



Careers Education

GATSBY BENCHMARKS 1, 2, 3, 4 and 5

A Stable Careers Programme
 Learning from career and labour market information
 Addressing the needs of each pupil
 Linking curriculum learning to careers
 Encounters with Employers and Employees



Career of the week – Animator

Monday 19 October 2020

Labour market information

<p>Employment Status</p>	<p>Future Employment</p> <p>The predicted number of people employed in this job throughout the UK</p>		
<p>Gender Split</p>	<p>Check Start Profile to view in more detail. Current employment by region</p> <p>Starting Salary £21,000 Source: NextGen Skills Academy</p> <p>UK Average Salary £40,000 Source: NextGen Skills Academy</p> <p>Videos: https://app.startprofile.com/role/602/related-media https://www.youtube.com/watch?v=ayE-B5ALnB0</p>		

Useful GCSE / BTEC subjects for this career:
 English, Maths, Science, ICT / Computer Science, Media, Art & Design, Design & Technology,

Job title:	
Animator	Animators bring drawings and computer-generated characters to life on screen.

<p>Career Pathways / Entry requirements:</p>	<ul style="list-style-type: none"> • How to become an animator • University • You could do a foundation degree, higher national diploma or degree. The most useful courses include practical skills and work placements. Relevant courses include: <ul style="list-style-type: none"> • Animation, art and design, computer games development, animation production, visual effects • Entry requirements • You'll usually need: <ul style="list-style-type: none"> • 1 or 2 A levels, or equivalent, for a foundation degree or higher national diploma • 2 to 3 A levels, or equivalent, for a degree • College • You could do a college course that will teach you some of the skills you'll need to get started as a junior animator. Courses include: <ul style="list-style-type: none"> • Level 3 Diploma in Creative and Digital Media, Level 3 Diploma in Games, Animation and VFX Skills • Entry requirements • You'll usually need: <ul style="list-style-type: none"> • 4 or 5 GCSEs at grades 9 to 4 or equivalent, for a level 3 course • Apprenticeship • You could take a higher apprenticeship as a junior animator. This may help you to get a job as an animation assistant. • Entry requirements • You'll usually need: <ul style="list-style-type: none"> • 5 GCSEs at grades 9 to 4, or equivalent, including English and maths, for an advanced apprenticeship • 4 or 5 GCSEs at grades 9 to 4 and A levels, or equivalent, for a higher or degree apprenticeship • Work • You could start as an animation 'runner' and work your way up to: <ul style="list-style-type: none"> • digital painter, inbetweeners, assistant animator, animator, • Volunteering • You may find it useful to do some related voluntary or paid work. You can contact broadcasting companies, advertising agencies, animation studios or computer games companies to find out about work experience opportunities. • Other Routes • You could take short courses in animation skills and software packages run by film schools, regional screen agencies and private training providers. • Career tips • You'll need a showreel and portfolio to highlight your best animation work and ideas. Make your work easy to find, either on your own website or blog, or on a video-sharing website.
<p>Labour Market Information. Skills required:</p>	<ul style="list-style-type: none"> • Skills and knowledge • You'll need: <ul style="list-style-type: none"> • 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
<p>What you'll do:</p>	<p>Day-to-day tasks Your day-to-day tasks will depend on the type of animation you're doing. You could:</p> <ul style="list-style-type: none"> • visualise storyboard and script ideas • use animation software or hand drawn techniques to create characters and scenes • add lighting, shading and special effects • paint in backgrounds and character colours • add textures to digital models • use motion capture methods to create lifelike expressions and movements • use stop-motion techniques to film 3D models • combine separate layers of animation into one to create the final product
<p>Labour Market Information. What you'll earn:</p>	<p>£21,000 - £40,000</p>
<p>Labour Market Information. Working hours, patterns and environment:</p>	<p>Animators are most often studio based and therefore standard working hours are 9am to 6pm during the week. However, working hours for animators can be irregular as they get closer to the completion or delivery of a project. They may sometimes have to work long days, evenings and/or weekends for a few weeks in order to get the work finished on time. Animators will spend a lot of time either at their computer (possibly using digital drawing tablets), or on stop motion sets behind a camera. Either of these set ups will usually be in an animation studio where other animators and artists are working on the same project.</p>
<p>Career path and progression:</p>	<p>With experience, you could progress from animator to 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.</p>

Related careers: [Graphic Designer](#), [Storyboard Artist](#), [Illustrator](#)

