

What Soft Skills does the VFX/CG Industry Seek ?

Do you have these skills ?

1- Brainstorming: Which Soft Skills are important for a VFX/CGI artist ?

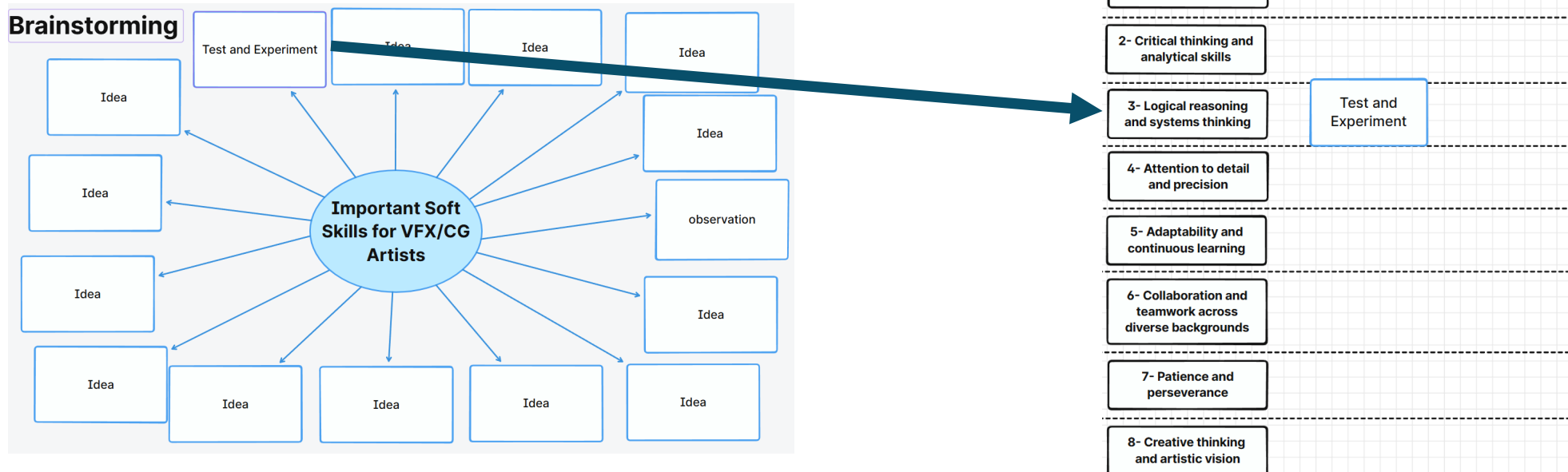


OPEN [CLASS PADLET](#) AND HAVE A SAY.

WORK IN PAIRS OR TRIO.

2- Match each Brainstormed Ideas in Card 01 to the 8 soft skills in Card 02.

- Copy and Paste the ideas from previous card (01) and match in the appropriate row referred to the skill (in Card 02).
- To understand each Soft Skill definition, see the Card 03.
- Add More ideas if you want (copy and paste).



3- Match each Example in the Card 04 to the 8 soft skills in Card 05.

Each group will tackle one Soft Case in Card 05 and find which Example in Card 04 matches this soft skills.

Tip: To understand each Soft Skill definition, see again the Card 03.

5- Soft Skills Passport

1- Problem-solving and debugging mindset

The ability to identify and resolve technical or creative issues—whether it's fixing a broken simulation, solving a render error, or finding a workaround for a missing asset. It's about staying calm, thinking logically, and testing solutions efficiently.

2- Critical thinking and analytical skills

Used when evaluating whether a shot works visually or narratively. This involves questioning your own choices, interpreting feedback constructively, and making decisions that improve the quality and clarity of your work.

3- Logical reasoning and systems thinking

Understanding how different parts of a VFX pipeline connect—like how animation affects lighting, or how compositing depends on render passes. It's about seeing the bigger picture and making smart, structured decisions.

4- Attention to detail and precision

Essential for tasks like rotoscoping, matchmoving, or compositing, where even small errors can break realism. This skill means noticing what others might miss and refining your work to a high standard.

5- Adaptability and continuous learning

The VFX industry evolves constantly. This skill is about staying open to new tools, workflows, and feedback — whether learning a new plugin, adjusting to a new brief, or improving based on critique.

6- Collaboration and teamwork across diverse backgrounds

VFX is rarely a solo effort. This means communicating clearly, respecting different perspectives, and contributing positively to a team—whether in a classroom, studio, or remote setting.

7- Patience and perseverance

VFX work can be repetitive and time-consuming. This skill is about staying focused through long render times, multiple revisions, or technical setbacks—without giving up or rushing the process.

