

# PROGRAM INFORMATION

## SA Screen Industry

### Careers Day, 15 July 2023



South Australian **Film Corporation**

Find out more about the many exciting career pathways available within South Australia’s screen sector by registering to attend one or more free information sessions in the **South Australian Film Corporation’s SA Screen Industry Careers Day** on Saturday 15 July, 2023 at [Adelaide Studios in Glenside](#).

All session times and locations are listed below. Places are limited, so registration is essential for each session you wish to attend. [Register in advance via the Eventbrite event page](#). Adelaide Studios venue map is on Page 10 of this document.

PLEASE NOTE: This timetable is subject to change without notice. For the latest event information, refer to the [Eventbrite event page](#).

	Screening Theatre	Production Office 1	Mixing Theatre	SAFC Board Room	Heesom Casting Office
9.00am – 9.30am	<b>MEETING ROOM 1 – FIRST NATIONS YARNING CIRCLE:</b> Welcome session for First Nations (Aboriginal and/or Torres Strait Islander) attendees				
9.30am – 10.00am	Animation <i>One session only</i>	Production Office <i>Session 1</i>	Editing Department <i>Session 1</i>	Accounts & Bookkeeping <i>Session 1</i>	Casting Department <i>Session 1</i>
10.05am – 10.35am	Games Industry Overview <i>One session only</i>	Assistant Director (AD) Department <i>Session 1</i>	Editing Department <i>Session 2</i>	Accounts & Bookkeeping <i>Session 2</i>	Casting Department <i>Session 2</i>
10.40am – 11.10am	Camera Department <i>Session 1</i>	Production Design <i>One session only</i>	Editing Department <i>Session 3</i>	Costume Design <i>Session 1</i>	Casting Department <i>Session 3</i>
11.15am – 11.45am	VFX Supervisor <i>One session only</i>	Art Department <i>Session 1</i>	Camera Department <i>Session 2</i>	Costume Design <i>Session 2</i>	Casting Department <i>Session 4</i>
11.50am – 12.20pm	Factual Content <i>One session only</i>	Production Office <i>Session 2</i>	Unit Department <i>One session only</i>	Location Management <i>Session 1</i>	
12.25pm – 12.55pm	Art Department <i>Session 2</i>	Assistant Director (AD) Department <i>Session 2</i>	Editing Department <i>Session 4</i>	Location Management <i>Session 2</i>	
1.00pm – 1.30pm	Introduction to the MEAA <i>One session only</i>				
1.30pm – 2.00pm	Introduction to Crew HQ <i>One session only</i>				
2.00pm – 3.00pm	<b>ADELAIDE STUDIOS ATRIUM:</b> Optional networking session for all attendees				

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#### CAREER SESSION INFORMATION - alphabetical by career/department

- **ACCOUNTS & BOOKKEEPING**

**Speaker:** Lou Henry, Production Accountant

**Session 1:** 9.30am – 10.00am, SAFC Boardroom

**Session 2 (repeat):** 10.05am – 10.35am, SAFC Boardroom

Those with accountancy skills can learn more about the specialised role of Production Accountant – the person who manages the budget on a production and works with the Producers and Production Manager to manage cost reports and ensure everything stays on budget. They may also be responsible for payroll, accounts receivable and accounts payable.

*If you have these skills, this session might be for you: accounting or bookkeeping skills; ability to track income and expenditures on public events or arts-based productions; capable with accounting software programs; good attention to detail when working with funds.*

- **ANIMATION**

**Speakers:** Rhys Sandery and Troy Bellchambers of Monkeystack

**One session only:** 9.30am to 10.00am, Screening Theatre

People with an interest in creating 2D and 3D animated digital content for screen – from entertainment storytelling to more diverse industry applications – will gain an overview of the typical roles in a traditional animation production pipeline and insight into how these roles are evolving with the emergence of new screen technologies such as XR and the growth in the local game development sector.

*If you have these skills, this session might be for you: illustration; animation; visual storytelling; ICT; game development; ability to understand and share creative ideas; ability to work to schedule.*

*If you're interested in this session, you might also be interested in this session: Games Industry Overview, VFX Supervisor*

- **ART DEPARTMENT**

**Speaker:** Emma Hough Hobbs, Props Master

**Session 1:** 11.15am – 11.45am, Production Office 1

**Session 2 (repeat):** 12.25pm – 12.55pm, Screening Theatre

Learn about the many and varied roles of the Art Department, responsible for the design and creation of the sets, scenery, props and other items that appear in front of the camera. Jobs in this department encompass a wide range of skills from art and design, set dressing, props buying and making, scenic artists, construction, carpentry and more.

