Your Soft Skills Passport: A Weekly Reflection Tool

In the world of Visual Effects, technical skills will get you started—but it's your soft skills that will help you thrive, collaborate, and grow into the artist you aspire to be.

This **Soft Skills Passport** is designed to help you track and reflect on the skills that matter most in your development as a VFX artist. Each week, you'll take a few minutes to tick the skills you've used, noticed, or strengthened. These are the habits and mindsets that will support you not just in your studies, but throughout your career.

Why This Matters

- These skills are used every day in studios—by artists, supervisors, and producers alike.
- They help you navigate challenges, work with others, and stay creative under pressure.
- Reflecting on them helps you recognize your growth, build confidence, and stay connected to your goals.

How to Use This Passport

- At the end of each week, tick the skills you've used.
- Add a short note if you'd like—what challenged you, what you learned, or how you worked with others.
- There's no right or wrong—this is your space to reflect and grow.

A Note:

You already use these skills more than you realise. This passport is here to help you **see that**, **own it**, and **build on it**. Whether you're aiming to be a technical director, a concept artist, or a creative lead, these skills will help you get there.

Let's make reflection part of your creative practice—because your mindset is just as powerful as your tools.

In the next page there are 11 soft skills to think about, what they are and examples. Refer to this table to reflect on each one of these soft skills and how you are employing them in your daily work and career development.

	Soft Skills	How It Shows in VFX Work	Examples / Indicators
1	Problem-solving and debugging	Tackling technical issues, optimizing workflows, and resolving creative challenges.	Debugging broken simulations, fixing render errors, finding workarounds for complex shots.
2	Technical Engagement	Proactively learning new tools, plugins, or scripting to improve workflow or output.	Exploring Houdini setups, learning Python for pipeline automation, testing new plugins.
3	Attention to detail	Ensuring pixel-perfect precision in visuals and technical execution.	Spotting matte line errors, matching lighting across shots, refining roto edges.
4	Feedback receptiveness	Accepting critique and applying notes constructively to improve work.	Iterating shots based on supervisor feedback, adjusting timing or effects as requested.
5	Adaptability	Adjusting to new tools, feedback, or production changes quickly and effectively.	Switching from Maya to Houdini mid-project, adapting to new render engine requirements.
6	Communication/interpersonal	Explaining technical or creative decisions clearly to teammates and supervisors.	Sharing progress in dailies, clarifying issues with pipeline TDs, giving peer feedback.
7	Team-working	Collaborating across departments and disciplines to deliver cohesive results.	Coordinating with lighting, FX, and comp teams; syncing assets and timelines.
8	Initiative and self-starter	Taking ownership of tasks and learning without waiting for instruction.	Researching solutions independently, proposing improvements to workflow.
9	Creativity and vision	Designing visually compelling effects and solving creative challenges with technical tools.	Creating stylized FX, developing unique visual treatments, contributing to look development.
10	Time management	Balancing multiple tasks or shots while meeting deadlines and maintaining quality.	Delivering shots on schedule, managing render time efficiently, prioritizing revisions.
11	Resilience	Handling long hours, tight deadlines, and frequent revisions without losing motivation.	Staying focused during crunch time, bouncing back from rejected versions.

	Soft Skills	Week 10/11	How I Used This Skill (Evidence / Reflection)
1	Problem-solving and debugging		
2	Technical Engagement		
3	Attention to detail		
4	Feedback receptiveness		
5	Adaptability		
6	Communication/interpersonal		
7	Team-working		
8	Initiative and self-starter		
9	Creativity and vision		
10	Time management		
11	Resilience		

	Soft Skills	Week 17/11	How I Used This Skill (Evidence / Reflection)
1	Problem-solving and debugging		
2	Technical Engagement		
3	Attention to detail		
4	Feedback receptiveness		
5	Adaptability		
6	Communication/interpersonal		
7	Team-working		
8	Initiative and self-starter		
9	Creativity and vision		
10	Time management		
11	Resilience		

	Soft Skills	Week 24/11	How I Used This Skill (Evidence / Reflection)
1	Problem-solving and debugging		
2	Technical Engagement		
3	Attention to detail		
4	Feedback receptiveness		
5	Adaptability		
6	Communication/interpersonal		
7	Team-working		
8	Initiative and self-starter		
9	Creativity and vision		
10	Time management		
11	Resilience		

	Soft Skills	Week 1/12	How I Used This Skill (Evidence / Reflection)
1	Problem-solving and debugging		
2	Technical Engagement		
3	Attention to detail		
4	Feedback receptiveness		
5	Adaptability		
6	Communication/interpersonal		
7	Team-working		
8	Initiative and self-starter		
9	Creativity and vision		
10	Time management		
11	Resilience		

	Soft Skills	Week 8/12	How I Used This Skill (Evidence / Reflection)
1	Problem-solving and debugging		
2	Technical Engagement		
3	Attention to detail		
4	Feedback receptiveness		
5	Adaptability		
6	Communication/interpersonal		
7	Team-working		
8	Initiative and self-starter		
9	Creativity and vision		
10	Time management		
11	Resilience		

	Soft Skills	Week 15/12	How I Used This Skill (Evidence / Reflection)
1	Problem-solving and debugging		
2	Technical Engagement		
3	Attention to detail		
4	Feedback receptiveness		
5	Adaptability		
6	Communication/interpersonal		
7	Team-working		
8	Initiative and self-starter		
9	Creativity and vision		
10	Time management		
11	Resilience		