

DreamWorks Animator Interview Questions And Answers Guide.



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DreamWorks Animator Job Interview Preparation Guide.

Question # 1

Tell me what is your greatest strength and weakness?

Answer:-

My greatest strength is my ability to work under pressure. I am always able to meet deadlines and complete projects on time. My weakness is that sometimes I can get distracted by small details when working on larger projects. This has improved over time, but I still need to make sure I stay focused.

This question is a common one in interviews, and it is important to be honest. When answering this question, think about what you feel are your greatest strengths as well as the areas where you could improve.

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Question # 2

Tell me why do you want to work at DreamWorks Animation?

Answer:-

I want to work at DreamWorks Animation because of the innovative projects they produce. I am a huge fan of their films, and I think it would be amazing to be part of such an exciting team. I also love how much emphasis the company places on creativity and teamwork. I feel like my skills as a designer and animator would be a great fit here.

This question can help the interviewer determine whether you have done your research on the company. It is important to show that you are passionate about working for this organization and understand what it offers its employees.

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Question # 3

Please tell us how would you describe your experience with animation software?

Answer:-

I have worked with several different types of animation software throughout my career. I started out working with Flash when I was a student at Uni, where we learned to use Flash for both 2D and 3D animation. After graduation, I worked as an animator for a small studio that primarily used Toon Boom Harmony for its projects. While there, I also learned to use Adobe Animate.

This question can help the interviewer understand your experience with animation software and how you might fit into their company. If you have previous experience using DreamWorks Animation's software, describe it in detail. If you don't have any experience, explain what animation software you've used before and why you're interested in learning more about DreamWorks Animation's software.

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Question # 4

Tell us what is your favorite animated movie?

Answer:-

My favorite animated movie of all time is The Lion King. I remember watching it for the first time when I was five years old and being completely mesmerized by the story, music and characters. I have seen it countless times since then, but I still love it just as much as I did that first time.

This question is a great way to learn more about your potential new coworker. It can also help you determine if they have similar tastes in movies as the company's audience.

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Question # 5

Tell me in which area of animation would you like to be involved in?

Answer:-

I would love to be involved in character development because I find that process so interesting. It is fascinating to see how an artist creates a character from scratch and then animates them into a fully formed being. I'm also very interested in storyboarding because I think it is important to know the entire production process before getting started.

This question is a great way to show your knowledge of the animation industry and how you can contribute to DreamWorks Animation. If you have experience in one area, it's also a good idea to mention what other areas you're interested in learning about.

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Question # 6

Tell us how would you approach designing a website for a new product launch?

Answer:-

I would start by researching the target audience for the product, as this can help me determine what information I should include on the site. For example, if the product is geared toward children, I may want to use bright colors and fun graphics to engage them. Next, I would create wireframes of the website using software like Balsamiq or Axure. This step helps me organize my thoughts and ensure all elements are accounted for before moving forward with development. This question can help interviewers assess your ability to create a user-friendly website. Use examples from previous projects that highlight your creativity and attention to detail.

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Question # 7

Tell me what is your advice to students who are aspiring for similar kind of achievement?

Answer:-

The first thing every aspirant has to understand that this is not an achievement big enough to subside your other aspirations. This is just the beginning of your career in this industry or in the field of computer graphics. Do not blindly follow others just because the work sounds cool or fascinating. Ask yourself if you would be happy doing this work every day. If you are truly interested then make sure you are prepared before you apply for an interview. I would strongly advise to make your work available online. For example, you can start a blog. This makes it easier for everyone to view your work and approach you. Stay focused and keep practicing. Remember that there's always, always more to learn.

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Question # 8

Tell us how was the whole internship experience with Dreamworks?