*If you have these skills, this session might be for you: set dressing theatre or painting scenic*

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*backdrops; props making or buying; co-ordinating teams to a tight schedule; building, painting or carpentry trades; taking a brief from designers and art directors; drafting plans for construction.*

*If you're interested in this session, you might also be interested in the sessions for: Production Design, Costume Design*

- **ASSISTANT DIRECTOR (AD) DEPARTMENT**

**Speakers: Wael Nassereddine and Rick Beecroft, 1<sup>st</sup> ADs**

**Session 1: 10.05am – 10.35am, Production Office 1**

**Session 2 (repeat): 12.25pm – 12.55pm, Production Office 1**

Requiring exceptional organisational, managerial, logistics and people management skills, the role of 1st AD is responsible for planning and scheduling the production and running the film set. The 2nd AD liaises with production and writes the daily callsheets and the 3rd AD works with the 1st AD onset and assists in directing extras. Learn more about these highly demanding roles and the skills required to take them on.

*If you have these skills, this session might be for you: ability to communicate clearly; good people skills; can multi-task and work under pressure; ability to work within a team and anticipate or troubleshoot problems before they arise; ability to work in a supporting role to realise one vision.*

*If you're interested in this session, you might also be interested in the sessions for: Production Office, Location Management*

- **CAMERA DEPARTMENT**

**Speakers: Aaron Gully ACS, DOP, and Claire Bishop, 1st AC**

**Session 1: 10.40am – 11.10am, Screening Theatre**

**Session 2 (repeat): 11.15am – 11.45am, Mixing Theatre**

Skilled professional camera operators and photographers can learn more about what is involved in working in a screen production's camera department, including Director of Photography, Camera Assistant, Camera Operators, Data Wranglers and Focus Pullers, and the skills required to be on-set ready.

*If you have these skills, this session might be for you: photography; working with or around digital cameras; creating or storing digital images and files; experience in shooting corporate or training videos; skilled in lens and camera maintenance or repair.*

- **CASTING DEPARTMENT**

**Speaker: Angela Heesom, Casting Director**

**Session 1: 9.30am – 10.00am, Heesom Casting Office**

**Session 2 (repeat): 10.05am – 10.35am, Heesom Casting Office**

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**Session 3 (repeat): 10.40am – 11.10am, Heesom Casting Office**

**Session 4 (repeat): 11.15am – 11.45am, Heesom Casting Office**

Learn more about the casting process in film and television. What does a Casting Director actually do, and what are the pathways to becoming one, or even getting your foot in the door as a Casting Assistant? Hear a little bit about extras casting too and how important this is to the overall look of the film and how it plays out on a day-to-day basis.

***If you have these skills, this session might be for you:** a good eye for characters and types; keen interest in story and observing human behaviour; the ability to communicate clearly; great people skills; very organised; quick and lateral thinker; high level of attention to detail; ability to work under pressure; love working within a creative team; a good watcher of movies and live shows; possessing negotiation skills helpful; flexible working hours mandatory.*

- **COSTUME DESIGN**

**Speaker: Anita Seiler, Costume Designer**

**Session 1: 10.40am – 11.10am, SAFC Boardroom**

**Session 2 (repeat): 11.15am – 11.45am, SAFC Boardroom**

The Costume Designer is the head of the costume department. During pre-production they work closely with the director to develop the look for the characters (attire, colour schemes, etc.). The Costume Supervisor is responsible for the day-to-day, admin side of the costume department. They analyse the script breakdown and schedules and prepare the costume budget. Other roles in the costume department include Costume Standby, Buyer, Assistants and Costume Makers.

***If you have these skills, this session might be for you:** design skills; an understanding of dressmaking; attention to fine detail; good communication, presentation and negotiation skills; an interest in theatre, drama, fashion, art or history; an interest in keeping up to date with new design developments and fashions; ability to work to deadlines and budgets.*

***If you're interested in this session, you might also be interested in the sessions for:** Art Department, Production Design*

- **EDITING DEPARTMENT**

**Speaker: Sean Lahiff ASE & Isaac Lindsay, Editors**

**Session 1: 9.30am - 10.00am, Mixing Theatre**

**Session 2 (repeat): 10.05am – 10.35am, Mixing Theatre**

**Session 3 (repeat): 10.40am – 11.10am, Mixing Theatre**

**Session 4 (repeat): 12.25pm – 12.55pm, Mixing Theatre**

The Editor puts together (cuts) the pictures (rushes) as they come in from the set. Their job is to take scenes in non-story order and edit them bit-by-bit into a whole. During post-production, the Editor and Director will work closely to refine the assembly edit into a rough cut, which must be

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approved by the Producers, until they achieve picture lock (known as final cut). After that, the music and sound are added to the mix, a process that Editors may also oversee.