8- Creative thinking and artistic vision

Beyond technical skill, VFX artists need to make creative choices—designing visuals that support mood, story, and tone. This involves imagination, visual storytelling, and developing a personal artistic voice.

4- Class Discussion

1. Which soft skill do you think is **most important** for a VFX artist working in a studio? Why?
2. Which soft skill do you think will be most useful **for you personally** during this project?
3. Are there any soft skills on the passport that **surprised you or felt unfamiliar**?
4. Which soft skill do you think is **hardest to show or prove** in a portfolio or showreel?
5. How do you think **creative thinking** fits alongside **technical skills** in VFX work?

5- Introducing Soft Skills Passport

Please, download the [Soft Skills Passport from Moodle](#).

	Soft Skills	Week 1	How I Used This Skill (Evidence / Reflection)
1	Problem-solving and debugging	<input type="checkbox"/>	
2	Critical thinking and analytical skills	<input type="checkbox"/>	
3	Logical reasoning and systems thinking	<input type="checkbox"/>	
4	Attention to detail and precision	<input type="checkbox"/>	
5	Adaptability and continuous learning	<input type="checkbox"/>	
6	Collaboration and teamwork	<input type="checkbox"/>	
7	Patience and perseverance	<input type="checkbox"/>	
8	Creative Thinking and Artistic Vision	<input type="checkbox"/>	

6- Weekly Padlet Journal: Your Creative Progress & Soft Skills Reflection

- 1- Have created your section (column) in the [Class Padlet](#)
- 2- Click 'Copy breakout room link' and you can enter your own Padlet Page for journalling

Emily Sakai • 3m

Cabin in the Woods UE Project

Emily Sakai

Student A

Emily Sakai /student/
14 minutes ago

Week 1- Pre-Production: Main Inspiration



This is how my Cabin will look. I love the composition, mixing the cabin, woods and the lake in the background.

♡ 0

💬 0

+ Add comment

Emily Sakai /student/
29 minutes ago

Week 1- Pre-Production: Mood Board



♡ 0

💬 0

+ Add comment

+ Add post

↶ New section left

↷ New section right

→ Move section right

✎ Rename section

📄 Copy section name

🔗 Copy breakout room link

🗑 Delete section

6- Weekly Padlet Journal

Your Creative Progress & Soft Skills Reflection

▪ Purpose:

This Padlet journal is your space to **track** your creative journey, **reflect** on your development, and **learn** from your peers. It supports your growth as a VFX artist—not just technically, but professionally.

▪ When to Post:

Once a week, after each class or by the end of the week.

▪ What to Post:

- **1–3 images** showing your *Cabin in the Woods* work-in-progress.
- A short reflection (3–5 sentences) on **1–2 soft skills** from your Soft Skills Passport.
- Add notes on any **technical (hard) skills** you explored or improved.

6- Weekly Padlet Journal

Your Creative Progress & Soft Skills Reflection6

▪ How to Reflect on Soft Skills:

Use your Soft Skills Passport to guide your reflection.

Ask yourself:

- *How did I apply or develop this skill during the project?*
- *What's an example or piece of evidence from my process that shows this?*

These reflections will support your final presentation and blog, and help you articulate your growth more clearly.

6- Weekly Padlet Journal

Your Creative Progress & Soft Skills Reflection

■ Why It Matters:

- Helps you build content for your final blog and breakdown video.
- Allows tutors to follow your progress and support you.
- Encourages learning from each other's creative approaches and problem-solving.

■ Tip:

- This journalling isn't about perfection—it's about growth, experimentation, and learning from the process.
- Everyone is at a different stage in their learning journey, with different backgrounds and experiences. There's no need to compare or compete—focus on your own development. Use this space to reflect honestly, experiment freely, and grow at your own pace.

Preparing for the Next Class:

Asset Ingestion
and Modeling

1- LinkedIn Videos Tutorials to watch:

[Basic Course \(3 hours total LinkedIn Learning: Essential Training using UE 5.3\)](#). You can study the next 2 subjects: Importing Assets and Working with Meshes.

2- Read the next topics in UE Documentation on Modeling:

- a- [Modeling Mode Overview](#)
- b- [Modeling Mode Quick Start](#)
- c- [Understanding PolyGroups](#)
- d- [Nanite Essentials](#)



Course
Unreal Engine 5 Essential Training
in LinkedIn • By: George Maestri • Dec 2023

☰ Contents
Introduction
1. Unreal Engine Overview
2. Manipulating the Level
3. Importing Assets
4. Working with Meshes



	Modeling Mode Overview Learn the basics of the Modeling editor mode.
	Modeling Mode Quick Start Getting started with Modeling Mode and creating 3D assets in Unreal Engine
	Understanding PolyGroups Learn the use of PolyGroups and how to create them.