional - Artist / Designer Salaries (according to the departments).

Sanatçı / Tasarımcı Maaş Miktarları (çalıştıkları bölümlere göre).

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