ScreenSkills

ANIMATION

"There's no set path, you have to put your work out there."

Gavin Strange
Senior Designer, Aardman

There are a lot of roles within animation, and in a smaller company it's common for people have a wider skill set. Large companies will look for specialists in rigging, character animation and modelling. Production and infrastructure staff focus on the day-to-day operations, managing the studio and delivery of projects. 2D animation starts as hand-drawn art, and composited in 2D space.

3D animation is built from 3D models, using cameras in 3D space to "film" the virtual world. The only analogue medium left is stop motion – photographing models in sequence to create the illusion of motion. The UK Is best known for the stop motion series *Wallace and Gromit*.

While the job role you'd most often associate with the industry is an Animator, there are plenty of job roles if you're not an artist. Producers play a big role in animation and manage the production process. Studios will also hire runners, a junior job role that works across all departments. Runners will get experience working on all aspects of the production, and supported in finding an area to specialise in later in their career.

Employers will be looking for those with strong skills in design and illustration. Be creative with your CV to show this off – but don't let it overshadow the content.

You'll also want a portfolio of work. This will be a showreel of work with breakdowns, but can also include illustrations and drawings to give an example of your artistic ability. Start this early and add to it as you get more experience.

Have a look at a list of open source software that you can access online that will enable you to create your own animations. Software is more accessible than ever, so you can experiment in animating sequences and shots at home.

FIRST STEPS

Look up your favourite films on IMDB to find out who directed, modelled and lit them. What are these people responsible for? Find out at **screenskills.com**

MOVING UP

Try out free or demo software like **Maya** and **Blender** – make your own work and release it online. Look at movement in the world around you and try to recreate it on screen.

GETTING IN

Think about how to climb the ladder. Learn about the junior roles in the department you're interested in and contact local companies and agencies for work experience.