

Job of the Week – **ANIMATOR**

Job description:

To bring drawings to life. You can be a 2D animator, 3D animator or stop-frame animator.

Pathway routes into the industry

You can get into this job through:

- a university degree course in a subject such as Animation, Art and Design, Computer Games development, animation production or visual effects
- a college course such as a Level 3 Diploma in Creative and Digital Media, Games, Animation and VFX Skills or Creative Art and Design
- an apprenticeship as a Junior Animator,
- Junior VFX Artist or Assistant Technical Director Level 4 or a Storyboard Artist Level 7
- working towards this role including volunteering

Entry requirements

You will usually need:

- 4 or 5 GCSEs at grade 4 or above (or equivalent) for a level 3 course
- 1 or 2 A levels, or equivalent, for a foundation degree or higher diploma
- 2 to 3 A levels, or equivalent, for a degree

Subjects

Relevant subjects include:

- Media and Art

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Skills

You will usually need:

- knowledge of media production and communication
- design skills and knowledge
- to be thorough and pay attention to detail
- thinking and reasoning skills
- the ability to use your initiative
- the ability to work well with your hands
- to be flexible and open to change
- knowledge of the fine arts
- to be able to use a computer and the main software packages confidently

Salary: Variable

Day-to-day duties:

- Visualise how to animate a storyboard and script ideas
- draw or use animation software to create characters and scenes
- add lighting, shading, colour, texture and special effects
- use motion capture methods to create expressions and movements that are lifelike
- use stop-motion techniques to film 3D models
- combine several layers of animation to create a final product