*If you have these skills, this session might be for you: storytelling skills; an understanding of how to use pictures to create rhythm, pace and tension; visual awareness; experience using edit software; good communication skills; attention to detail and good organisational skills, often under pressure.*

- **FACTUAL CONTENT**

**Speaker: Colin Thrupp, Documentary Director/Producer**

**One session only: 11.50am – 12.20pm, Screening Theatre (please note change of venue)**

Anyone keen to explore a career in factual and documentary filmmaking will get valuable insights into developing and producing ideas in this session, while also learning about the range of skills needed to be successful in a variety of departments including producing, directing, shooting, editing and the sale of intellectual property.

*If you have these skills, this session might be for you: problem solving; creative writing; people management; natural curiosity; sales and marketing; leading a team; photography and videography; administration; customer service; proven initiative.*

- **GAMES INDUSTRY OVERVIEW**

**Speaker: Jennifer Norcliffe, Talent Specialist – Acquisition, Mighty Kingdom**

**One session only: 10.05am to 10.35am, Screening Theatre**

The games industry is a thriving part of the screen sector, with a long history of overlap between film, VFX and emerging technologies. Join us for a high-level overview of different roles and pathways into this exciting screen medium.

*If you have these skills, this session might be for you: digital art; writing; animation; programming; production management; game design; music composition; directing; virtual production; VFX; VR/AR; app design.*

*If you're interested in this session, you might also be interested in the session for: Animation, VFX Supervisor*

- **LOCATION MANAGEMENT**

**Speaker: Jesse Goninon and Mark Evans, Location Managers**

**Session 1: 11.50am – 12.20pm, SAFC Boardroom**

**Session 2 (repeat): 12.25pm – 12.55pm, SAFC Boardroom**

Hear about the skills required to be a Location Manager, someone who works closely with the

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Production Designer and Director to find, secure and manage locations that fit the creative, budgetary and scheduling needs of a production.

***If you have these skills, this session might be for you:*** an understanding of prominent buildings and locations in SA; experience liaising with councils and council and Governmental permits; ability to work independently; ability to absorb and communicate a Director's vision; ability to work to a designer and Director's brief and budget; highly organised; must have a driver's licence.

***If you're interested in this session, you might also be interested in the sessions for:*** Production Office, Assistant Director, Unit Department.

- **PRODUCTION DESIGN**

**Speakers: Robert Webb, Production Designer and Gareth Wilkes, Art Director**

**One session only: 10.40am – 11.10am, Production Office 1**

The Production Designer is the head of the Art Department, and is responsible for planning and overseeing the creation of the sets, scenery, construction and other items that appear in front of the camera. The Art Director directly oversees artists and craftspeople, such as the Set Designers, Graphic Artists, and prop buyers/makers who give form to the production design as it develops. The Art Director works closely with the Production Designer and is responsible for the art department budget and fulfilling the designer's creative choices.

***If you have these skills, this session might be for you:*** creativity; design skills; ability to draw by hand to scale, do technical drawings and computer-aided design; understanding of colour theory; understanding of the history of architecture and interior design; knowledge of photography; good organisation and management skills; ability to work under pressure and meet deadlines.

***If you're interested in this session, you might also be interested in the sessions for:*** Art Department, Costume Design

- **PRODUCTION OFFICE**

**Speaker: Carly Maple, Production Manager**

**Session 1: 9.30am – 10.00am, Production Office 1**

**Session 2 (repeat): 11.50am – 12.20pm, Production Office 1**

The Production Office is the operational heart of any screen production, responsible for the management of crew and equipment, schedules, budgets and day-to-day logistics on a shoot. Learn more about the wide variety of administrative and managerial roles available.

***If you have these skills, this session might be for you:*** event planning or scheduling; project management; office co-ordinating and communication skills; computer skills (including Microsoft suite); spreadsheet skills; application writing skills.

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*If you're interested in this session, you might also be interested in the sessions for: Assistant Director (AD) Department, Location Management*

- **UNIT DEPARTMENT**

**Speaker: Clayton Dunn, Unit Manager**

**One session only: 11.50am – 12.20pm, Mixing Theatre (please note change of time and venue)**

Behind every hard-working crew is an even harder working Unit Department. Unit looks after the base camp where all cast go through hair, makeup and costume; crew sit for meal breaks; the caterers cook and the Star Cast caravans park. The Unit crew is always the first to arrive, ensuring arriving trucks park in the correct order, that power and water is on for the caterer and cast buses and tables and chairs are set out for crew to eat their breakfast on arrival. They're also the last to leave, ensuring the location is left clean, just as they found it. They're also responsible for booking portable toilets and garbage disposal and all the support services required when a lot of people are working hard out on location. It's a physical job that requires fit workers that can lug gear and drive trucks. Think rock-n-roll roadie but without the music.