Answer:-

The internship experience was a lot better than what I had imagined. I was in the PDI/DreamWorks Animation (DWA), Redwood City, California office. There was a 6 week training period at DreamWorks Dedicated Unit (DDU), Bangalore, India prior to this. I was a Technical Director intern in the Animation department, working on the movie How To Train Your Dragon 2. I had never imagined I would be so lucky to be a part of this amazing movie. I am very grateful to my mentors both at DDU and DWA for always being very supportive and patient with me. I was exposed to the different issues and tasks that arise when producing an animated feature film. I was lucky enough to get my first credit as an "Additional Technical Director" in the movie How To Train Your Dragon 2. What a proud moment! After Dragon2 wrapped up I was cast to my next show Penguins of Madagascar. I worked on this show for four months while my internship lasted and I began working as a full time employee at DDU. Besides the work, we interns were provided a decent stipend and a self-drive car during the entire period of the internship. This helped us explore the surroundings a lot and make the most of our time there.

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Question # 9

Tell us do you have any experience working as a technical director for an animated film?

Answer:-

I have worked as a technical director for two animated films at my current company. In this role, I was responsible for overseeing all aspects of production, including managing the budget, hiring staff members and ensuring that the animators completed their work on time. This position taught me how to manage large projects and collaborate with other team members.

The interviewer may ask this question to learn more about your experience working on a film crew. If you have worked as a technical director, describe the responsibilities of the role and how they helped you develop your skills in animation.

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Question # 10

Give me an example of how you were innovative in your last job At DreamWorks Animation with creativity and innovation?

Answer:-

At my last job, I was tasked with creating a new character design for one of our animated films. I knew that I wanted to create something unique, so I started by researching other characters from different cultures around the world. After looking at many different types of characters, I came up with the idea of combining several elements from various cultures into one character. The end result was a character that was very well received by both children and adults.

DreamWorks Animation is a company that values creativity and innovation. This question allows the interviewer to assess your ability to be innovative in your work, which can help them determine if you are a good fit for their organization. In your answer, try to provide an example of how you were able to use your creativity and problem-solving skills to come up with new ideas or solutions.

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Question # 11

Please explain when have you been asked by a manager to complete a project that was outside of your scope of responsibilities? How did you handle it?

Answer:-

In my previous role as an animator at a small animation studio, I was asked by my manager to create some background art for one of our upcoming projects. While this was not something that I normally did, I accepted the challenge and learned how to use different software programs to create backgrounds for characters in the film.

This question can help interviewers understand how you handle challenges and adapt to new situations. Use examples from your experience where you were able to complete a task outside of your normal responsibilities, but still met the expectations of your manager.

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Question # 12

Please explain what kind of management style do you prefer?

Answer:-



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I prefer a collaborative management style where I work alongside my team members to solve problems and make decisions. This approach allows me to get input from everyone on the team, which helps me understand different perspectives and find solutions that work for everyone. In my last role as an art director, this management style helped me create more innovative projects because I was able to incorporate ideas from all of my team members. This question can help the interviewer determine if your management style aligns with that of their company. It's important to be honest about what kind of manager you are and how it could benefit the organization.

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Question # 13

Tell us what skills, knowledge, and abilities do you think are necessary to be successful in the role of a production assistant at DreamWorks Animation?

Answer:-

I think that being organized and detail-oriented are two important skills for success in this role. I also think that having strong communication skills, both written and verbal, are essential to success in this role because you will be communicating with many different people throughout the day. Finally, I think that creativity is an important skill to have because you will be working on creative projects.

This question is an opportunity to show the interviewer that you have a realistic idea of what it takes to succeed in your role. You can use this question as an opportunity to highlight any relevant experience or skills you may have that would help you be successful in this position.

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Question # 14

Explain me what tools would you use to create 3D animations?

Answer:-

I have used several tools in my previous roles, including Autodesk Maya, which is one of the most popular 3D modeling programs for creating characters, props and sets. I also use Softimage, which is another 3D modeling program that's great for animating objects and scenes. Finally, I use Adobe After Effects for compositing and editing animations.

This question can help the interviewer understand your animation skills and how you would apply them to their company. Use examples from your experience that show you have a strong understanding of 3D animation software.

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Question # 15

Explain me what job offers did you have apart from Dreamworks?

