Animation is the process of displaying still images in a rapid sequence to create the illusion of movement. But there’s more to it than that. At its heart, animation is about using that movement to show emotion and tell a story.

**Did you know?**
The UK excels at animation. It has created the stop-motion characters in *Early Man* and *Isle of Dogs*, the computer-generated figure of *Dumbo* and the dinosaurs in *Jurassic World: Fallen Kingdom*. These, and many more before them, have established the UK animation industry as one of the best in the world.

**Study**
Many people in the industry have a degree in subjects ranging from animation and script writing to computer programming and accountancy. Go to [screenskills.com/courses](http://screenskills.com/courses) to find courses recommended by ScreenSkills. Alternatively, some studios offer apprenticeships.

**Portfolio**
For many roles employers and admissions tutors will want to see proof of your creativity. They will look for a portfolio that showcases your work. This is often more important than a CV. Go to [screenskills.com/portfolio](http://screenskills.com/portfolio) to learn how to start building your portfolio.
First steps
Watch animated films. Look up your favourites on imdb.com and learn about the different roles involved in making the film. Find out how you can get into these roles at screenskills.com/careers-in-animation

Next steps
Try out software such as Blender and Three.js. Look at movement in the world around you and try to recreate it on screen. Upload your project online*, ask for feedback and start building a portfolio.

Getting in
Get to know people that work in animation by going to events, such as ScreenSkills' Open Doors. Research companies to see if they offer work experience**. Apply for entry-level roles and apprenticeships.

For further information go to: screenskills.com/careers

* If you are under 18 ask your parents' permission
** Most opportunities are for over 18s.