

## Internship during the IDA Modul by *Nadasdy Film* - Emmanuelle Pétermann - 1BA - 2018

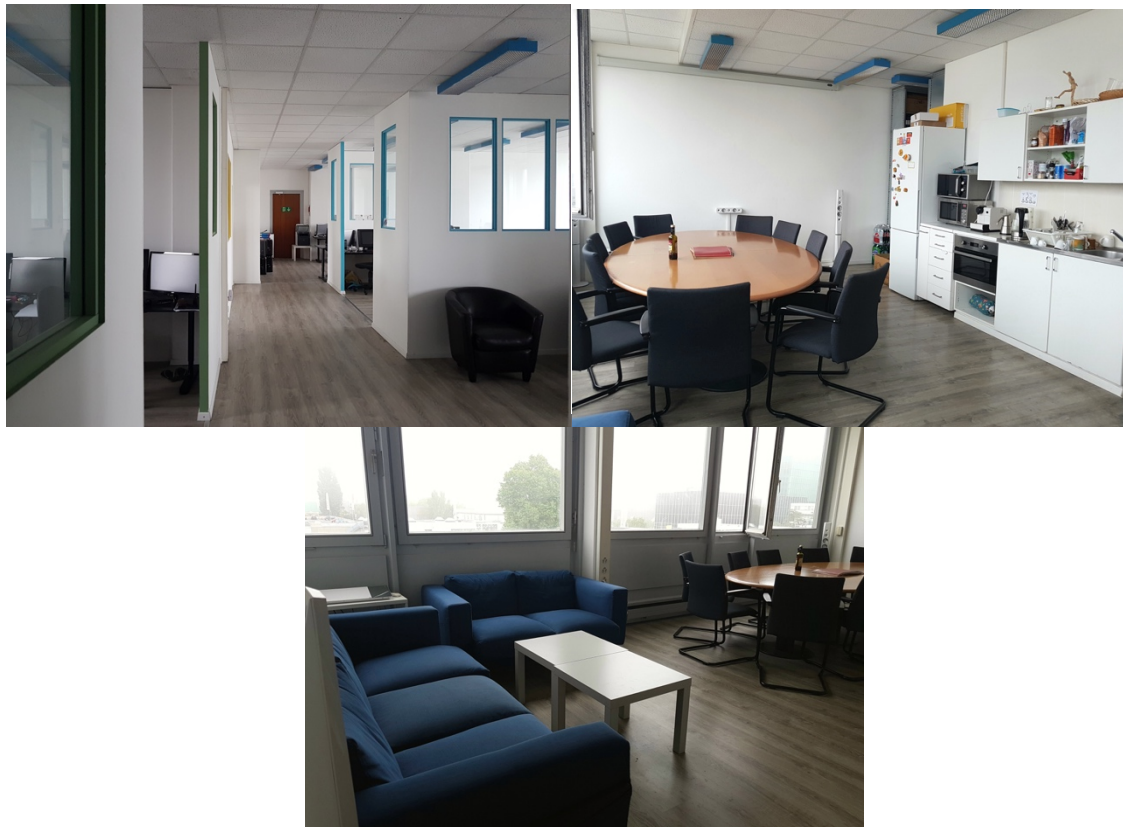
*Nadasdy Film* is located in Geneva and has been created in 2001 by two men: Nicolas Burlet and Zoltán Horváth.

I was so glad to be hired where I could speak my mother tongue. It's not that I have something against Swiss-German and German but it is quite tiresome trying to understand it and speak it everyday. Being able to go home every evening in Lausanne was great too.

The studio is located in an industrial area in Geneva and is surrounded by car sellers.

When I arrived, a really sweet man with a strong German accent, his messy hair and flip flops, welcomed me and told me that he hadn't heard about my arriving. Ok. Great.

He showed me a desk where he thought it was not a problem for me to work. I was surprised how big the studio was. It was hell with lots of windows, there was a nice kitchen with a big oval table, some big boxes containing sweets and chocolates were there. It seemed to be a very cool studio.



All the employers began to arrive one after one and I tried to retain all their names as I was introducing myself to them. They were all very welcoming and smiling as if I was already a friend. All the team is young and dynamic.

Their timetables are quite free; they generally have to arrive between 8 am. and 9 am. and then work during 8 hours per day. If one arrives late, he leaves late. I was generally there at 8:15 a.m. and I left around 5 p.m.

They were nearly 30 employers but they were divided in 4 projects. They mainly work in 2D but they had a 3D project. In total, we were 6 interns. During the second week, Vera, an animation student in Lucerne too, came here for an internship too.

The person who was supposed to take care of me during this internship arrived. He showed me some movies the studio has made and explained me which project he was working on and then gave me some 2D turn-arounds to do with *Adobe Photoshop*. As I love illustration, I was happy. I thought it would be easy but it was not! I haven't taken enough care about small details and my "mentor" had to correct my work several times. He was always really nice saying at the end that what I did was nice.

Then I had some brochures to create, to present the project to the potential investors. I had to use *InDesign* and was completely free about the form and the design. I learned a lot about *Adobe InDesign*.

He also showed me how to use the software *Toonboom* to create backgrounds and he asked me to create some elements for these backgrounds which will be useful for his project. I learned a lot and I hope I won't forget anything about it.

I haven't done any animation. That was a bit disappointing in a way, but my mentor told me, and I saw it, that there was not that much work to do, as the project was still waiting for investors. Only pre-production work was necessary. Sometimes I was working slowly because I didn't wanted him to feel annoyed because of the lack of work.

The atmosphere was really good, everyone was nice. I even met again an old friend; she was the familiar person in the studio for me and I felt on my ease with her by my side.

Everyone told me with sense of humor: "Be careful, don't let your dirty plate on the table or the boss will get angry and annoy everyone" or "if you want to see the boss angry and screaming in the studio, just let your tupperware on the cupboard." I couldn't tell if I wanted to meet him or not. But he was nice after all. He is the energetic director. Yes, he had screamed about dirt and tried to find the responsible for 15 minutes but he was funny and spoke so fast! The other director, was the calm person who drank tea all the time and forgot his cups of tea on everyone's desk. They are the complete opposite. But I haven't talked to them that much as they were always busy.

I think we were maybe too many interns, because I hadn't that much work to do and Vera as well. That was a pity. But everything I have done was useful for me and for my mentor and I've learned a lot. The persons there were so nice and helpful, always trying to know if I was alright.

I was happy to get to know how it looks like to work in an animation studio, and it is as I expected it to be.