## Animator

There are many types of animation, including 2D, stop-motion, 3D hand-drawn and computer-generated, but all roles call for high levels of creativity and passion.

An animator produces multiple images called frames, which when sequenced together create an illusion of movement - this is known as animation. The images can be made up of digital or hand-drawn pictures, models, or puppets.
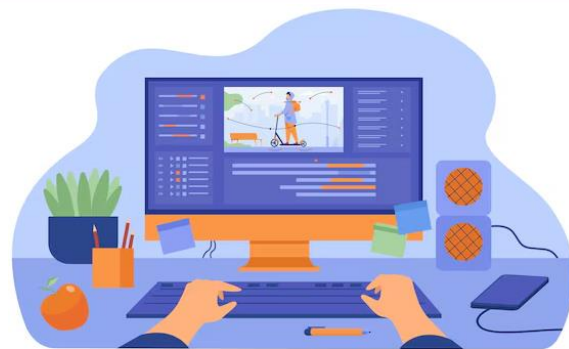
Skills:

You'll need to show:

- artistic talent and technical skills
- a good eye for detail
- communication and storytelling skills
- ability to work with others and to take direction
- networking skills and commitment to projects through previous work experience
- an engagement with the industry from submitting work to festivals and competitions

Qualifications:

University

You could do a foundation degree, higher national diploma or a degree in: animation/art and design/computer games development/animation production/visual effects. It might be useful to choose a course which includes practical skills and offers a work placement. Entry requirements you'll usually need: 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 to get some of the skills you'll need to become an animator. Courses include: Level 3 Diploma in Creative and Digital Media/Level 3 Diploma in Games, Animation and VFX Skills/Level 3 Diploma in Creative Art and Design. Entry requirements you'll usually need: 4 or 5 GCSEs at grades 9 to 4 (A* to C), or equivalent, for a level 3 course.

Apprenticeship

You might be able to get into this work by doing a Higher Apprenticeship, such as: Junior Animator Level 4/Junior VFX Artist or Assistant Technical Director Level 4/Storyboard Artist Level 7. Entry requirements you'll usually need: 4 or 5 GCSEs at grades 9 to 4 (A* to C) and A levels, or equivalent, for a higher or degree apprenticeship.

Working hours:

Working hours are regular office hours (approximately 40 hours per week), but as deadlines approach you may need to work overtime, including at the weekend. Flexitime is quite common.

Salary:

- Entry salaries are in the region of £12,000 to £15,000. Salaries in computer game animation start higher at £18,000, rising quickly with experience.
- Experienced animators can earn around £23,000 to £26,000.
- Salaries for animators with at least ten years' experience are around £36,000+.

North East Learning Trust