

COMPUTER ANIMATION

Computer Animators create images which, when recorded in sequence and projected, create the illusion of movement. This is a highly technical field which requires artistic ability and a knowledge of software programs. In character animation, they may be cast, like actors, for their special talents - comedy, dialogue, song and dance, action, men, women, children, animals, simplicity, etc. On other projects, they may be selected for their particular technical skills and ability. To become a Computer Animator, it will help you to gain a degree in computer animation, computer science or similar, or in an art-related subject.



WORK ENVIRONMENT

The work of a computer animator is varied and fast paced. Animators may spend time independently researching upcoming projects and honing technical skills. They often work on teams to develop storyboards, create effects, games or movies, and iterate. Animators also spend time meeting with clients or other staff to review project management timelines.



SKILLS & RESOURCES

Key Skills:

- Creativity
- Artistic ability
- Adobe Photoshop
- Indesign
- Illustrator
- Acrobat

- UX wireframes
- Prototyping
- User interface (UI) design
- JavaScript
- MAYA
- 3D modeling

Building your portfolio: *Not only is having an online portfolio and personal brand suggested in this industry; it's required. Start building these things now to prep for your interviews later.*

- Decide on how many pieces to include; keep the site simple and let your work tell the story.
- Be thoughtful in what you include. Go for variety and select only your strongest pieces.
- Showcase your most unique and creative work and tell their backstory.
- Have a short bio and share your point of view.
- Update often.

Online Resources

- [Create a knockout online portfolio](#)
- [UMD lynda](#) - refine your graphic design skills for free!

FACTS & STATS

\$63,970

median pay

WHERE ARE ALUMS?

PIXAR

