



TALENT DEVELOPMENT • ASSOCIATE PROGRAM

Since 1923, The Walt Disney Company has remained faithful in creating unparalleled entertainment experiences based on our rich legacy of quality creative content and exceptional storytelling for the whole family. We invite you to submit your portfolio, reel or resume for consideration as a Talent Development Artist or an Artistic or Technology Associate in our Burbank, California offices. You will be mentored by a Disney Animator, Artist, or Engineer throughout the program. The Talent Development (targeted toward new Graduates) and the Associate (Students still in school) Programs are designed to give you an opportunity to experience the process and be a part of the magic of Walt Disney Animation Studios.

ELIGIBILITY

These opportunities are open to all Artists, Technical Directors or Engineers who are either still in school or who will have graduated from an accredited institution within one year of a January or a June start date. Disciplines could include:

Story	Technical Director - Character
Visual Development	Technical Director - Hair/Cloth
Animation	Technical Director - Look Dev
Look Development	Technical Director - Effects
Modeling	Technical Director - Pipeline
Layout	Software Engineer*
EFX Animation	Lighting/Compositing

TIME COMMITMENT

The Talent Development Program is a 3 to 6 month program with start dates of January and June of each year. The Artistic (8-10 weeks) and Technology (8-24 weeks) Associate Programs varies in time commitments and have various start dates throughout the year.

UNION

As part of the Talent Development Program, Artists must join the union within 60 days. For more information visit: <http://www.animationguild.org>

RELOCATION/HOUSING

A basic relocation package is available for Artists hired within the Talent Development Program. Housing Accommodations and limited transportation services are available for Artistic and/or Technology Associates hired. Inquire for more details. Subject to change.

DUE DATE for SUBMISSION

Talent Development/Artistic Associate due date: 20th day 2 months prior to January and/or June. 1st.
Technology Associate Due Date: open due date

APPLICATION PROCEDURES

All submissions must include the following:
Application and/or Resume
Reel and Reel Breakdown, Portfolio, and/or Website

CONTENT

Your portfolio/reel should represent your area of expertise and include samples of the process such as development sketches, gray scale/wire frame models and color iterations. Story and Visual Development artists could present sketchbook samples as well as finished compositions. Animators could include a variety of physical movements and actions but should include facial expressions; Modelers could include wire frames and turnarounds; Technical Directors could display the tool sets used and a narrative of the methodology. Life drawings and sketchbook samples are not required, but preferred for all artistic submissions. Software Engineers and Production Assistants should submit a resume only (visuals where applicable).

FORMAT

Your demo reel should be between 3 and 5 minutes in length and in one of the following formats:

QuickTime – QuickTime movies may be submitted by upload or CD/DVD maximum size 50MB.

Digital Files – Digital files (.pdf or .jpg preferred, RGB, max size 1553x1200 pixels (150 dpi) may be upload or sent by mail. Naming format preferred: First initial+Last name + #.jpg (jsmith1.jpg). Do not use spaces or any special characters (&%}\$# @ (!=+:>?~\|;). A single PDF file can presented as a booklet containing multiple files.

CD/DVD – All DVDs must be NTSC with a Region Code 1 (USA, Canada) or Region Code 0

(Region Free). CD's accepted with QuickTime movies and/or other digital files.

Website – Add your URL to the Submission Form.

Portfolio – Please send copies of your work only (no originals) - save those for safe keeping. Please make sure your name is on all materials.

DEMO REEL BREAKDOWN

A breakdown or shot list helps explain the work you did, the software used and others on the team. It's important to describe your role in the media you are sharing with us. Some artists list their responsibilities directly onto their reels as each segment is playing and that helps us understand the depth your skill set.

SUBMISSION OPTIONS**Application Form**

Download <http://www.disneyanimation.com>

Email Resume Submission*

Software Engineers: tech.jobs@disney.com
All others use above submission form.

Upload

Go to www.DisneyMouseLink.com to upload your resume, demo reel and reel breakdown list, and/or portfolio. Go to "Help" for more information.

Mail

Walt Disney Animation Studios
Attn: Talent Development
500 South Buena Vista Street
Burbank, CA 91521-4947

SEE YOU IN CALIFORNIA!