Answer:-

I got a job offered at DreamWorks as a pre-placement offer after a year-long internship. This internship was a part of my college curriculum. When I was offered this internship last year, I also had a 2-month summer internship offer from Microsoft IT, Hyderabad. I chose DreamWorks over Microsoft as the dates were quite rigid and I had worked hard for the DreamWorks internship. Plus animation interests me a lot. An year after my internship at DreamWorks Animation, Redwood City, California, I was offered a job at DreamWorks Dedicated Unit, Bangalore, India. I had not applied for any other job interviews then.

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Question # 16

Do you know what is the nature of your job?

Answer:-

A Technical Director (TD) provides critical support to a show's artists and department heads. I design, develop, and implement new tools and processes for a particular show or department. For example, in the Animation department I can develop a tool that copies the animation from one object to another which takes care of all the hierarchies and parenting. We are expected to assist animators and artists with troubleshooting of shots. The issues may include problems with fur, clothing, particle effects, animation, rendering, etc. For example, many a times the animation you see in the software does not reflect in the output renders or it appears broken. We are expected to know what goes on under the hood and fix such issues. We work closely with other Technical Directors, Production Supervisors, Supervisors, and Production Engineering to maintain and further the production pipeline.

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Question # 17

Explain me a time when you had to prioritize multiple projects at once. How did you decide what to focus on first?

Answer:-

In my last role as a graphic designer, I had multiple projects going at once. One of my clients was in need of a new logo design while another client needed a website redesign. I decided to focus on the website redesign first because it would be more beneficial for both clients if they could use their new websites sooner rather than later.

This question can help the interviewer understand how you manage your time and prioritize tasks. Use examples from previous work experience to show that you are organized, efficient and able to meet deadlines.

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Question # 18

Explain me have you ever worked with people from different countries before? How did you manage communication?

Answer:-

I have worked with people from all over the world at my previous job. We used Google Translate for basic questions and conversations. For more complex issues, we would use our phones or computers to video chat so that everyone could see each other and communicate effectively.

This question is a great way to learn more about your potential co-workers and how they work together. If you have worked with people from different countries before, share an example of how you managed communication.

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Question # 19



Tell me why did you choose this opportunity over others?

Answer:-

I did not have many other opportunities besides DreamWorks. I had a summer internship available at Microsoft IT, Hyderabad. However it was not possible to undergo both the internships and I chose DreamWorks. It was not a very difficult decision for me. I really love and appreciate animated movie and cartoons and all the effort that is put into producing them. I had worked hard to get into DreamWorks and couldn't wait to get started working on my first production feature film.

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Question # 20

Tell us how is the job experience so far?

Answer:-

My job experience so far has been excellent. The work culture is great. I have worked on two feature films so far, namely How To Train Your Dragon 2 and Penguins of Madagascar (releasing this November). My next show is Boo. With every show I learn more, which is great. There are times when it gets really busy at work but that's a part of any job. We have frequent workshops by renowned personalities arranged at the studio. These workshops range from basic water color painting to stone sculpting. From writing your first 'Hello World' program to writing a kick ass compositing script in Nuke. Everyone is welcome to attend these. We also have talented musicians, dancers and actors at the studio. Cutting it short, I love my workplace.

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Question # 21

Tell us when you worked under pressure to meet a deadline?

Answer:-

In my last position as a graphic designer, I was tasked with creating a logo for a new company in two weeks. The client wanted to use the logo on their website and social media accounts immediately after launch. I worked hard to meet the deadline by designing multiple logos until I found one that the client liked. They used the logo on all of their marketing materials and launched their business within the two-week period.

When answering this question, it can be helpful to provide an example of a time when you met a deadline and the positive results that followed. This can show your ability to work under pressure and achieve goals.

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Question # 22

Please explain about a time where you worked with a difficult or stubborn coworker?

Answer:-

In my last role as an animator, I had a coworker who was very critical of my work. This made me feel like I wasn't doing my job well enough, but I knew that if I wanted to advance in my career, I would need to learn from his feedback. So, I asked him for more details about what he didn't like about my work so I could make improvements. He agreed to meet with me one-on-one to discuss my work, which helped us develop a better working relationship.