*If you have these skills, this session might be for you: ability to lift and carry heavy equipment; already have or open to acquiring a truck licence; experience in being road crew for concerts, theatre or public events; organised.*

*If you're interested in this session, you might also be interested in the session for: Location Management.*

- **VISUAL EFFECTS (VFX) SUPERVISOR**

**Speaker: Phil Barrenger, Rising Sun Pictures Head of Operations**

**One session only: 11.15am – 11.45am, Screening Theatre**

The world of screen Visual Effects (VFX) is a rapidly growing industry. Hear from someone who has done just about every job in the industry and how all the departments and talents come together in a pipeline to deliver the vision a director has for their production. If you want to work in CG compositing, lighting, drawing, or as a colourist, grader, rigger, modeller or VFX editor, then this is the session for you. Hear how you may also progress up to Supervisor or Head of Department in VFX and how it all fits with the live action that could be being shot simultaneously.

*If you have these skills, this session might be for you: Passion for art, photography, and visual storytelling; leadership and creativity; excellent listener and observer; strong communicator, problem-solver and collaborator; compositing and 3D software skills including high levels of digital literacy; technically oriented.*

*If you're interested in this session, you might also be interested in the session for: Animation, Games Industry Overview.*



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#### OTHER SESSIONS INFORMATION

- **WELCOME SESSION FOR FIRST NATIONS ATTENDEES**

**Speakers:** Tyme Childs, SAFC First Nations Industry Development Executive, and Jai Sumner-Koncz, emerging SA screen practitioner

**One session only: 9.00am – 9.30am, First Nations Yarning Circle (Meeting Room 1)**

First Nations (Aboriginal and/or Torres Strait Islander) attendees are invited to start the day with a special welcome session in the First Nations Yarning Circle. Meet SAFC First Nations Industry Development Executive Tyme Childs and learn about how the SAFC supports and works with the First Nations screen sector. You will also meet emerging screen practitioner Jai Sumner-Koncz, who will talk from a First Nations perspective about his experience working in SA's screen industry, including recently working as an Attachment on drama series *RFDS*. The First Nations Yarning Circle will be available throughout the day for First Nations attendees to use as a meeting place, and reflection space – please see Tyme Childs for access.

- **INTRODUCTION TO THE MEAA**

**Speaker:** Aaron Connor, MEAA SA/NT Deputy Director

**One session only: 1.00pm – 1.30pm, Screening Theatre**

Learn more about the Media, Entertainment and Arts Alliance (MEAA) and the industrial frameworks that support the screen industry.

- **INTRODUCTION TO CREW HQ**

**Speaker:** Kirsty Stark, Producer and Founder of Crew HQ

**One session only: 1.30pm – 2.00pm, Screening Theatre**

CrewHQ is a newly launched “one stop shop” for producers and heads of department to search and book freelance film and television crew around Australia. Custom built for the Australian film and television industry, CrewHQ lets you share your availability for work, as well as your roles, credits, location and skills. Hear from founder and Adelaide producer Kirsty Stark about the platform, and how you can maximise your profile to increase your chances of booking work that aligns with your role, skills and availability. Find out more at [crewhq.com.au](http://crewhq.com.au)

***This session might be for you if:** you want to know how to stand out in your role, book work, manage your freelance career and gain insights into what producers are looking for when hiring.*

- **END OF DAY NETWORKING SESSION**

**2.00pm - 3.00pm, Adelaide Studios Atrium**

Join SAFC staff, the day's presenters and fellow attendees for a casual hour of networking to conclude the day.



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#### EVENT ENTRY

Entry to this event will be via the Adelaide Studios courtyard northern gate – see map on Page 10. Access to this gate is via paved path from the northern car park area.

Please note Adelaide Studios Reception will be closed on this day, and there will be no access to the event via the main building entrance.

#### ACCESSIBILITY INFORMATION



This event is being held in a wheelchair accessible venue. Upstairs venues have lift access.

If you have any access requirements for this event please email us in advance at [communications@safilm.com.au](mailto:communications@safilm.com.au)

#### PARKING AND PUBLIC TRANSPORTATION INFORMATION

Limited parking is available at Adelaide Studios in front of the facility. Limited dedicated accessible parking is available directly in front of the main SAFC Reception entrance. Please refer to map on Page 10.

Please note parking is expected to be tight on the day; the SAFC recommends utilising public transport or taxis/rideshare options where possible.

The nearest public transport to Adelaide Studios are bus stops located on Glen Osmond Road and Greenhill Road. Please refer to the [Adelaide Metro website](#) for more information.

#### FOOD AND DRINK

Coffee and tea, cold drinks, toasties and snacks will be available on site on the day courtesy of What the Croque. Payment is by cash or card.

#### SCHEDULE CHANGES

Programmed sessions are subject to change without notice. For the latest event information, refer to the [Eventbrite event page](#).

#### ADELAIDE STUDIOS VENUE MAP

See map on Page 10.

#### MORE INFORMATION

For more information about this event please contact [communications@safilm.com.au](mailto:communications@safilm.com.au) or call 8394 2000.

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