APPLICATION

PERSONAL INFORMATION

WALT DISNEY ANIMATION STUDIOS TALENT DEVELOPMENT • ASSOCIATE PROGRAM

Please note: Do not send original artwork. All submissions should be non-returnable copies.

Name Mr. _____
 Ms. _____

Address _____

Home Phone # _____ Cell Phone # _____

Work Phone # _____ Email Address _____

School _____ Location _____

Anticipated Graduation Date _____ Undergraduate Graduate

1. If offered employment, can you provide evidence of your identity and United States employment eligibility as required by the Immigration Reform and Control Act of 1986? YES NO

2. If you are not a U.S. citizen, permanent resident, temporary resident, asylee or refugee, please list:

Visa Type: _____ Expiration Date: _____

3. How did you hear about the Talent Development|Summer Associate Program? _____

DISCIPLINE APPLYING FOR

Please be specific as this helps us place you appropriately.

- | | | | |
|---|---|---|---|
| <input type="checkbox"/> Story | <input type="checkbox"/> Layout | <input type="checkbox"/> TD - Look | <input type="checkbox"/> Software Engineer - Pipeline** |
| <input type="checkbox"/> Visual Development | <input type="checkbox"/> Effects Animation | <input type="checkbox"/> TD - Effects | <input type="checkbox"/> Systems Engineer** |
| <input type="checkbox"/> Animation | <input type="checkbox"/> Lighting & Compositing | <input type="checkbox"/> Software Engineer - Front End** | <input type="checkbox"/> Tech Support Engineer** |
| <input type="checkbox"/> Texture Painting | <input type="checkbox"/> TD - Character Rigging | <input type="checkbox"/> Software Engineer - Look/Paint/EFX** | |
| <input type="checkbox"/> Modeling | <input type="checkbox"/> TD - Hair/Cloth | <input type="checkbox"/> Software Engineer - Light/Render** | |

MATERIALS SUBMITTED

See the Submission Guidelines for accepted formats and additional information.

- Upload - www.DisneyMouseLink.com Website: http://_____
- DVD (NTSC-Reg. 1 or 0)* CD/DVD Digital Media* Tape (NTSC)* Portfolio (No Originals) Resume Only**

* Please include a reel breakdown list outlining your efforts and the software used.

Artist understands that Artist shall not receive any compensation for submitting work to Walt Disney Animation Studios and Walt Disney Pictures ("WDAS"), and further understands that WDAS may submit such materials to other parties. Artist represents and warrants that, consistent with the attached Submission Guidelines, Artist has the right to copy and distribute the work submitted and Artist authorizes copying, for review purposes only, of submitted work for inclusion on WDAS's internal electronic database. Artist recognizes the possibility that the Submission may be identical with or similar to material which has or may come to WDAS from other sources or may be identical with or similar to material already in development at WDAS. Such identity or similarity has in the past given rise to litigation; therefore, unless WDAS can obtain adequate protection in advance, WDAS will refuse to consider or examine the Submission. The protection for WDAS must be sufficiently broad to protect WDAS, all related parties including, without limitation, WDAS's officers, directors, shareholders, employees, agents, representatives, licensees, assigns, parents and affiliates, and all parties to whom WDAS or the aforementioned parties submit material or have been or may be involved in developing, financing or exploiting materials and properties generally. Therefore, all references to "WDAS" shall include each and all of the foregoing related parties.

Nothing in this agreement, or the submission of work, shall be deemed to place WDAS in any different position from any other member of the public with respect to the Submission. Accordingly, any part of such material, which could be freely used by any member of the public, may be used by WDAS without liability to Artist or any other party claiming from or through Artist. Artist understands and agrees that WDAS's use of material similar to or identical with the Submission or containing features or elements similar to or identical with those contained in the Submission shall not obligate WDAS to negotiate with Artist nor entitle Artist to any compensation or other entitlement if WDAS determines that WDAS has an independent legal right to use such other material (e.g., because such features or elements were not new or novel, were not originated by Artist, or were or may hereafter be independently created by or submitted to WDAS). Additionally, Artist agrees that WDAS is not responsible for any loss or damage to submitted work.

Accepted and Agreed to By: _____
Signature Required _____ Date _____