



FLIPPED STUDIO “SUCCESSFUL INNOVATOR” - NOVA

Project No. 2020-1-LT01-KA227-ADU-094751

Movie animations



Nikolas Ladas, Cyprus

Sector: Games & Multimedia.

Position: Employee.

About me

I am a programmer, I got my Masters in Computer Architecture and my PhD in Computer Graphics. I worked for a short period of time as an academic researcher and now I work as a programmer in a company that works with animation. At the same time, I work on a project relating to harassment in gaming. I also worked with video games through a company I owned for 2 years.



My way to the CCS and main achievements before the Pandemic

I chose this career path out of pure interest, it was an area that interested me since I was young. Before the pandemic, I was not working in animation. I was finishing my PhD which was a big achievement for me and then I was working on my project which in my opinion was a very ambitious project. The project concerned designing a 3D online game which allowed the possibility of multiplayer. This was challenging because we had to utilize a very advanced game which had complex design and complex animation, as well as networking and server coding.

The challenges faced during the Pandemic and innovation solutions to overcome them

The main challenge for me was the transition of working from an office to my 'home-office'. For me that was not such a big issue however because of the nature of my job. In general I believe that the creative sectors of animation and game-design were some of the least-affected creative

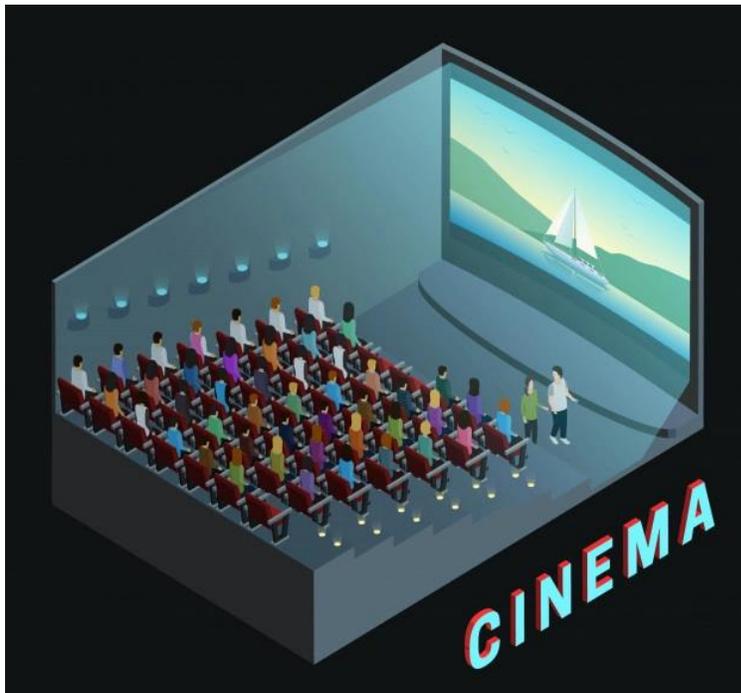


Photo: Animation of a cinema theatre

sectors in terms of facing challenges during the pandemic. This is because, for example, in the company I work for, most animators chose to work from home even before the pandemic. This is due to the nature of the job, you can be creative and work from anywhere using your computer. Also, the fact that we were working from home allowed more time for us to be creative and innovative and work on side projects as well. Some of those projects were related to programming and animation.

'Discuss your plans and broaden your network'

"To be an artist does not mean to be born with inherent talent, you need to work hard"



My future plans and aspirations for developing my career in CCS.

I will continue to work at my job which is very rewarding for me. I want to get as much experience as I can so for the foreseeable future these are my plans. In my job we create movies. My role is to write tools using programming which help the other artists and creatives to be more productive. We explore some technologies which are very innovative and make programming more creative. For example, we now work on how we can allow artists to collaborate on shared workflows on which they work remotely.

My suggestion for those who wish to work in CCS

I would suggest that the main thing is to focus on your studies, and be the best that you can on what you want to achieve. It takes a lot of hard work, you should focus on studying game graphics, game development. You need to be the best that you can because this sector is very demanding. You also need a very strong portfolio in order to show something unique. People always believe that to be an artist you need to have an inherent talent that you were born with. I disagree with that. I think that you just need to practice a lot. If it's something that you like, you need to practice!



Photo: A Programmer



Self-reflection questions

1. How can working from home help your creativity?
2. What have I learned from this story?

This good practice story is prepared by the Center for Social Innovation