

BRAD'S CAREER PATH

How to become an Animator

MY CAREER GOALS

- I want to become an Animator by 2025
- To get there, I will need to:
 - Graduate high school by June, 2020
 - Attend an art college/university (Emily Carr University, Capilano College)

WHAT IS AN ANIMATOR?

- An animator is someone who turns images to come to life on screen.
- Ill be expected to make visuals for either T.V., Videogames.
- Ill be expected to work for 35-40 hours a week.
- Ill be expected to receive constructive criticism from director's, head animators, game designers, or clients.



ABOUT MY FUTURE CAREER

- This Job is done usually at home, whether self-employed or by a company.
- The Average salary is between \$31k to \$82k.
- Usual hours for an animator is around 10 hours, 35-40 hours per week.

MY JOB HAS A 1.5% CHANCE OF BECOMING AUTOMATED

- One reason would be that robots/machines can't make animations, animations are suppose to show emotion, a robot can't do that.
- Another reason would be that everything would be bland and uninspiring, the whole point of art/animation is to express personality of the animator.

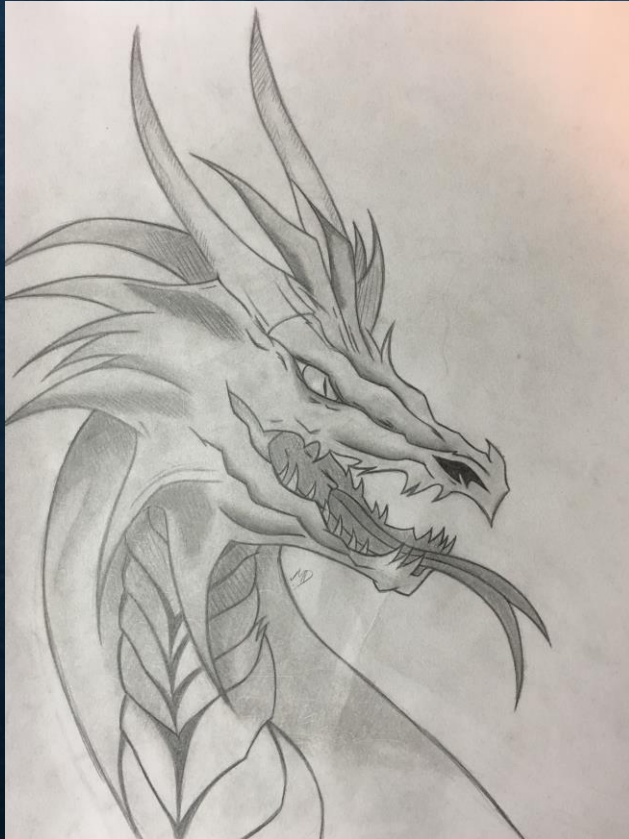


MY COMPATIBILITY

- I am 86% compatible with this job.
- The skills this job requires are:
- Experience or training in multimedia design in post secondary.
- Creative ability and artistic talent, demonstrated by a portfolio of work.

ANIMATION WOULD BE GREAT FOR ME BECAUSE...

- I already have these skills for this career:
- Artistic talent
- Creative Ability



I AM NOT QUITE READY FOR THIS CAREER, BUT I WILL GET THERE!

- These are skills for the job I still need to learn:
- Computer literacy and familiarity with graphics software.
- Communication and presentation skills
- This is how I will get those necessary skills:
- Attend a post secondary school/college with the necessary programs required for my career.

JOB OUTLOOK

- In BC, the job outlook is 3 of 3 stars.
- Here are 2 reasons why:
- There are a moderate number of unemployed workers with recent experience in this occupation
- Employment growth will lead to a moderate number of new positions.

THIS IS WHAT APPEALS TO ME WITH THIS CAREER...

- Being able to express myself through art/animation. I feel art/animation is a way to express your feeling in a creative way, its also an efficient coping technique that I use myself whenever I feel down.
- I've always enjoyed entertaining others with my artistic talent. Its always so inspiring to hear someone complimenting your artworks, it's very motivative, which helps continue my journey as an artist.

THESE ARE SOME THINGS I FIND LESS APPEALING ABOUT THIS CAREER...

- Its stressful, especially when others have high expectations. Sometimes I think I'm not good enough and Ill disappoint those who admire my talent, I fear if I don't meet up with my expectations, Ill only be seen as a disappointment.
- In some ways, its depressing. Sometimes criticism can get the better of you, weather its constructive criticism or harsh criticism, it can leave you feeling defeated. Your fundamental beliefs as an artist are in danger of crumbling down before you. You get the feeling your not suited for this and that you're doing things wrong.

POTENTIAL OBSTACLES TO GETTING THIS CAREER

- The possible obstacles:
- Possibly not getting accepted by the recommended college/university
- My plan to overcome them:
- Look for other colleges/universities ahead of time.

POTENTIAL OBSTACLES TO BEING SUCCESSFUL WITHIN THIS CAREER

- The possible obstacles:
- Not being good enough with my career
- My plan to overcome them:
- Practice/learn from others of upper class like head animators, and directors.

THE TRAINING/EDUCATION REQUIRED FOR MY CAREER IS:

- Animation, 2D and Visual Development
- Animation fundamentals
- Understanding of Anatomy

I INTEND TO GO TO CAPILANO UNIVERSITY FOR THAT CAREER

- North Vancouver, BC, Canada
- Animation, 2D and Visual Development Diploma, Animation Fundamentals
- 3 years in total
- Diploma in Graphic arts, Degree in visual arts



HIGH SCHOOL COURSES REQUIRED

- Grade 11 courses:
- Drawing and Painting 11
- Industrial Design 12
- Grade 12 courses:
- Drawing and Painting 12
- Drafting Design 11

- Have equivalence to BC High school Graduation
- Meet the English language proficiency requirement.
- Capilano University is known for their Art programs and Science Programs
- The main reason I chose this institution is because it focuses more on hands on art programs compared to other art schools.

FINANCIAL PLAN

- Total cost of programs $\rightarrow \$2,493.04 + \$30,429.17 = \$32,922.21$
- I am going to pay for my program:
 - I plan on working part time before post secondary.
 - My parents also plan on helping me with this.

SOME RELATED OCCUPATIONS:

- Artist
- Art Director



ANIMATION IS AWESOME!!!

- Walt Disney had only two animators working for him when he created Steamboat Willie in 1928.
- Toy Story was the first animated feature ever generated completely on computers.
- Some 350,000 drawings were made for the production of Robin Hood, with more than 100,000 painted cels and 800 painted backgrounds.