This question can help interviewers understand how you handle conflict and challenges at work. When answering this question, it can be helpful to mention a specific example of when you worked with a difficult coworker and the steps you took to resolve the situation or improve your relationship with that person.

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Question # 23

Do you know what are some difficulties you might face while trying to coordinate the efforts of many individuals working on the same project?

Answer:-

In my previous role, I worked as part of a large marketing team where we had to coordinate our efforts to create content for several different brands. One challenge was making sure everyone understood their roles and responsibilities so they could complete their tasks by the deadline. Another challenge was ensuring that all members were communicating effectively so we could resolve any issues before they became major problems.

This question can help the interviewer determine how you might handle working in a team environment. Use examples from your past experience to show that you're able to work well with others and collaborate on projects.

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Question # 24

Tell us what kind of skills do you think helped you in getting this job?

Answer:-

The position I was seeking was Technical Director. One must realize that a Technical Director's job is purely based on programming and problem solving. It does not involve any artistic work. However it is always an added advantage to know the workflow of an artist. I had started learning 3D Modeling in AutoDesk Maya in my sophomore year thanks to the many online resources available. Once I was comfortable with modeling I started exploring other areas like Rigging, Animation, Lighting and MEL Scripting. I explored a lot of forums and learned a lot about the production pipeline involved in making an animated movie. However the main skills required for this job are your programming and problem solving abilities.

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Question # 25

As you know we value team players here at DreamWorks Animation. Tell me about a time you worked on a project with someone else?

Answer:-

I worked on a project for my college class where I had to create a short film that was at least five minutes long. My partner and I were assigned characters, but we got to choose everything else about our movie. We decided to make it a comedy because we both enjoy laughing. We wrote the script together, chose all of the music and sound effects, and even designed the costumes. In the end, we received an A+.

This question is an opportunity to show your ability to work with others and collaborate. It's also a chance to demonstrate how you can be a team player in the workplace.

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Question # 26

Suppose we need our interns to be self-motivated. Are you comfortable working independently?

Answer:-

I'm very comfortable working independently, especially when I have clear instructions on what's expected of me. In my last internship at an advertising agency, I was tasked with creating social media content for several brands. My supervisor gave me general guidelines about what types of posts they wanted to see and let me create them however I saw fit. This helped me develop my creativity and learn more about the industry.

This question helps the interviewer determine if you're a self-starter and how much guidance you'll need from your supervisor. Use examples of past experiences where you've been successful working independently to answer this question.

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Question # 27

Explain me about your interview experience?

Answer:-

The interview process was pretty thorough. All students were eligible to apply for the internship across all BITS campuses in Pilani, Goa and Hyderabad. The students were asked to submit their portfolio, resume, cover letter and recommendations. Based on these a few students were shortlisted for the interview rounds. There were 2 interview rounds. Both were fairly technical rounds with many questions testing your prowess in computer graphics, programming, problem solving ability and general logic. If I am not wrong 3 students made it from Goa after the first interview round. Finally 2 were selected (including me) and both of us were from BITS Pilani, Goa. The entire process lasted for about a month.

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Question # 28

Tell me about your passion for animation?

Answer:-

I have always been passionate about animation because I love seeing stories come to life on screen. It's fascinating to see how animators use their skills to create characters and worlds from scratch. In my last role as an animator, I was responsible for creating character movements and facial expressions using keyframes. This allowed me to bring my ideas to life while collaborating with other artists.

This question is a great way to gauge your passion for the animation industry and how you can contribute to DreamWorks Animation. When answering this question, it is important to show that you have an in-depth knowledge of the animation process and what makes it unique.

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Question # 29

Tell us how do you feel on achieving this feat?

Answer:-

It felt really good. Computer Graphics and the Animation industry interest me a lot. I had started learning the concepts out of interest in my sophomore year in college. That's when I learned about the DreamWorks internship program for BITS. I knew it is a tough nut to crack and would require some hard work. I was up for it. I practiced patiently and learned many new concepts along the way. Finally 2 students were selected across the 3 BITS campuses for this internship. It did feel wonderful.

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