

ESCAPEE PROFILE: Trevor Ley

How did you find out about Escape and what was it like?

I had heard about the 3D animation package Maya and how it was being used in the industry by reading specialist magazines. After 10 years in the IT industry I decided to look at learning Maya by attending a course. I did a search on Google and found Escape's details.

What was the main appeal for you?

The main appeal of Escape for me was the focus and the short time scale. Going back to University would have been such a huge undertaking both as a cost and the time involved. Even then I didn't feel the courses were as professionally oriented as Escape's. I wanted to be creative and not let my traditional art training go to waste. So many people fall into jobs that they don't really want to do because they're safe. They think they'll change later on but most never do. I didn't want that to be me so I applied for a Career Development Loan (CDL) and made my decision.

What happened after the course?

After the course I spent two months working on character models and refining my showreel. After the reel was finished it was off to an Escape Showreel clinic for a critique and some advice.

Escape had sent my CV to Double Negative, one of London's most respected companies for feature film visual effects. I got a call from them regarding some work on Batman Begins.

My Escape training really came to the fore when I started creating models for use in games. I was able to jump in straight away and construct Maya models to spec without a problem.

What are you doing now?

At the moment I'm just about to start a new job at Sony having just finished at Electronic Arts. I've worked on



amazing titles like Harry Potter and the Goblet of Fire for the Sony PSP and Battlefield for the Xbox 360.

For me every day is a good day because I'm working in a field that I love. Even when you're working hard and dealing with Maya or other software issues I feel I'm always learning and developing my skills. Taking new visual and gameplay ideas and seeing them through to the finished game is what makes this job so satisfying.

What advice would you give to any prospective students?

If you want to do it, do it! If you have a traditional art background like me don't be afraid of moving into 3D. You'll have to commit a lot of time and effort, but if you feel you've got the raw talent, it will shine through.