

Career in Interactive media:  
**3D Animator**

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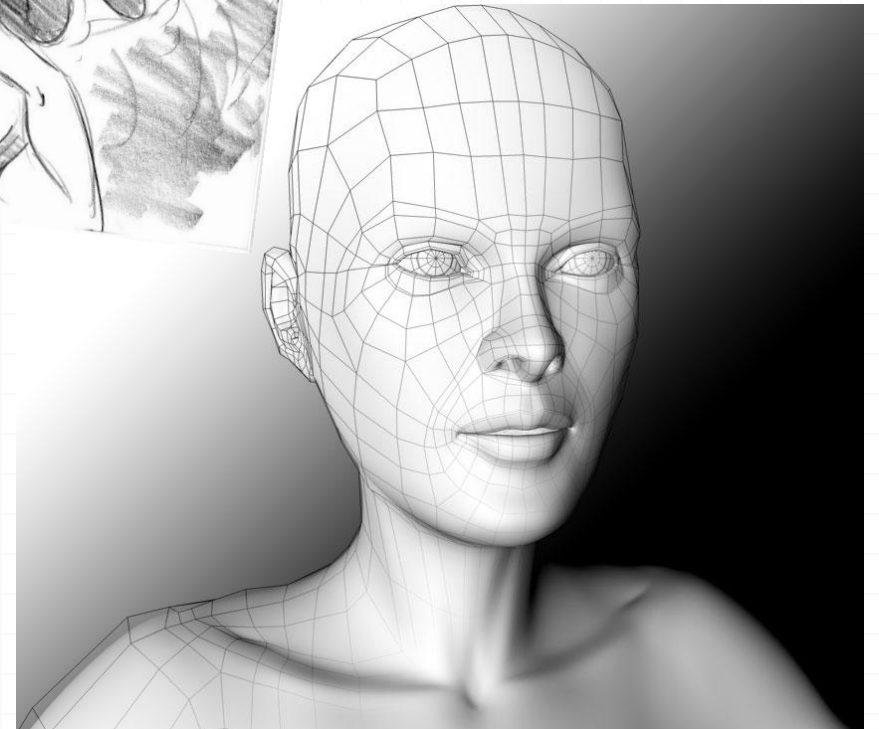
# Overview

- Create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials.



# Specialty Areas

- 3D animator
- Multimedia artist
- Storyboard artist
- Animation Web designer
- 3D modeler
- other animation job titles



# Education



- 3D animation is a technical career that requires specialized knowledge.
- People looking for a career in 3D animation usually need to complete at least four years of post-secondary education.
- Some animators may further their education even more and earn a master's degree in 3D animation.
- To earn a degree in this area, students will usually need to take a combination of art and computer courses, as well as courses in anatomy and natural sciences.



# Salary

- 3D animation is one of the fastest growing careers. Since most animated scenes are now created with this type of technology, the demand for this type of technical knowledge is increasing.
- According to the U.S. Bureau of Labor Statistics, the **median salary is \$58,510 annually**.
- Some more successful 3D animators have the **capacity to make over \$100,000 each year**.



# Employment Outlook

- Job openings for trained 3D animators will keep up with the growth of the American economy through the end of the decade.
- The U.S. Bureau of Labor Statistics (BLS) predicts the animation jobs openings will grow at the same rate as the average growth for all occupations through 2014.
- That means that while growth in animation jobs won't be extreme, the entertainment and digital publishing industries will continue to need newly trained 3D animators on a regular basis.



# Professional Organizations

- [CM SIGGRAPH](#)

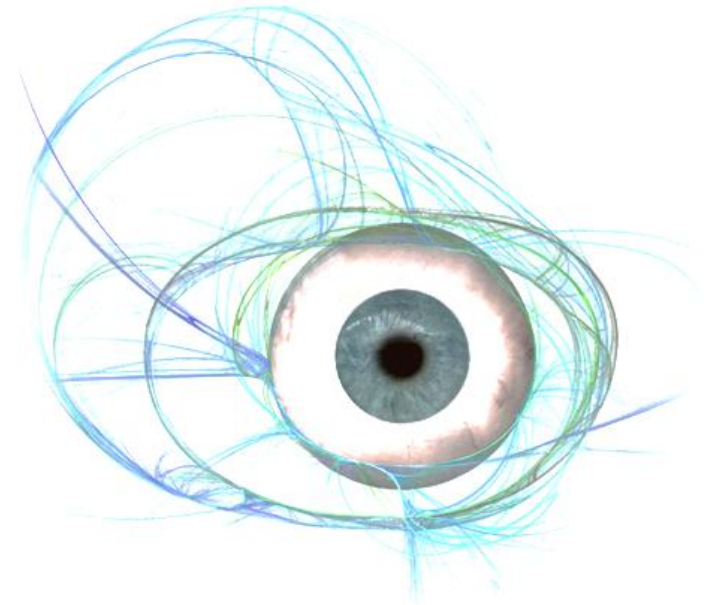
- international community of researchers, artists, developers, filmmakers, scientists, and business professionals who share an interest in computer graphics and interactive techniques.

- [ASIFA](#)

- International Animated Film Society

# College Major

- o General animation
- o Visual communication
- o Digital design
- o These can be achieved in colleges such as Full Sail, SCAD and even The Art Institute Online.





# Specific Areas of Study



- Introduction to 3D animation
- 2D animation
- Basic drawing
- Lighting and modeling in animation
- 3D animation special effects
- Writing and storyboarding

# Certifications

- Most schools require a high school certificate in order to enroll in a certificate program.
- Applicants might also need to take a preliminary computer graphics course prior to admission into the program, such as introductory course in digital media.
- The career itself mainly requires a bachelors in 3D Animation and typically a major in some other graphics course.
- It is not required, but Visual Communication certifications such as 3D Modeling, 3D Animation, and Game Art are available.