

I want to be an . . . Animator

Initial Career Steps:

- There are many different types of animators. Research the field of animation and find a specialization that interests you.
 - If possible, enroll in a higher education program. You will have a better chance of landing a job if you have taken specialized coursework in the type of animation you have chosen as your focus.
 - Also consider some alternatives to traditional education. Animation Mentor, for example, is a site that provides online courses taught by industry experts.
 - It may be a very long time before you get an interview. Be careful in turning down a job you think is beneath you. Some experience is better than none. At the beginning of your animation career, take any and all job opportunities offered to you. Animation is a very competitive business and as with most competitive careers, making good contacts is very important. Be sure to make a good first impression and network. Your coworkers and previous employers may be useful as references for you later on in your career.
- Be on the lookout for internships with local design or animation companies. Research companies that are doing the kind of work you want to do and contact them. Pixar, for example, offers advice for future computer animators on their website. If you are enrolled in a higher education program, the career services office at your school can be a good resource to find internships.
 - Build a portfolio. Compile your work and personal projects into one, easy to carry portfolio. Prospective employers will want to look at something that is easy to hold and look through quickly.

Local Resources:



-- Animation World Network: news, job listings, forums:
<http://www.awn.com/>

-- Texas Association of Film and Tape Professionals:
<http://www.taftp.com/>

--Game Industry Grunts lists entry level game jobs:
<http://gameindustrygrunts.com/>