

# Animator

Animators bring drawings and computer generated characters to life on screen.



## Skills You'll need:

- **creativity and imagination**
- **drawing and modelling skills**
- **communication and presentation skills**
- **IT skills**

## Working hours, patterns and environment

You'll usually work 35 to 40 hours, Monday to Friday. You'll be based in an office or studio. In stop-motion animation you may spend a lot of time on your feet adjusting models. In other types of animation, you would spend most of your time sitting at a computer or drawing board.

You could work from home if you're freelance

## What you'll do:

You'll work in animated films, TV, adverts, games, websites, or music videos, using hand-drawn, traditional, computer-generated imagery (CGI), stop-frame, stop-motion or model animation techniques.

## Your day-to-day duties could include working with others like:

- **production designers to create the look**
- **storyboard artists to take the script or ideas and show the story in a visual way**
- **layout artists to draw how each shot will look**
- **digital painters to touch up colours**
- **texture artists to 'paint' colour and texture onto digital models to make them lifelike**
- **composers to join together different layers of animation**

**These university subjects are related to this career:**

Computer science and AI

Graphic Design

Film and Photography



## You'll usually need:

### **Level 2 (e.g. GCSEs)**

- **a minimum of Grade 4 in English and Maths**
- **strong grade in Biology**
- **it might be advantageous to have Triple Award Science**

### **Level 3 (e.g. A-Levels, BTECs)**

The most popular universities will expect three subjects including a Grade A or B in Mathematics. Some also specify Science (Biology, Chemistry or Physics) or Computer Science.

Also look for details of which subjects are accepted for the degree you may wish to study.

## Career path and progression

With experience, you could progress from a junior role to animator, lead animator and animation director.

You could also work for larger animation studios, games developers, interactive media designers or video post-production firms.

You might decide to go freelance or start your own studio.

## **Culture, media and sports occupations**

**East Midlands growth: +9% from 2014 to 2024, creating 2,767 jobs**

**East Midlands median earnings: £27,934**