

My name is Sam Williams and I've worked in the animation/entertainment industry for around ten years. I grew up in Adelaide with a passion for 3D animation, which led to me completing an Advanced Diploma in Screen (which focussed on video games). On completion of this course I nervously sent off my job application and showreel to studios around Australia and hoped for the best.

The first callback I got was from a studio called Team Bondi located in Sydney. They were creating a huge open world video game called L.A Noire published by Rockstar Games, and were interested in having me over for an interview. When they flew me over for a meeting it was the first time I had been on an plane at age 19. To my surprise I got the job and moved to Sydney, spending the next two years on the project. Shortly after I left, the company dissolved.

With the skills I learned from this experience, I was then qualified enough to move into a job in film. I worked at a company called Dr. D on the movie Happy Feet 2. It was a wonderful experience and I met many fantastic talented people. Once the movie was finished and my contract ended, the company dissolved...

I was at a crossroads. Team Bondi had dissolved, Dr. D had dissolved. My money was running out fast and I still had a lot of learning to do. I emailed a boutique design firm called Resolution Design who work on TV commercials, who took me on as a 3D modeller. It was a difficult but satisfying experience, being pushed completely out of my comfort zone.

After seven months I received an email from Animal Logic, they wanted me on board. They were creating The LEGO Movie, which was a project I was very excited about. This was my favourite experience yet - the company was fully established and the project was great fun. The movie was a hit at the box office but sadly my contract was up.

A previsualisation company from overseas called The Third Floor was creating a 'pop up' office in Sydney, and needed a layout/previs artist for about a month. They were working on the Angelina Jolie directed film, Unbroken. Although short lived, this was also a great learning experience. Once the previs work was done, the company packed itself up into a shipping crate and, you guessed it, dissolved.

This is where I switched to perhaps the most unique and detached of all my jobs. I went to work for a company in North Sydney called IntoScience, making an educational science iPad app for school children. It was here I would be employed as a UI/Graphic Designer and illustrator, and I was then able to bring my 3D background into a different media altogether. Whilst this position was permanent there simply weren't enough resources to take care of the scope of the project, and I left just before many people were made redundant and IntoScience...Dissolved.

From here I was able to get another contract back at Animal Logic, to work on their next two movies - The LEGO Batman Movie and The LEGO Ninjago Movie. My second time back at Animal Logic lasted two years, spread over multiple contracts. The LEGO

Batman Movie was a big success and I'm very grateful to have had the opportunity to work on it. I've since moved over to Flying Bark to work on a film called Maya The Bee 2. It's been a great environment on a fun project.

The film and entertainment industry is so important to me because our creations bring people together. It's an art form that spreads messages, teaches lessons, gets people laughing and crying and sharing experiences together. There are lots of unfortunate things happening in the world and to have an outlet that makes people feel happy is crucial. Dealing with short contracts and frequently finding new employment can be stressful, but it's something most of us keep pursuing out of our love for the projects. It makes it all worthwhile when I get to visit my young cousins and they excitedly tell me that they've gone and enjoyed one of my latest Australian made films on the big screen.

I have witnessed colleagues that couldn't cope with the stress of short contracts and instead change into careers they're not passionate about, which can take a large hit on mental health and personal satisfaction. People can be short sighted to the carry over that entertainment has into other very important sectors, such as education and training. The Australian Video Game industry alone is pushing towards \$3 billion dollars. The Australian Film/TV/Documentary is up around the same. These are industries worth protecting. Without these industries being supported in Australia, it becomes difficult for young Australians to consider this line of work and almost impossible to get experience in the industry.

Thank you very much for your time.

Kind Regards,

Sam Williams